Road To Zero

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

Chapter 4

Class Documentation

4.1 AssetsManager Class Reference

A class which manages visual and sound assets.

`#include <AssetsManager.h>`

Public Member Functions

- AssetsManager (void)

  Constructor for the AssetsManager class.
- void loadFont (std::string, std::string)

  Method to load a font and insert it into the font map.
- void loadTexture (std::string, std::string)

  Method to load a texture and insert it into the texture map.
- void loadSound (std::string, std::string)

  Method to load a sound and insert it into the sound map. Automatically creates a corresponding sf::SoundBuffer.
- void loadTrack (std::string, std::string)

  Method to load a track (sf::Music) and insert it into the track map.
- sf::Font * getFont (std::string)

  Method to get font associated with given font key.
- sf::Texture * getTexture (std::string)

  Method to get texture associated with given texture key.
- sf::SoundBuffer * getSoundBuffer (std::string)

  Method to get soundbuffer associated with given sound key.
- sf::Sound * getSound (std::string)

  Method to get sound associated with given sound key.
- void playTrack (void)

  Method to play the current track.
- void pauseTrack (void)

  Method to pause the current track.
- void stopTrack (void)

  Method to stop the current track.
- void nextTrack (void)

  Method to advance to the next track. Wraps around if the end of the track map is reached.

- void previousTrack (void)

  Method to return to the previous track. Wraps around if the beginning of the track map is reached.
- std::string getCurrentTrackKey (void)

  Method to get track key for current track.
- sf::SoundSource::Status getTrackStatus (void)

  Method to get the status of the current track.
- void clear (void)

  Method to clear all loaded assets.
- ~AssetsManager (void)

  Destructor for the AssetsManager class.

Public Attributes

- std::map< std::string, sf::Font * > font_map

  A map of pointers to loaded fonts.
- std::map< std::string, sf::Texture * > texture_map

  A map of pointers to loaded textures.
- std::map< std::string, sf::SoundBuffer * > soundbuffer_map

  A map of pointers to sound buffers.
- std::map< std::string, sf::Sound * > sound_map

  A map of pointers to loaded sounds.
- std::map< std::string, sf::Music * >::iterator current_track

  A map iterator which corresponds to the current track (i.e., the track currently being played).
- std::map< std::string, sf::Music * > track_map

  A map of pointers to opened tracks (i.e. sf::Music).

Private Member Functions

- void __loadSoundBuffer (std::string, std::string)

  Helper method to load a soundbuffer and insert it into the soundbuffer map. Should only be called by loadSound(), to create an sf::SoundBuffer corresponding to the loaded sf::Sound.

4.1.1 Detailed Description

A class which manages visual and sound assets.

4.1.2 Constructor & Destructor Documentation

4.1.2.1 AssetsManager()

```
AssetsManager::AssetsManager (
            void  )
```

Constructor for the AssetsManager class.

```
110 {
111     //...
112
113     std::cout « "AssetsManager constructed at " « this « std::endl;
114
115     return;
116 }   /* AssetsManager() */
```

4.1.2.2 ~AssetsManager()

```
AssetsManager::~AssetsManager (
            void  )
```

Destructor for the AssetsManager class.

```
739 {
740     this->clear();
741
742     std::cout « "AssetsManager at " « this « " destroyed" « std::endl;
743
744     return;
745 }   /* ~AssetsManager() */
```

4.1.3 Member Function Documentation

4.1.3.1 __loadSoundBuffer()

```
void AssetsManager::__loadSoundBuffer (
            std::string path_2_sound,
            std::string sound_key )  [private]
```

Helper method to load a soundbuffer and insert it into the soundbuffer map. Should only be called by loadSound(), to create an sf::SoundBuffer corresponding to the loaded sf::Sound.

Parameters

path_2_sound	A path (either relative or absolute) to the sound file.
sound_key	A key associated with the sound (for indexing into the soundbuffer map).

```
47 {
48     //  1. check key, throw error if already in use
49     if (this->soundbuffer_map.count(sound_key) > 0) {
50         std::string error_str = "ERROR  AssetsManager::__loadSoundBuffer()  sound key ";
51         error_str += sound_key;
52         error_str += " is already in use";
53
54         this->clear();
55
56         #ifdef _WIN32
57             std::cout « error_str « std::endl;
58         #endif  /* _WIN32 */
59
60         throw std::runtime_error(error_str);
61     }
62
63
64     //  2. load from file, throw error on fail
65     sf::SoundBuffer* soundbuffer_ptr = new sf::SoundBuffer();
66
67     if (not soundbuffer_ptr->loadFromFile(path_2_sound)) {
68         std::string error_str = "ERROR  AssetsManager::__loadSoundBuffer()  could not load ";
69         error_str += "soundbuffer at ";
70         error_str += path_2_sound;
71
72         this->clear();
73
74         #ifdef _WIN32
75             std::cout « error_str « std::endl;
76         #endif  /* _WIN32 */
77
78         throw std::runtime_error(error_str);
79     }
80
81
```

```
82      //  3. insert into soundbuffer map
83      this->soundbuffer_map.insert(
84          std::pair<std::string, sf::SoundBuffer*>(sound_key, soundbuffer_ptr)
85      );
86
87      std::cout « "SoundBuffer " « sound_key « " inserted into soundbuffer map" «
88          std::endl;
89
90      return;
91  }   /* __loadSoundBuffer() */
```

