

EngineCore

+commands: std::queue<Command> *

+gameState: state::GameState *

+EngineCore()

+EngineCore(gameState:state::GameState *)

+EngineCore(gameState:state::GameState *, events:std::queue<Command> *)

+~EngineCore()

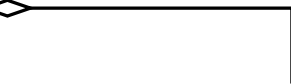
+mainLoop(): int

+pushCommand(command:Command): void

+processCommand(command:Command): void

+turnButton(): void

+endTurn(): void



Command

+commandType{moveArmy = 0, ActionButton = 1, TurnButton = 2}: enum

-type: commandType

-argument: std::string

+Command()

+Command(type:commandType,argument:std::string)

+~Command()

+getType(): commandType

+getArgument(): std::string