

arcade

1.0.0

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Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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std::exception	
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Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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File Index

4.1 File List

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Chapter 5

Namespace Documentation

5.1 Arcade Namespace Reference

Main namespace for the [Arcade](#) project.

Classes

- class [AGame](#)
Game abstract class.
- class [AGraphic](#)
Graphic abstract class.
- class [IGame](#)
Game Interface.
- class [IGraphic](#)
Graphic Interface.
- class [Core](#)
Core class.
- class [Sdl2](#)
Sdl2 class.
- class [Ncurses](#)
Ncurses class.
- class [Sfml](#)
Sfml class.

Enumerations

- enum class **CoreMode** { **GAME** , **MENU** , **PAUSE** , **QUIT** }
- enum class **GameMode** { **GAME** , **GAME_OVER** , **MENU** , **PAUSE** , **QUIT** }
- enum class [GameEvent](#) { **UP** , **DOWN** , **LEFT** , **RIGHT** , **SHOOT** , **PAUSE** , **QUIT** , **NONE** }
Enum for the GameEvent.

5.1.1 Detailed Description

Main namespace for the [Arcade](#) project.

5.1.2 Enumeration Type Documentation

5.1.2.1 GameEvent

enum [Arcade::GameEvent](#) [strong]

Enum for the GameEvent.

Set of enum used for the game event

Chapter 6

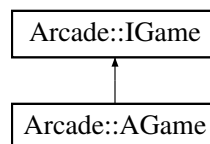
Class Documentation

6.1 Arcade::AGame Class Reference

Game abstract class.

```
#include <abstractions/AGame.hpp>
```

Inheritance diagram for Arcade::AGame:



Additional Inherited Members

6.1.1 Detailed Description

Game abstract class.

Set of method to implement for the business logic of the [Arcade](#) project

The documentation for this class was generated from the following file:

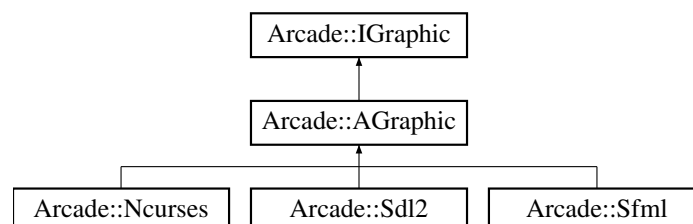
- Core/include/abstractions/[AGame.hpp](#)

6.2 Arcade::AGraphic Class Reference

Graphic abstract class.

```
#include <abstractions/AGraphic.hpp>
```

Inheritance diagram for Arcade::AGraphic:



Public Member Functions

- **AGraphic** (const [AGraphic](#) &)=delete
- [AGraphic](#) & **operator=** (const [AGraphic](#) &)=delete

6.2.1 Detailed Description

Graphic abstract class.

Set of method to implement for the business logic of the [Arcade](#) project

The documentation for this class was generated from the following file:

- Core/include/abstractions/[AGraphic.hpp](#)

6.3 Arcade::Core Class Reference

[Core](#) class.

```
#include <Core.hpp>
```

Classes

- class [CoreException](#)
[CoreException](#) class.

Public Member Functions

- **Core** (const [Core](#) &)=delete
- [Core](#) & **operator=** (const [Core](#) &)=delete
- void **parser** (const std::string &path)
- int **runArcade** (const std::string &path)
- void [gameLoop](#) ()
Game loop.
- void **handleEvents** (const [GameEvent](#) &event)
- void [setMode](#) (const CoreMode &gameMode)
Set the mode object.
- void **closeWindow** ()

6.3.1 Detailed Description

[Core](#) class.

[Core](#) class for the [Arcade](#) project

6.3.2 Member Function Documentation

6.3.2.1 gameLoop()

```
void Arcade::Core::gameLoop ( )
```

Game loop.

Main game loop

6.3.2.2 setMode()

```
void Arcade::Core::setMode (
    const CoreMode & gameMode ) [inline]
```

Set the mode object.

Parameters

<i>gameMode</i>	
-----------------	--

The documentation for this class was generated from the following file:

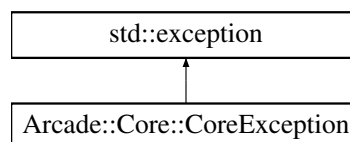
- Core/include/[Core.hpp](#)

6.4 Arcade::Core::CoreException Class Reference

[CoreException](#) class.

```
#include <Core.hpp>
```

Inheritance diagram for Arcade::Core::CoreException:



Public Member Functions

- **CoreException** (std::string msg)
- **CoreException** ([CoreException](#) const &)=delete
- const char * **what** () const noexcept override

6.4.1 Detailed Description

[CoreException](#) class.