4.1.3.2 clear()

```
void AssetsManager::clear (
            void  )
```

Method to clear all loaded assets.

```
646 {
647     //  1. clear fonts
648     std::map<std::string, sf::Font*>::iterator font_iter;
649     for (
650         font_iter = this->font_map.begin();
651         font_iter != this->font_map.end();
652         font_iter++
653     ) {
654         delete font_iter->second;
655
656         std::cout « "Font " « font_iter->first « " deleted from font map" «
657             std::endl;
658     }
659     this->font_map.clear();
660
661
662     //  2. clear textures
663     std::map<std::string, sf::Texture*>::iterator texture_iter;
664     for (
665         texture_iter = this->texture_map.begin();
666         texture_iter != this->texture_map.end();
667         texture_iter++
668     ) {
669         delete texture_iter->second;
670
671         std::cout « "Texture " « texture_iter->first « " deleted from texture map" «
672             std::endl;
673     }
674     this->texture_map.clear();
675
676
677     //  3. clear sound buffers
678     std::map<std::string, sf::SoundBuffer*>::iterator soundbuffer_iter;
679     for (
680         soundbuffer_iter = this->soundbuffer_map.begin();
681         soundbuffer_iter != this->soundbuffer_map.end();
682         soundbuffer_iter++
683     ) {
684         delete soundbuffer_iter->second;
685
686         std::cout « "SoundBuffer " « soundbuffer_iter->first «
687             " deleted from soundbuffer map" « std::endl;
688     }
689     this->soundbuffer_map.clear();
690
691
692     //  4. clear sounds
693     std::map<std::string, sf::Sound*>::iterator sound_iter;
694     for (
695         sound_iter = this->sound_map.begin();
696         sound_iter != this->sound_map.end();
697         sound_iter++
698     ) {
699         sound_iter->second->stop();
700         delete sound_iter->second;
701
702         std::cout « "Sound " « sound_iter->first « " deleted from sound map" «
703             std::endl;
704     }
705     this->sound_map.clear();
706
```

```
707
708     //  5. clear tracks
709     std::map<std::string, sf::Music*>::iterator track_iter;
710     for (
711         track_iter = this->track_map.begin();
712         track_iter != this->track_map.end();
713         track_iter++
714     ) {
715         track_iter->second->stop();
716         delete track_iter->second;
717
718         std::cout « "Track " « track_iter->first « " deleted from track map" «
719             std::endl;
720     }
721     this->track_map.clear();
722
723     return;
724 }   /* clear() */
```

4.1.3.3 getCurrentTrackKey()

```
std::string AssetsManager::getCurrentTrackKey (
              void  )
```

Method to get track key for current track.

Returns

The track key for the current track.

```
610 {
611     return this->current_track->first;
612 }   /* getCurrentTrackKey() */
```

4.1.3.4 getFont()

```
sf::Font * AssetsManager::getFont (
              std::string font_key )
```

Method to get font associated with given font key.

Parameters

font_key	A key associated with the font (for indexing into the font map).

Returns

A pointer to the corresponding font.

```
351 {
352     //  1. check key, throw error if not found
353     if (this->font_map.count(font_key) <= 0) {
354         std::string error_str = "ERROR  AssetsManager::getFont()  font key ";
355         error_str += font_key;
356         error_str += " is not contained in font map";
357
358         this->clear();
359
360         #ifdef _WIN32
```

```
361             std::cout « error_str « std::endl;
362         #endif  /* _WIN32 */
363
364         throw std::runtime_error(error_str);
365     }
366
367     return this->font_map[font_key];
368 }   /* getFont() */
```

4.1.3.5 getSound()

```
sf::Sound * AssetsManager::getSound (
              std::string sound_key )
```

Method to get sound associated with given sound key.

Parameters

sound_key	A key associated with the sound (for indexing into the sound map).

Returns

A pointer to the corresponding sound.

```
461 {
462     //  1. check key, throw error if not found
463     if (this->sound_map.count(sound_key) <= 0) {
464         std::string error_str = "ERROR  AssetsManager::getSound()  sound key ";
465         error_str += sound_key;
466         error_str += " is not contained in sound map";
467
468         this->clear();
469
470         #ifdef _WIN32
471             std::cout « error_str « std::endl;
472         #endif  /* _WIN32 */
473
474         throw std::runtime_error(error_str);
475     }
476
477     return this->sound_map[sound_key];
478 }   /* getSound() */
```

4.1.3.6 getSoundBuffer()

```
sf::SoundBuffer * AssetsManager::getSoundBuffer (
              std::string sound_key )
```

Method to get soundbuffer associated with given sound key.

Parameters

sound_key	A key associated with the soundbuffer (for indexing into the soundbuffer map).

Returns

A pointer to the corresponding soundbuffer.

```
425 {
426     //  1. check key, throw error if not found
427     if (this->soundbuffer_map.count(sound_key) <= 0) {
428         std::string error_str = "ERROR  AssetsManager::getSoundBuffer()  sound key ";
429         error_str += sound_key;
430         error_str += " is not contained in soundbuffer map";
431 
432         this->clear();
433 
434         #ifdef _WIN32
435             std::cout « error_str « std::endl;
436         #endif  /* _WIN32 */
437 
438         throw std::runtime_error(error_str);
439     }
440 
441     return this->soundbuffer_map[sound_key];
442 }   /* getSoundBuffer() */
```

4.1.3.7 getTexture()

```
sf::Texture * AssetsManager::getTexture (
            std::string texture_key )
```

Method to get texture associated with given texture key.

