

Module: gameLogic

Responsible for determining the next menu state based on user selection (mouse click). In addition, the module determines the game's status: Win, Draw, InProgress or Invalid.

Interface

Uses:

board.h
graphics.h
linkedList.h

Defined Macros/Constants:

None

Global Declarations:

None

Defined Types:

None

Access Programs:

handleMainMenuMouseClicked:

Return Type: MenuState

Parameters: int x, int y

Given the coordinates of the mouse click, returns the main menu state: Setup or Quit.

handleCreditsMenuMouseClicked:

Return Type: MenuState

Parameters: int x, int y

So far, if credit menu is selected (based on click coordinates), return to the main menu.

switchPlayer:

Return Type: void

Parameters: Player *player

Given a player, switches to the other player.

switchToken:

Return Type: void

Parameters: Token *token

Given a token (red or blue), switches to the other token.

setupLogic:

Return Type: void

Parameters: None

Handles dropping/falling/positioning of tokens during the game.

checkBoardStatus:

Return Type: BoardStatus

Parameters: Board board

Given a board, returns the game status: Winner (Red or Blue), Draw, In_Progress or Invalid_Board.

Local Programs:

winningColor:

Return Type: BoardStatus

Parameters: Token colour

If game has a winner, return the winner: blue or red.

countTokens:

Return Type: int

Parameters: Board board, Token colour

Given a board and token, return the number of token on the board.

square:

Return Type: int

Parameters: int

Return the absolute value of parameter.