Exception class for the [Core](#) class

The documentation for this class was generated from the following file:

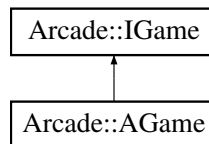
- [Core/include/Core.hpp](#)

6.5 Arcade::IGame Class Reference

Game Interface.

```
#include <abstractions/IGame.hpp>
```

Inheritance diagram for Arcade::IGame:



Public Member Functions

- `IGame` (const [IGame](#) &)=delete
- `IGame` & `operator=` (const [IGame](#) &)=delete

6.5.1 Detailed Description

Game Interface.

Set of method to implement for the business logic of the [Arcade](#) project

The documentation for this class was generated from the following file:

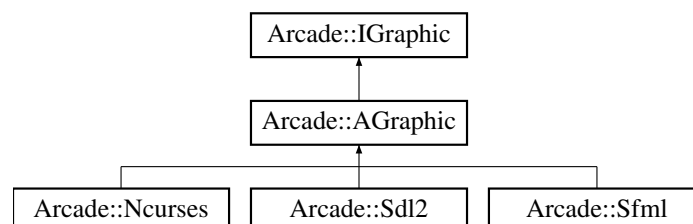
- [Core/include/abstractions/IGame.hpp](#)

6.6 Arcade::IGraphic Class Reference

Graphic Interface.

```
#include <abstractions/IGraphic.hpp>
```

Inheritance diagram for Arcade::IGraphic:



Public Member Functions

- **IGraphic** (const [IGraphic](#) &)=delete
- **IGraphic** & **operator=** (const [IGraphic](#) &)=delete
- virtual [GameEvent](#) **getEvent** ()=0
Get the event object.
- virtual void **displayWindow** ()=0
display actual window
- virtual void **clearWindow** ()=0
clear actual window
- virtual void **closeWindow** ()=0
close actual window

6.6.1 Detailed Description

Graphic Interface.

Set of method to implement for the business logic of the [Arcade](#) project

6.6.2 Member Function Documentation

6.6.2.1 getEvent()

```
virtual GameEvent Arcade::IGraphic::getEvent ( ) [pure virtual]
```

Get the event object.

Returns

[GameEvent](#)

Implemented in [Arcade::Sfml](#), [Arcade::Sdl2](#), and [Arcade::Ncurses](#).

The documentation for this class was generated from the following file:

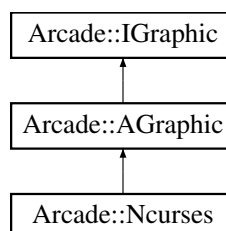
- Core/include/abstractions/[IGraphic.hpp](#)

6.7 Arcade::Ncurses Class Reference

[Ncurses](#) class.

```
#include </home/masina/Documents/Epitech/B-OOP-400/B-OOP-400-BDX-4-1-arcade-elliott.↵
masina/Graphics/NCurses/include/Ncurses.hpp>
```

Inheritance diagram for [Arcade::Ncurses](#):



Public Member Functions

- **Ncurses** (const [Ncurses](#) &)=delete
- **Ncurses** & **operator=** (const [Ncurses](#) &)=delete
- **GameEvent** **getEvent** () override
Get the event object.
- void **displayWindow** () override
display actual window
- void **clearWindow** () override
clear actual window
- void **closeWindow** () override
close actual window

6.7.1 Detailed Description

[Ncurses](#) class.

[Ncurses](#) class for the [Arcade](#) project

6.7.2 Member Function Documentation

6.7.2.1 getEvent()

[GameEvent](#) `Arcade::Ncurses::getEvent () [override], [virtual]`

Get the event object.

Returns

`GameEvent`

Implements [Arcade::IGraphic](#).

The documentation for this class was generated from the following file:

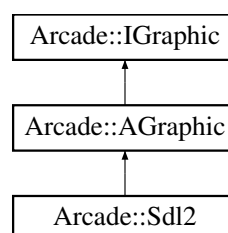
- Graphics/NCurses/include/[Ncurses.hpp](#)

6.8 Arcade::Sdl2 Class Reference

[Sdl2](#) class.

```
#include </home/masina/Documents/Epitech/B-OOP-400/B-OOP-400-BDX-4-1-arcade-elliott.↵
masina/Graphics/SDL2/include/Sdl2.hpp>
```

Inheritance diagram for `Arcade::Sdl2`:



Public Member Functions

- **Sdl2** (const [Sdl2](#) &)=delete
- **Sdl2 & operator=** (const [Sdl2](#) &)=delete
- **GameEvent** **getEvent** () override
Get the event object.
- void **displayWindow** () override
display actual window
- void **clearWindow** () override
clear actual window
- void **closeWindow** () override
close actual window

6.8.1 Detailed Description

[Sdl2](#) class.

[Sdl2](#) class for the [Arcade](#) project

6.8.2 Member Function Documentation

6.8.2.1 getEvent()

[GameEvent](#) `Arcade::Sdl2::getEvent () [override], [virtual]`

Get the event object.

Returns

`GameEvent`

Implements [Arcade::IGraphic](#).