Parameters

texture_key	A key associated with the texture (for indexing into the texture map).

Returns

A pointer to the corresponding texture.

```
388 {
389     //  1. check key, throw error if not found
390     if (this->texture_map.count(texture_key) <= 0) {
391         std::string error_str = "ERROR  AssetsManager::getTexture()  texture key ";
392         error_str += texture_key;
393         error_str += " is not contained in texture map";
394 
395         this->clear();
396 
397         #ifdef _WIN32
398             std::cout « error_str « std::endl;
399         #endif  /* _WIN32 */
400 
401         throw std::runtime_error(error_str);
402     }
403 
404     return this->texture_map[texture_key];
405 }   /* getTexture() */
```

4.1.3.8 getTrackStatus()

```
sf::SoundSource::Status AssetsManager::getTrackStatus (
            void  )
```

Method to get the status of the current track.

Returns

The status of the current track.

```
629 {
630     return this->current_track->second->getStatus();
631 }   /* getTrackStatus */
```

4.1.3.9 loadFont()

```
void AssetsManager::loadFont (
            std::string path_2_font,
            std::string font_key )
```

Method to load a font and insert it into the font map.

Parameters

path_2_font	A path (either relative or absolute) to the font file.
font_key	A key associated with the font (for indexing into the font map).

```
135 {
136     //  1. check key, throw error if already in use
137     if (this->font_map.count(font_key) > 0) {
138         std::string error_str = "ERROR  AssetsManager::loadFont()  font key ";
139         error_str += font_key;
140         error_str += " is already in use";
141 
142         this->clear();
143 
144         #ifdef _WIN32
145             std::cout << error_str << std::endl;
146         #endif  /* _WIN32 */
147 
148         throw std::runtime_error(error_str);
149     }
150 
151 
152     //  2. load from file, throw error on fail
153     sf::Font* font_ptr = new sf::Font();
154 
155     if (not font_ptr->loadFromFile(path_2_font)) {
156         std::string error_str = "ERROR  AssetsManager::loadFont()  could not load ";
157         error_str += "font at ";
158         error_str += path_2_font;
159 
160         this->clear();
161 
162         #ifdef _WIN32
163             std::cout << error_str << std::endl;
164         #endif  /* _WIN32 */
165 
166         throw std::runtime_error(error_str);
167     }
168 
169 
170     //  3. insert into font map
171     this->font_map.insert(std::pair<std::string, sf::Font*>(font_key, font_ptr));
172 
173     std::cout << "Font " << font_key << " inserted into font map" << std::endl;
174 
175     return;
176 }   /* loadFont() */
```

4.1.3.10 loadSound()

```
void AssetsManager::loadSound (
```

```
            std::string path_2_sound,
            std::string sound_key )
```

Method to load a sound and insert it into the sound map. Automatically creates a corresponding sf::SoundBuffer.

Parameters

path_2_sound	A path (either relative or absolute) to the sound file.
sound_key	A key associated with the sound (for indexing into the sound map).

```
259 {
260     //  1. create an associated sf::SoundBuffer
261     this->__loadSoundBuffer(path_2_sound, sound_key);
262 
263     //  2. associate sf::Sound with sf::SoundBuffer
264     sf::Sound* sound_ptr = new sf::Sound();
265     sound_ptr->setBuffer(*(this->soundbuffer_map[sound_key]));
266 
267     //  3. insert into sound map
268     this->sound_map.insert(std::pair<std::string, sf::Sound*>(sound_key, sound_ptr));
269 
270     std::cout « "Sound " « sound_key « " inserted into sound map" « std::endl;
271 
272     return;
273 }   /* loadSound() */
```

4.1.3.11 loadTexture()

```
void AssetsManager::loadTexture (
            std::string path_2_texture,
            std::string texture_key )
```

Method to load a texture and insert it into the texture map.

Parameters

path_2_texture	A path (either relative or absolute) to the texture file.
texture_key	A key associated with the texture (for indexing into the texture map).

```
196 {
197     //  1. check key, throw error if already in use
198     if (this->texture_map.count(texture_key) > 0) {
199         std::string error_str = "ERROR  AssetsManager::loadTexture()  texture key ";
200         error_str += texture_key;
201         error_str += " is already in use";
202 
203         this->clear();
204 
205         #ifdef _WIN32
206             std::cout « error_str « std::endl;
207         #endif  /* _WIN32 */
208 
209         throw std::runtime_error(error_str);
210     }
211 
212 
213     //  2. load from file, throw error on fail
214     sf::Texture* texture_ptr = new sf::Texture();
215 
216     if (not texture_ptr->loadFromFile(path_2_texture)) {
217         std::string error_str = "ERROR  AssetsManager::loadTexture()  could not load ";
218         error_str += "texture at ";
219         error_str += path_2_texture;
220 
221         this->clear();
222 
223         #ifdef _WIN32
224             std::cout « error_str « std::endl;
```

```
225         #endif  /* _WIN32 */
226
227         throw std::runtime_error(error_str);
228     }
229
230
231     //  3. insert into texture map
232     this->texture_map.insert(
233         std::pair<std::string, sf::Texture*>(texture_key, texture_ptr)
234     );
235
236     std::cout « "Texture " « texture_key « " inserted into texture map" « std::endl;
237
238     return;
239 }   /* loadTexture() */
```

4.1.3.12 loadTrack()

```
void AssetsManager::loadTrack (
              std::string path_2_track,
              std::string track_key )
```

Method to load a track (sf::Music) and insert it into the track map.

