Gopher Engine

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Class Index

Class List

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

Class Documentation

Ball Class Reference

Public Member Functions

- **Ball** (const **Vector3D** &, int)
- void **draw** ()
- void **drawDirection** ()
- void **push** (float &)
- void **rotateLeft** ()
- void **rotateRight** ()
- void **recharge** ()
- float **getRadius** ()

Public Attributes

- **Vector3D pos**
- **Vector3D vel**
- **Vector3D dir**
- int **tileID**
- bool **isMoving**
- bool **isOnGround**

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

- Ball.h
- Ball.cpp

Camera Class Reference

Public Member Functions

- string **getModeName** ()
- void **setDefaultMode** ()
- void **setFreeMode** ()
- void **setTopViewMode** ()
- void **setToFollow** (**Vector3D** *)
- void **rotLeftYAxis** ()
- void **rotRightYAxis** ()
- void **rotDownXAxis** ()
- void **rotUpXAxis** ()
- void **run** ()

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

- Camera.h
- Camera.cpp

Cup Class Reference

Inherits **GameObject**.

Public Member Functions

- **Cup** (char *)
- void **draw** ()
- int **getTileId** ()
- float **getRadius** ()

Public Attributes

- **Vector3D pos**

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

- Cup.h
- Cup.cpp

GameObject Class Reference

Inherited by **Cup**, and **Tee**.

Public Member Functions

- virtual void **draw** ()

Protected Attributes

- int **tileID**
- **Vector3D coord**

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

- GameObject.h

Hud Class Reference

Inherits **Overlay**.

Public Member Functions

- **Hud** (**Player** *, **Camera** *)
- void **draw** ()
- void **drawResults** ()

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

- Hud.h
- Hud.cpp

InputManager Class Reference

Public Member Functions

- **InputManager** (**Camera** *, **Level** *, **Player** *)
- void **handleGameplayKey** (const char &)
- void **handleGameplayKeyUp** (const char &)
- void **handleCameraKey** (const char &)
- void **handleMenuKey** (const char &)

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

- InputManager.h
- InputManager.cpp

Level Class Reference

Public Member Functions

- void **load** (const string &)
- void **update** ()
- void **draw** ()
- void **setHiScore** (**Player** *)
- bool **wonGame** ()
- **Ball** * **getBall** ()

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

- Level.h
- Level.cpp

MenuScreen Class Reference

Inherits **Overlay**.

Public Member Functions

- **MenuScreen** (**Player** *)
- void **draw** (const int &)
- int **drawLevelSelection** (const int &)
- void **setPlayerProfile** (**Player** *p)
- void **showTopScore** ()

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

- MenuScreen.h
- MenuScreen.cpp

Overlay Class Reference

Inherited by **Hud**, and **MenuScreen**.

Public Member Functions

- virtual void **draw** ()

Protected Member Functions

- void **orthoBegin** ()
- void **orthoEnd** ()
- void **drawString** (float, float, const char *)

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

- Overlay.h
- Overlay.cpp

Physics Class Reference

Public Member Functions

- void **applyGravity** (**Ball** *, **Tile** *)
- void **applyBallPhysics** (**Ball** *, **Tile** *)
- bool **collision** (**Vector3D**, **Vector3D**, float, float)

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

- Physics.h
- Physics.cpp

Player Class Reference

Public Member Functions

- **Player** (const int &)
- int **getScore** ()
- void **resetScore** ()
- float **getPower** ()
- float **getMaxPower** ()
- void **charge** ()
- void **strike** (**Ball** *)

Public Attributes

- string **name**
- int **id**

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

- Player.h
- Player.cpp

Shader Class Reference

Public Member Functions

- **Shader** (char *, char *)
- void **bind** ()
- void **unbind** ()

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

- Shader.h
- Shader.cpp

Tee Class Reference

Inherits **GameObject**.

Public Member Functions

- **Tee** (char *)
- void **draw** ()
- **Vector3D getCoord** () const
- int **getTileID** () const

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

- Tee.h
- Tee.cpp

Tile Class Reference

Public Member Functions

- **Tile** (char *info)
- void **draw** ()
- void **drawEdges** ()
- GLfloat * **normalize** (const GLfloat *)

Public Attributes

- int **numsides**
- int * **edges**
- **Vector3D** * **edge_normals**
- float * **edge_dist**
- **Vector3D** * **coords**
- **Vector3D normal**

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

- Tile.h
- Tile.cpp

Vector3D Class Reference

Public Member Functions

- **Vector3D** (const **Vector3D** &)
- **Vector3D** (const float &, const float &, const float &)
- **Vector3D** & **operator=** (const **Vector3D** &)
- **Vector3D** & **operator*=** (const float &)
- **Vector3D** & **operator/=** (const float &)
- **Vector3D operator-** () const
- **Vector3D operator+** (const **Vector3D** &)
- **Vector3D operator-** (const **Vector3D** &)
- **Vector3D operator*** (const **Vector3D** &)
- **Vector3D operator*** (const float &)
- **Vector3D operator/** (const float &)
- bool **operator<=** (const float &)
- **Vector3D absolute** ()
- void **normalize** ()
- **Vector3D cross** (const **Vector3D** &)
- float **dot** (const **Vector3D** &)
- void **set** (const GLfloat &, const GLfloat &, const GLfloat &)

Public Attributes

- float **x**
- float **y**
- float **z**

Friends

- ostream & **operator<<** (ostream &, **Vector3D** &)

The documentation for this class was generated from the following files:
- Vector3D.h
- Vector3D.c