The documentation for this class was generated from the following file:

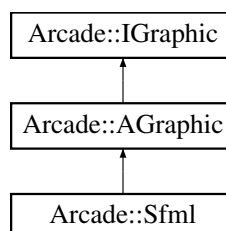
- Graphics/SDL2/include/[Sdl2.hpp](#)

6.9 Arcade::Sfml Class Reference

[Sfml](#) class.

```
#include </home/masina/Documents/Epitech/B-OOP-400/B-OOP-400-BDX-4-1-arcade-elliott.↵
masina/Graphics/SFML/include/Sfml.hpp>
```

Inheritance diagram for `Arcade::Sfml`:



Public Member Functions

- **Sfml** (const [Sfml](#) &)=delete
- **Sfml & operator=** (const [Sfml](#) &)=delete
- **GameEvent** [getEvent](#) () override
Get the event object.
- void [displayWindow](#) () override
display actual window
- void [clearWindow](#) () override
clear actual window
- void [closeWindow](#) () override
close actual window

6.9.1 Detailed Description

[Sfml](#) class.

[Sfml](#) class for the [Arcade](#) project

6.9.2 Member Function Documentation

6.9.2.1 [getEvent\(\)](#)

[GameEvent](#) `Arcade::Sfml::getEvent () [override], [virtual]`

Get the event object.

Returns

`GameEvent`

Implements [Arcade::IGraphic](#).

The documentation for this class was generated from the following file:

- Graphics/SFML/include/[Sfml.hpp](#)

Chapter 7

File Documentation

7.1 Core/include/abstractions/AGame.hpp File Reference

File declaring Game Abstract class.

```
#include "IGame.hpp"
```

Classes

- class [Arcade::AGame](#)
Game abstract class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

7.1.1 Detailed Description

File declaring Game Abstract class.

7.2 Core/include/abstractions/AGraphic.hpp File Reference

File declaring Graphic Abstract class.

```
#include "IGraphic.hpp"
```

Classes

- class [Arcade::AGraphic](#)
Graphic abstract class.

Namespaces

- [Arcade](#)

Main namespace for the [Arcade](#) project.

7.2.1 Detailed Description

File declaring Graphic Abstract class.

7.3 Core/include/abstractions/IGame.hpp File Reference

File declaring Game Interface.

Classes

- class [Arcade::IGame](#)

Game Interface.

Namespaces

- [Arcade](#)

Main namespace for the [Arcade](#) project.

7.3.1 Detailed Description

File declaring Game Interface.

7.4 Core/include/abstractions/IGraphic.hpp File Reference

File declaring Graphic Interface.

```
#include "Enum.hpp"
```

Classes

- class [Arcade::IGraphic](#)

Graphic Interface.

Namespaces

- [Arcade](#)

Main namespace for the [Arcade](#) project.

7.4.1 Detailed Description

File declaring Graphic Interface.

7.5 Core/include/Core.hpp File Reference

File declaring Core.

```
#include <iostream>
#include <exception>
#include <memory>
#include "Enum.hpp"
#include "abstractions/AGraphic.hpp"
```

Classes

- class [Arcade::Core](#)
Core class.
- class [Arcade::Core::CoreException](#)
CoreException class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

7.5.1 Detailed Description

File declaring Core.

7.6 Core/include/Enum.hpp File Reference

File declaring Enum.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

Enumerations

- enum class **CoreMode** { **GAME** , **MENU** , **PAUSE** , **QUIT** }
- enum class **GameMode** { **GAME** , **GAME_OVER** , **MENU** , **PAUSE** , **QUIT** }
- enum class [Arcade::GameEvent](#) { **UP** , **DOWN** , **LEFT** , **RIGHT** , **SHOOT** , **PAUSE** , **QUIT** , **NONE** }

Enum for the GameEvent.

7.6.1 Detailed Description

File declaring Enum.

Set of enum used in the [Arcade](#) project

7.7 Graphics/NCurses/include/Ncurses.hpp File Reference

File declaring Ncurses.

```
#include <ncurses.h>
#include <string_view>
#include "abstractions/AGraphic.hpp"
```

Classes

- class [Arcade::Ncurses](#)
Ncurses class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

Variables

- constexpr std::string_view **WINDOW_TITLE** = "Arcade - NCurses\n"

7.7.1 Detailed Description

File declaring Ncurses.

7.8 Graphics/SDL2/include/Sdl2.hpp File Reference

File declaring Sdl2 class.

```
#include <iostream>
#include <SDL2/SDL.h>
#include "abstractions/AGraphic.hpp"
```

Classes

- class [Arcade::Sdl2](#)
Sdl2 class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

Variables

- constexpr std::string_view **WINDOW_TITLE** = "Arcade - SDL2"

7.8.1 Detailed Description

File declaring Sdl2 class.

7.9 Graphics/SFML/include/Sfml.hpp File Reference

File declaring Sfml class.

```
#include <SFML/Graphics.hpp>
#include "abstractions/AGraphic.hpp"
```

Classes

- class [Arcade::Sfml](#)
Sfml class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

Variables

- constexpr std::string_view **WINDOW_TITLE** = "Arcade - SFML"

7.9.1 Detailed Description

File declaring Sfml class.

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