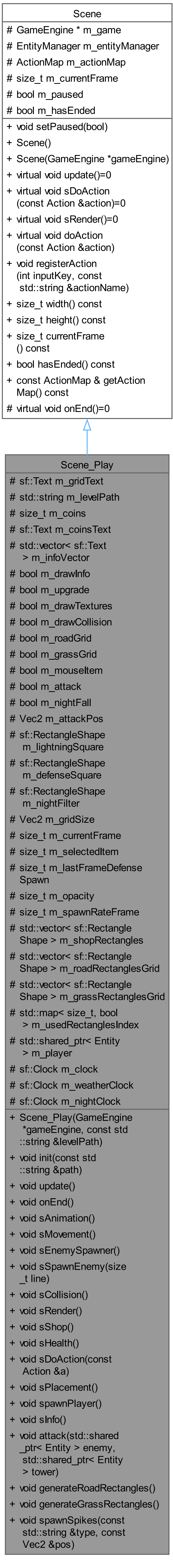
Scene
# GameEngine * m_game
# EntityManager m_entityManager
# ActionMap m_actionMap
# size_t m_currentFrame
# bool m_paused
# bool m_hasEnded
+ void setPaused(bool)
+ Scene()
+ Scene(GameEngine *gameEngine)
+ virtual void update()=0
+ virtual void sDoAction
(const Action &action)=0
+ virtual void sRender()=0
+ virtual void doAction
(const Action &action)
+ void registerAction
(int inputKey, const
std::string &actionName)
+ size_t width() const
+ size_t height() const
+ size_t currentFrame
() const
+ bool hasEnded() const
+ const ActionMap & getAction
Map() const
# virtual void onEnd()=0
Scene_Play
# sf::Text m_gridText
# std::string m_levelPath
# size_t m_coins
# sf::Text m_coinsText
# std::vector< sf::Text
> m_infoVector
# bool m_drawInfo
# bool m_upgrade
# bool m_drawTextures
# bool m_drawCollision
# bool m_roadGrid
# bool m_grassGrid
# bool m_mouseItem
# bool m_attack
# bool m_nightFall
# Vec2 m_attackPos
# sf::RectangleShape
m_lightningSquare
# sf::RectangleShape
m_defenseSquare
# sf::RectangleShape
m_nightFilter
# Vec2 m_gridSize
# size_t m_currentFrame
# size_t m_selectedItem
# size_t m_lastFrameDefense
Spawn
# size_t m_opacity
# size_t m_spawnRateFrame
# std::vector< sf::Rectangle
Shape > m_shopRectangles
# std::vector< sf::Rectangle
Shape > m_roadRectanglesGrid
# std::vector< sf::Rectangle
Shape > m_grassRectanglesGrid
# std::map< size_t, bool
> m_usedRectanglesIndex
# std::shared_ptr< Entity
> m_player
# sf::Clock m_clock
# sf::Clock m_weatherClock
# sf::Clock m_nightClock
+ Scene_Play(GameEngine
*gameEngine, const std
::string &levelPath)
+ void init(const std
::string &path)
+ void update()
+ void onEnd()
+ void sAnimation()
+ void sMovement()
+ void sEnemySpawner()
+ void sSpawnEnemy(size
_t line)
+ void sCollision()
+ void sRender()
+ void sShop()
+ void sHealth()
+ void sDoAction(const
Action &a)
+ void sPlacement()
+ void spawnPlayer()
+ void sInfo()
+ void attack(std::shared
_ptr< Entity > enemy,
std::shared_ptr< Entity
> tower)
+ void generateRoadRectangles()
+ void generateGrassRectangles()
+ void spawnSpikes(const
std::string &type, const
Vec2 &pos)