

Documentation Arcade

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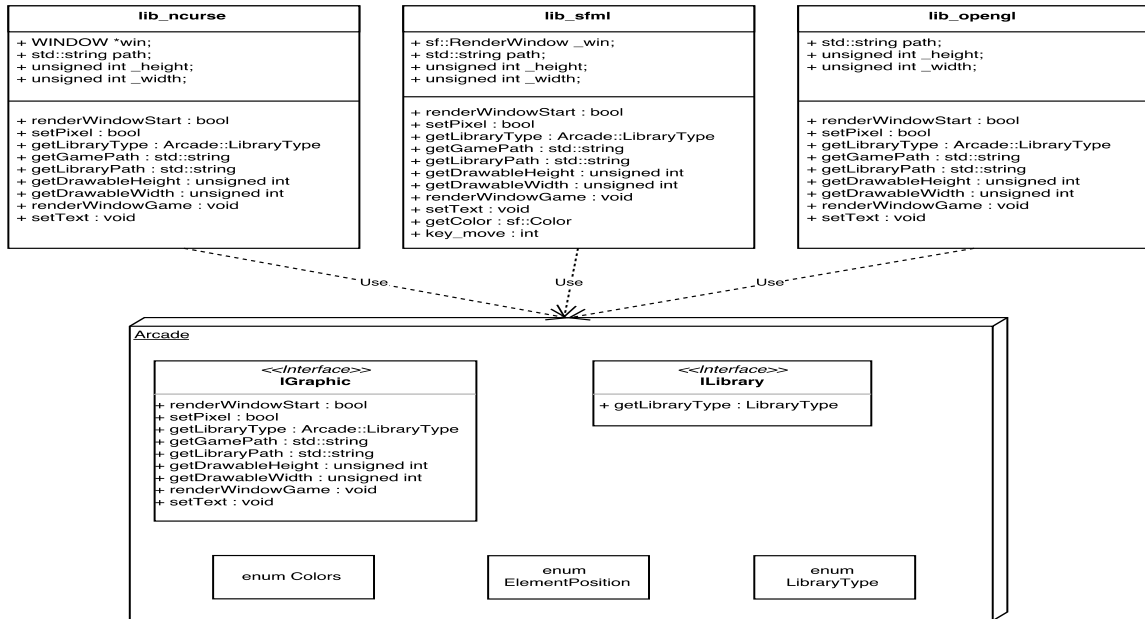
Introduction

The goal of arcade project is to create a program able to load dynamic library (.so).

These library must respect a interface describe later in this document.

The program is compiled under Linux – OpenSuses 13.2, if you have some trouble for load your libraries, check your OS system version.

Class diagram



Respect our Interfaces

If you want to create a game, you need to inherit from IGame and do all functions in this interface. You can setPixel from game to graphic by “setPixel” function. His parameters are two unsigned int x and y, and a enum Color defined into IGraphic.hh as
IGraphic::Colors::A(COLOR).

You can add text with setText function. His paremeters are a std::string who correspond to the text to print, a unsigned int y, a Arcade::ElementPosition defined into IGraphic.hh.

How to create a game / graphic library

For creating a game, it need to inherit from IGame and you need to recode the functions from this interface. For exemple, thanks to the function hud() you can use the library function setText() to display informations about the score or the time.

For creating a library you need to follow the IGraphic interface and inherit every function from it.

You have to recode all the functions from the interface to have a valid and working library. If you use the function hud() in the game and call setText() in it, your setText() function in the library should display the str, positions informations and color taken in parameters.