Parameters

path_2_track	A path (either relative or absolute) to the track file.
track_key	A key associated with the track (for indexing into the track map).

```
292 {
293     //  1. check key, throw error if already in use
294     if (this->track_map.count(track_key) > 0) {
295         std::string error_str = "ERROR  AssetsManager::loadTrack()  track key ";
296         error_str += track_key;
297         error_str += " is already in use";
298
299         this->clear();
300
301         #ifdef _WIN32
302             std::cout « error_str « std::endl;
303         #endif  /* _WIN32 */
304
305         throw std::runtime_error(error_str);
306     }
307
308     //  2. open from file, throw error on fail
309     sf::Music* track_ptr = new sf::Music();
310
311     if (not track_ptr->openFromFile(path_2_track)) {
312         std::string error_str = "ERROR  AssetsManager::loadTrack()  could not open ";
313         error_str += "track at ";
314         error_str += path_2_track;
315
316         this->clear();
317
318         #ifdef _WIN32
319             std::cout « error_str « std::endl;
320         #endif  /* _WIN32 */
321
322         throw std::runtime_error(error_str);
323     }
324
325     //  3. insert into track map
326     this->track_map.insert(std::pair<std::string, sf::Music*>(track_key, track_ptr));
327     this->current_track = this->track_map.begin();
328
329     std::cout « "Track " « track_key « " inserted into track map" « std::endl;
330
331     return;
332 }   /* loadTrack() */
```

4.1.3.13 nextTrack()

```
void AssetsManager::nextTrack (
            void  )
```

Method to advance to the next track. Wraps around if the end of the track map is reached.

```
551 {
552     //  1. stop current track
553     this->stopTrack();
554 
555     //  2. increment current track
556     this->current_track++;
557 
558     //  3. handle wrap around
559     if (this->current_track == this->track_map.end()) {
560         this->current_track = this->track_map.begin();
561     }
562 
563     return;
564 }   /* nextTrack() */
```

4.1.3.14 pauseTrack()

```
void AssetsManager::pauseTrack (
            void  )
```

Method to pause the current track.

```
512 {
513     this->current_track->second->pause();
514 
515     return;
516 }   /* pauseTrack() */
```

4.1.3.15 playTrack()

```
void AssetsManager::playTrack (
            void  )
```

Method to play the current track.

```
493 {
494     this->current_track->second->play();
495 
496     return;
497 }   /* playTrack() */
```

4.1.3.16 previousTrack()

```
void AssetsManager::previousTrack (
            void  )
```

Method to return to the previous track. Wraps around if the beginning of the track map is reached.

```
580 {
581     //  1. stop current track
582     this->stopTrack();
583 
584     //  2. handle wrap around
585     if (this->current_track == this->track_map.begin()) {
586         this->current_track = this->track_map.end();
587     }
588 
589     //  3. decrement current track
590     this->current_track--;
591 
592     return;
593 }   /* previousTrack() */
```

4.1.3.17 stopTrack()

```
void AssetsManager::stopTrack (
            void  )
```

Method to stop the current track.

```
531 {
532     this->current_track->second->stop();
533
534     return;
535 }   /* stopTrack() */
```

4.1.4 Member Data Documentation

4.1.4.1 current_track

```
std::map<std::string, sf::Music*>::iterator AssetsManager::current_track
```

A map iterator which corresponds to the current track (i.e., the track currently being played).

4.1.4.2 font_map

```
std::map<std::string, sf::Font*> AssetsManager::font_map
```

A map of pointers to loaded fonts.

4.1.4.3 sound_map

```
std::map<std::string, sf::Sound*> AssetsManager::sound_map
```

A map of pointers to loaded sounds.

4.1.4.4 soundbuffer_map

```
std::map<std::string, sf::SoundBuffer*> AssetsManager::soundbuffer_map
```

A map of pointers to sound buffers.

4.1.4.5 texture_map

```
std::map<std::string, sf::Texture*> AssetsManager::texture_map
```

A map of pointers to loaded textures.

4.1.4.6 track_map

```
std::map<std::string, sf::Music*> AssetsManager::track_map
```

A map of pointers to opened tracks (i.e. sf::Music).

