

# Class View

Namespace: [Spicy\\_Invaders](#)

Assembly: Spicy\_Invaders.dll








View Class which Handles all visual aspects of the game.

```
public class View
```

## Inheritance

[object](#)  ← View

## Inherited Members

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

## Methods

### Clear()

Clear method for clearing the screen.

```
public static void Clear()
```

### Credits(int, int, ConsoleColor)

```
public static void Credits(int xpos, int ypos, ConsoleColor color)
```

## Parameters

xpos [int](#) 

ypos [int](#) 

color [ConsoleColor](#) 

## DrawEnemies(List<Enemy>)

Method responsible for for drawing/displaying enemies from a list, based on the each enemy's type. The method also changes the color for hit enemies, and displays exploded enemies (although its a different method which handles the explode writing)

```
public static void DrawEnemies(List<Enemy> enemies)
```

### Parameters

**enemies** [List](#) [<Enemy>](#)

the list of enemies to be displayed

## DrawExplosion(int, MovableEntity)

Method responsible for drawing/displaying the explosion based on the entity's current explosion frame(level).

```
public static void DrawExplosion(int frame, MovableEntity entity)
```

### Parameters

**frame** [int](#)

**entity** [MovableEntity](#)

## DrawGameInfo(List<string>, int, string, int, int, int)

Method responsible for drawing/display game info during gameplay.

```
public static void DrawGameInfo(List<string> text, int score, string name, int xpos, int ypos,
```

### Parameters

**text** [List](#) [<string>](#)

the text to be displayed

score [int](#)

the score to be displayed

name [string](#)

the name to be displayed

xpos [int](#)

x position where to start displaying the title

ypos [int](#)

y position where to start displaying the title

wave [int](#)

current wave(level)

## DrawGameTitle(int, int, ConsoleColor, ILanguage)

Method responsible for drawing/displaying the game title.

```
public static void DrawGameTitle(int xpos, int ypos, ConsoleColor color, ILanguage language)
```

### Parameters

xpos [int](#)

x position where to start displaying the title

ypos [int](#)

y position where to start displaying the title

color [ConsoleColor](#)

language [ILanguage](#)

## DrawPlayer(PlayerShip)

Method responsible for for drawing/displaying the player ship (pepper), also handles hit colors.

```
public static void DrawPlayer(PlayerShip myPlayer)
```

### Parameters

**myPlayer** [PlayerShip](#)

The player which is to to be displayed

## DrawProjectiles(List<Projectile>)

Method responsible for drawing/displaying all projectiles (both player and enemy), based on projectile type and travel direction (for certain projectiles)

```
public static void DrawProjectiles(List<Projectile> projectiles)
```

### Parameters

**projectiles** [List](#) <[Projectile](#)>

## DrawWindow(int, int, ConsoleColor)

Method responsible for drawing/displaying the the window frame for the game.

```
public static void DrawWindow(int width, int height, ConsoleColor color)
```

### Parameters

**width** [int](#)

The frame's width.

**height** [int](#)

The frame's width.

color [ConsoleColor](#)

The frame's color.

## Init(bool)

Method Init for hiding the cursor and setting window/buffer sizes.

```
public static void Init(bool game)
```

### Parameters

game [bool](#)

bool game para if the window is for the game or for the program(menu screens)