

Class Game

Namespace: [Spicy_Invaders](#)

Assembly: Spicy_Invaders.dll








Class which runs the game. Basically the bridge between the other MVC classes.

```
public class Game
```

Inheritance

[object](#)  ← Game

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Constructors

Game(ILanguage, WeaponType, ConsoleColor,
List<ConsoleKey>)

```
public Game(ILanguage language, WeaponType weapon, ConsoleColor color, List<ConsoleKey> contro:
```

Parameters

language [ILanguage](#)

weapon [WeaponType](#)

color [ConsoleColor](#) 

controls [List](#)  <[ConsoleKey](#)  >

Properties

GameLogic

GameEngine used

```
public GameEngine GameLogic { get; set; }
```

Property Value

[GameEngine](#)

Player

Using Playing

```
public Player Player { get; set; }
```

Property Value

[Player](#)

Methods

Run()

Game loop.

```
public void Run()
```