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

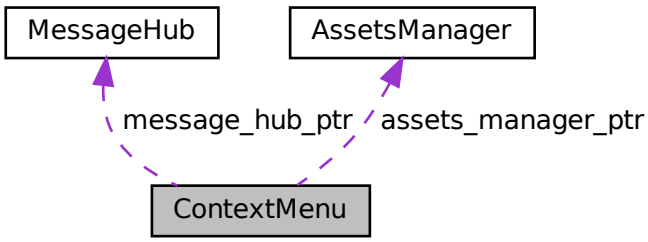
- header/ESC_core/AssetsManager.h
- source/ESC_core/AssetsManager.cpp

4.2 ContextMenu Class Reference

A class which defines a context menu for the game.

```
#include <ContextMenu.h>
```

Collaboration diagram for ContextMenu:



Public Member Functions

- ContextMenu (sf::Event *, sf::RenderWindow *, AssetsManager *, MessageHub *)

  Constructor for the ContextMenu class.
- void processEvent (void)

  Method to processEvent ContextMenu. To be called once per event.
- void processMessage (void)

  Method to processMessage ContextMenu. To be called once per message.
- void draw (void)

  Method to draw the hex tile to the render window. To be called once per frame.
- ~ContextMenu (void)

  Destructor for the ContextMenu class.

Public Attributes

- ConsoleState console_state

  The current state of the console screen.
- bool game_menu_up

  Indicates whether or not the game menu is up.
- int frame

  The current frame of this object.
- double position_x

  The position of the object.
- double position_y

  The position of the object.
- std::string console_string

  The string to be printed to the console screen.
- sf::RectangleShape menu_frame

  The frame of the context menu.
- sf::RectangleShape visual_screen

  The context menu screen for visuals.
- sf::ConvexShape visual_screen_frame_top

  The top framing of the visual screen.
- sf::ConvexShape visual_screen_frame_left

  The left framing of the visual screen.
- sf::ConvexShape visual_screen_frame_bottom

  The bottom framing of the visual screen.
- sf::ConvexShape visual_screen_frame_right

  The right framing of the visual screen.
- sf::RectangleShape console_screen

  The context menu console screen (for animated text output).
- sf::ConvexShape console_screen_frame_top

  The top framing of the console screen.
- sf::ConvexShape console_screen_frame_left

  The left framing of the console screen.
- sf::ConvexShape console_screen_frame_bottom

  The bottom framing of the console screen.
- sf::ConvexShape console_screen_frame_right

  The right framing of the console screen.

Private Member Functions

- void __setUpMenuFrame (void)

  Helper method to set up context menu frame (drawable).
- void __setUpVisualScreen (void)

  Helper method to set up context menu visual screen (drawable).
- void __setUpVisualScreenFrame (void)

  Helper method to set up framing for context menu visual screen (drawable).
- void __drawVisualScreenFrame (void)

  Helper method to draw visual screen frame.
- void __setUpConsoleScreen (void)

  Helper method to set up context menu console screen (drawable).
- void __setUpConsoleScreenFrame (void)

Helper method to set up framing for context menu console screen (drawable).

- void __drawConsoleScreenFrame (void)

  Helper method to draw console screen frame.
- void __setConsoleState (ConsoleState)

  Helper method to set state of console screen and update string if necessary.
- void __setConsoleString (void)

  Helper method to set console string depending on console state.
- void __drawConsoleText (void)

  Helper method to draw animated text to context menu console screen.
- void __handleKeyPressEvents (void)

  Helper method to handle key press events.
- void __handleMouseButtonEvents (void)

  Helper method to handle mouse button events.
- void __sendQuitGameMessage (void)

  Helper method to format and send a quit game message.
- void __sendRestartGameMessage (void)

  Helper method to format and send a restart game message.

Private Attributes

- sf::Event * event_ptr

  A pointer to the event class.
- sf::RenderWindow * render_window_ptr

  A pointer to the render window.
- AssetsManager * assets_manager_ptr

  A pointer to the assets manager.
- MessageHub * message_hub_ptr

  A pointer to the message hub.

4.2.1 Detailed Description

A class which defines a context menu for the game.

4.2.2 Constructor & Destructor Documentation

4.2.2.1 ContextMenu()

```
ContextMenu::ContextMenu (
            sf::Event * event_ptr,
            sf::RenderWindow * render_window_ptr,
            AssetsManager * assets_manager_ptr,
            MessageHub * message_hub_ptr )
```

Constructor for the ContextMenu class.

Parameters

event_ptr	Pointer to the event class.
render_window_ptr	Pointer to the render window.
assets_manager_ptr	Pointer to the assets manager.
message_hub_ptr	Pointer to the message hub.

```
786 {
787     //  1. set attributes
788 
789     //  1.1. private
790     this->event_ptr = event_ptr;
791     this->render_window_ptr = render_window_ptr;
792 
793     this->assets_manager_ptr = assets_manager_ptr;
794     this->message_hub_ptr = message_hub_ptr;
795 
796     //  1.2. public
797     this->console_state = ConsoleState :: NONE_STATE;
798     this->__setConsoleState(ConsoleState :: READY);
799 
800     this->game_menu_up = false;
801 
802     this->frame = 0;
803 
804     this->position_x = GAME_WIDTH;
805     this->position_y = 0;
806 
807     //  2. set up and position drawable attributes
808     this->__setUpMenuFrame();
809     this->__setUpVisualScreen();
810     this->__setUpVisualScreenFrame();
811     this->__setUpConsoleScreen();
812     this->__setUpConsoleScreenFrame();
813 
814     std::cout « "ContextMenu constructed at " « this « std::endl;
815 
816     return;
817 }   /* ContextMenu() */
```

4.2.2.2 ~ContextMenu()

```
ContextMenu::~ContextMenu (
            void  )
```

Destructor for the ContextMenu class.

```
964 {
965     std::cout « "ContextMenu at " « this « " destroyed" « std::endl;
966 
967     return;
968 }   /* ~ContextMenu() */
```

