arcade

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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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Main namespace for the Arcade project 9

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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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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Arcade::AGraphic
: Graphic abstract class 11

Arcade::Core
: Core class 12

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: CoreException class 13

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Arcade::RuntimeException
: RuntimeException class 16

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: Sdl2 class 17

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File Index

4.1 File List

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

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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 RuntimeException

  RuntimeException 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

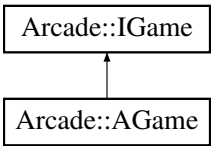
Class Documentation

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:

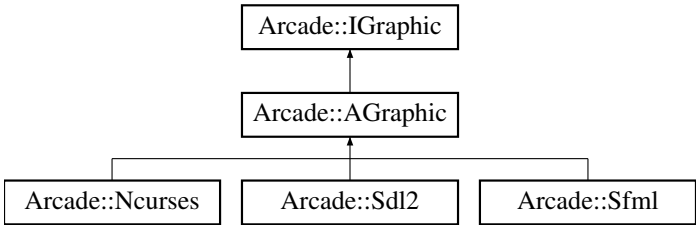
- Core/include/abstractions/AGame.hpp

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

gameMode	

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

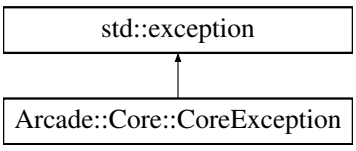
- Core/include/Core.hpp

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:

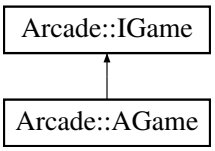
- Core/include/Core.hpp

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:

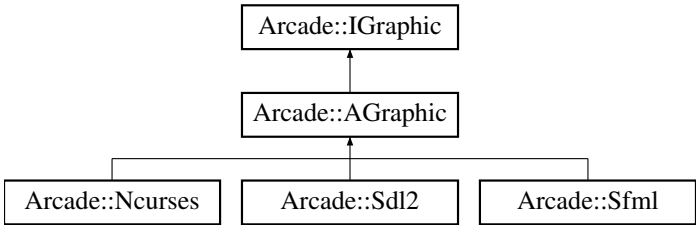
- Core/include/abstractions/IGame.hpp

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:

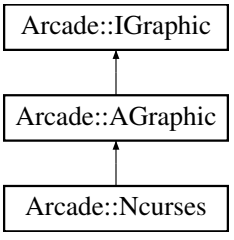
- Core/include/abstractions/IGraphic.hpp

6.7 Arcade::Ncurses Class Reference

Ncurses class.

`#include </home/masina/Documents/Epitech/B-OOP-400/B-OOP-400-BDX-4-1-arcade-elliot.↩ 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:

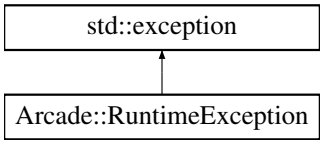
- Graphics/NCurses/include/Ncurses.hpp

6.8 Arcade::RuntimeException Class Reference

RuntimeException class.

```
#include <RuntimeException.hpp>
```

Inheritance diagram for Arcade::RuntimeException:



Public Member Functions

- **RuntimeException** (std::string msg)
- **RuntimeException** (RuntimeException const &)=delete
- const char * **what** () const noexcept override

6.8.1 Detailed Description

RuntimeException class.

RuntimeException class for the Arcade project

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

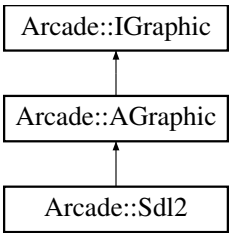
- Core/include/RuntimeException.hpp

6.9 Arcade::Sdl2 Class Reference

Sdl2 class.

`#include </home/masina/Documents/Epitech/B-OOP-400/B-OOP-400-BDX-4-1-arcade-elliot.↩ 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

6.9.1 Detailed Description

Sdl2 class.

Sdl2 class for the Arcade project

6.9.2 Member Function Documentation

6.9.2.1 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:

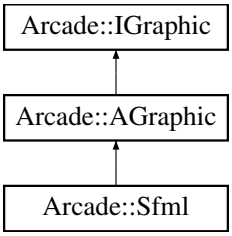
- Graphics/SDL2/include/Sdl2.hpp

6.10 Arcade::Sfml Class Reference

Sfml class.

```
#include </home/masina/Documents/Epitech/B-OOP-400/B-OOP-400-BDX-4-1-arcade-elliot.↩
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

6.10.1 Detailed Description

Sfml class.

Sfml class for the Arcade project

6.10.2 Member Function Documentation

6.10.2.1 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 Core/include/RuntimeException.hpp File Reference

File declaring RuntimeException.

```
#include <exception>
```

Classes

- class Arcade::RuntimeException

  RuntimeException class.

Namespaces

- Arcade

  Main namespace for the Arcade project.

7.7.1 Detailed Description

File declaring RuntimeException.

7.8 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"

7.8.1 Detailed Description

File declaring Ncurses.

7.9 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"

7.9.1 Detailed Description

File declaring Sdl2 class.

7.10 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"

7.10.1 Detailed Description

File declaring Sfml class.

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