4.2.3 Member Function Documentation

4.2.3.1 __drawConsoleScreenFrame()

```
void ContextMenu::__drawConsoleScreenFrame (
            void  )  [private]
```

Helper method to draw console screen frame.

```
433 {
```

```
434     this->render_window_ptr->draw(this->console_screen_frame_top);
435     this->render_window_ptr->draw(this->console_screen_frame_left);
436     this->render_window_ptr->draw(this->console_screen_frame_bottom);
437     this->render_window_ptr->draw(this->console_screen_frame_right);
438 
439     return;
440 }   /* __drawContextScreenFrame() */
```

4.2.3.2 __drawConsoleText()

```
void ContextMenu::__drawConsoleText (
            void  )  [private]
```

Helper method to draw animated text to context menu console screen.

```
552 {
553     //  1. set up console text (drawable)
554     sf::Text console_text(
555         this->console_string,
556         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
557         16
558     );
559 
560     console_text.setFillColor(MONOCHROME_TEXT_GREEN);
561 
562     console_text.setPosition(
563         this->position_x - 50 - 300 + 16,
564         this->position_y + GAME_HEIGHT - 50 - 340 + 16
565     );
566 
567 
568     //  2. draw console text
569     this->render_window_ptr->draw(console_text);
570 
571 
572     //  3. assemble and draw blinking console cursor
573     if ((this->frame % FRAMES_PER_SECOND) > FRAMES_PER_SECOND / 2) {
574         sf::RectangleShape console_cursor(sf::Vector2f(10, 16));
575 
576         console_cursor.setFillColor(MONOCHROME_TEXT_GREEN);
577 
578         console_cursor.setPosition(
579             console_text.getPosition().x,
580             console_text.getPosition().y + console_text.getLocalBounds().height + 10
581         );
582 
583         this->render_window_ptr->draw(console_cursor);
584     }
585 
586     //  4. updating frame count if console is in menu state
587     if (this->console_state == ConsoleState :: MENU) {
588         std::string frame_count_string = "FRAME: ";
589         frame_count_string += std::to_string(this->frame);
590 
591         sf::Text frame_count_text(
592             frame_count_string,
593             *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
594             16
595         );
596 
597         frame_count_text.setFillColor(MONOCHROME_TEXT_GREEN);
598 
599         frame_count_text.setPosition(
600             console_text.getPosition().x,
601             console_text.getPosition().y + console_text.getLocalBounds().height - 10
602         );
603 
604         this->render_window_ptr->draw(frame_count_text);
605     }
606 
607     return;
608 }   /* __drawConsoleText() */
```

4.2.3.3 __drawVisualScreenFrame()

```
void ContextMenu::__drawVisualScreenFrame (
            void  )  [private]
```

Helper method to draw visual screen frame.

```
208 {
209     this->render_window_ptr->draw(this->visual_screen_frame_top);
210     this->render_window_ptr->draw(this->visual_screen_frame_left);
211     this->render_window_ptr->draw(this->visual_screen_frame_bottom);
212     this->render_window_ptr->draw(this->visual_screen_frame_right);
213 
214     return;
215 }   /* __drawVisualScreenFrame() */
```

4.2.3.4 __handleKeyPressEvents()

```
void ContextMenu::__handleKeyPressEvents (
            void  )  [private]
```

Helper method to handle key press events.

```
623 {
624     switch (this->event_ptr->key.code) {
625         case (sf::Keyboard::Escape): {
626             if (this->console_state == ConsoleState :: MENU) {
627                 this->__setConsoleState(ConsoleState :: READY);
628             }
629 
630             else {
631                 this->__setConsoleState(ConsoleState :: MENU);
632             }
633 
634             break;
635         }
636 
637 
638         case (sf::Keyboard::Q): {
639             if (this->console_state == ConsoleState :: MENU) {
640                 this->__sendQuitGameMessage();
641             }
642         }
643 
644 
645         case (sf::Keyboard::R): {
646             if (this->console_state == ConsoleState :: MENU) {
647                 this->__sendRestartGameMessage();
648             }
649         }
650 
651 
652         default: {
653             // do nothing!
654 
655             break;
656         }
657     }
658 
659     return;
660 }   /* __handleKeyPressEvents() */
```

4.2.3.5 __handleMouseButtonEvents()

```
void ContextMenu::__handleMouseButtonEvents (
            void  )  [private]
```

Helper method to handle mouse button events.

```
675 {
676     switch (this->event_ptr->mouseButton.button) {
677         case (sf::Mouse::Left): {
678             //...
679 
680             break;
681         }
682 
683 
684         case (sf::Mouse::Right): {
685             //...
686 
687             break;
688         }
689 
690 
691         default: {
692             // do nothing!
693 
694             break;
695         }
696     }
697 
698     return;
699 }   /* __handleMouseButtonEvents() */
```

4.2.3.6 __sendQuitGameMessage()

```
void ContextMenu::__sendQuitGameMessage (
            void  )  [private]
```

Helper method to format and send a quit game message.

```
714 {
715     Message quit_game_message;
716 
717     quit_game_message.channel = GAME_CHANNEL;
718     quit_game_message.subject = "quit game";
719 
720     this->message_hub_ptr->sendMessage(quit_game_message);
721 
722     std::cout « "Quit game message sent by " « this « std::endl;
723     return;
724 }   /* __sendQuitGameMessage() */
```

4.2.3.7 __sendRestartGameMessage()

```
void ContextMenu::__sendRestartGameMessage (
            void  )  [private]
```

Helper method to format and send a restart game message.

```
739 {
740     Message restart_game_message;
741 
742     restart_game_message.channel = GAME_CHANNEL;
743     restart_game_message.subject = "restart game";
744 
745     this->message_hub_ptr->sendMessage(restart_game_message);
746 
747     std::cout « "Restart game message sent by " « this « std::endl;
748     return;
749 }   /* __sendRestartGameMessage() */
```

4.2.3.8 __setConsoleState()

```
void ContextMenu::__setConsoleState (
            ConsoleState console_state )  [private]
```

Helper method to set state of console screen and update string if necessary.

Parameters

console_state	The state (ConsoleState) to set the console to.

```
457 {
458     //  1. if no change, do nothing
459     if (this->console_state == console_state) {
460         return;
461     }
462 
463     //  2. update console state, set console string accordingly
464     this->console_state = console_state;
465     this->__setConsoleString();
466 
467     return;
468 }   /* __setConsoleState() */
```

4.2.3.9 __setConsoleString()

```
void ContextMenu::__setConsoleString (
            void  )  [private]
```

Helper method to set console string depending on console state.

```
483 {
484     this->console_string.clear();
485 
486     switch (this->console_state) {
487         case (ConsoleState :: MENU): {
488             //           32 char x 17 line console "--------------------------------\n";
489             this->console_string                = "         **** MENU ****         \n";
490             this->console_string               += "                                \n";
491             this->console_string               += "[R]:  RESTART                   \n";
492             this->console_string               += "                                \n";
493             this->console_string               += "[TAB]:  TOGGLE RESOURCE OVERLAY \n";
494             this->console_string               += "[T]:  TUTORIAL                  \n";
495             this->console_string               += "                                \n";
496             this->console_string               += "                                \n";
497             this->console_string               += "                                \n";
498             this->console_string               += "                                \n";
499             this->console_string               += "                                \n";
500             this->console_string               += "                                \n";
501             this->console_string               += "                                \n";
502             this->console_string               += "[Q]:    QUIT                    \n";
503             this->console_string               += "[ESC]:  CLOSE MENU              \n";
504             this->console_string               += "                                \n";
505 
506             break;
507         }
508 
509 
510         case (ConsoleState :: TILE): {
511             // take console string from tile state message
512 
513             break;
514         }
515 
516 
517         default: {
518             //           32 char x 17 line console "--------------------------------\n";
519             this->console_string                = "  **** RTZ 64 CONTEXT V12 ****  \n";
520             this->console_string               += "                                \n";
521             this->console_string               += "64K RAM SYSTEM  38911 BYTES FREE\n";
522             this->console_string               += "                                \n";
523             this->console_string               += "[TAB]:  TOGGLE RESOURCE OVERLAY \n";
524             this->console_string               += "                                \n";
525             this->console_string               += "[ESC]:        MENU              \n";
526             this->console_string               += "[LEFT CLICK]: TILE INFO/OPTIONS \n";
527             this->console_string               += "                                \n";
528             this->console_string               += "[ENTER]:  END TURN              \n";
529             this->console_string               += "                                \n";
530             this->console_string               += "READY.                          ";
531 
532             break;
533         }
534     }
535 
536     return;
537 }   /* __setConsoleString() */
```

4.2.3.10 __setUpConsoleScreen()

```
void ContextMenu::__setUpConsoleScreen (
            void  )  [private]
```

Helper method to set up context menu console screen (drawable).

```
230 {
231     this->console_screen.setSize(sf::Vector2f(300, 340));
232     this->console_screen.setOrigin(300, 340);
233     this->console_screen.setPosition(
234         this->position_x - 50,
235         this->position_y + GAME_HEIGHT - 50
236     );
237     this->console_screen.setFillColor(MONOCHROME_SCREEN_BACKGROUND);
238 
239     return;
240 }   /* __setUpConsoleScreen() */
```

4.2.3.11 __setUpConsoleScreenFrame()

```
void ContextMenu::__setUpConsoleScreenFrame (
            void  )  [private]
```

Helper method to set up framing for context menu console screen (drawable).

```
255 {
256     int n_points = 4;
257 
258     //  1. top framing
259     this->console_screen_frame_top.setPointCount(n_points);
260 
261     this->console_screen_frame_top.setPoint(
262         0,
263         sf::Vector2f(
264             this->position_x - 50,
265             this->position_y + GAME_HEIGHT - 50 - 340
266         )
267     );
268     this->console_screen_frame_top.setPoint(
269         1,
270         sf::Vector2f(
271             this->position_x - 50 + 16,
272             this->position_y + GAME_HEIGHT - 50 - 340 - 16
273         )
274     );
275     this->console_screen_frame_top.setPoint(
276         2,
277         sf::Vector2f(
278             this->position_x - 350 - 16,
279             this->position_y + GAME_HEIGHT - 50 - 340 - 16
280         )
281     );
282     this->console_screen_frame_top.setPoint(
283         3,
284         sf::Vector2f(
285             this->position_x - 350,
286             this->position_y + GAME_HEIGHT - 50 - 340
287         )
288     );
289 
290     this->console_screen_frame_top.setFillColor(VISUAL_SCREEN_FRAME_GREY);
291 
292     this->console_screen_frame_top.setOutlineThickness(2);
293     this->console_screen_frame_top.setOutlineColor(sf::Color(0, 0, 0, 255));
294 
295     this->console_screen_frame_top.move(0, -2);
296 
297 
298     //  2. left framing
299     this->console_screen_frame_left.setPointCount(n_points);
300 
301     this->console_screen_frame_left.setPoint(
302         0,
303         sf::Vector2f(
304             this->position_x - 350,
305             this->position_y + GAME_HEIGHT - 50 - 340
```

```
306         )
307     );
308     this->console_screen_frame_left.setPoint(
309         1,
310         sf::Vector2f(
311             this->position_x - 350 - 16,
312             this->position_y + GAME_HEIGHT - 50 - 340 - 16
313         )
314     );
315     this->console_screen_frame_left.setPoint(
316         2,
317         sf::Vector2f(
318             this->position_x - 350 - 16,
319             this->position_y + GAME_HEIGHT - 50 + 16
320         )
321     );
322     this->console_screen_frame_left.setPoint(
323         3,
324         sf::Vector2f(
325             this->position_x - 350,
326             this->position_y + GAME_HEIGHT - 50
327         )
328     );
329 
330     this->console_screen_frame_left.setFillColor(VISUAL_SCREEN_FRAME_GREY);
331 
332     this->console_screen_frame_left.setOutlineThickness(2);
333     this->console_screen_frame_left.setOutlineColor(sf::Color(0, 0, 0, 255));
334 
335     this->console_screen_frame_left.move(-2, 0);
336 
337 
338     //  3. bottom framing
339     this->console_screen_frame_bottom.setPointCount(n_points);
340 
341     this->console_screen_frame_bottom.setPoint(
342         0,
343         sf::Vector2f(
344             this->position_x - 350,
345             this->position_y + GAME_HEIGHT - 50
346         )
347     );
348     this->console_screen_frame_bottom.setPoint(
349         1,
350         sf::Vector2f(
351             this->position_x - 350 - 16,
352             this->position_y + GAME_HEIGHT - 50 + 16
353         )
354     );
355     this->console_screen_frame_bottom.setPoint(
356         2,
357         sf::Vector2f(
358             this->position_x - 50 + 16,
359             this->position_y + GAME_HEIGHT - 50 + 16
360         )
361     );
362     this->console_screen_frame_bottom.setPoint(
363         3,
364         sf::Vector2f(
365             this->position_x - 50,
366             this->position_y + GAME_HEIGHT - 50
367         )
368     );
369 
370     this->console_screen_frame_bottom.setFillColor(VISUAL_SCREEN_FRAME_GREY);
371 
372     this->console_screen_frame_bottom.setOutlineThickness(2);
373     this->console_screen_frame_bottom.setOutlineColor(sf::Color(0, 0, 0, 255));
374 
375     this->console_screen_frame_bottom.move(0, 2);
376 
377 
378     //  4. right framing
379     this->console_screen_frame_right.setPointCount(n_points);
380 
381     this->console_screen_frame_right.setPoint(
382         0,
383         sf::Vector2f(
384             this->position_x - 50,
385             this->position_y + GAME_HEIGHT - 50
386         )
387     );
388     this->console_screen_frame_right.setPoint(
389         1,
390         sf::Vector2f(
391             this->position_x - 50 + 16,
392             this->position_y + GAME_HEIGHT - 50 + 16
```

```
393         )
394     );
395     this->console_screen_frame_right.setPoint(
396         2,
397         sf::Vector2f(
398             this->position_x - 50 + 16,
399             this->position_y + GAME_HEIGHT - 50 - 340 - 16
400         )
401     );
402     this->console_screen_frame_right.setPoint(
403         3,
404         sf::Vector2f(
405             this->position_x - 50,
406             this->position_y + GAME_HEIGHT - 50 - 340
407         )
408     );
409 
410     this->console_screen_frame_right.setFillColor(VISUAL_SCREEN_FRAME_GREY);
411 
412     this->console_screen_frame_right.setOutlineThickness(2);
413     this->console_screen_frame_right.setOutlineColor(sf::Color(0, 0, 0, 255));
414 
415     this->console_screen_frame_right.move(2, 0);
416 
417     return;
418 }   /* __setUpConsoleScreenFrame() */
```

4.2.3.12 __setUpMenuFrame()

```
void ContextMenu::__setUpMenuFrame (
            void  )  [private]
```

Helper method to set up context menu frame (drawable).

```
34 {
35     this->menu_frame.setSize(sf::Vector2f(400, GAME_HEIGHT));
36     this->menu_frame.setOrigin(400, 0);
37     this->menu_frame.setPosition(this->position_x, this->position_y);
38     this->menu_frame.setFillColor(MENU_FRAME_GREY);
39 
40     return;
41 }   /* __setUpMenuFrame() */
```

4.2.3.13 __setUpVisualScreen()

```
void ContextMenu::__setUpVisualScreen (
            void  )  [private]
```

Helper method to set up context menu visual screen (drawable).

```
56 {
57     this->visual_screen.setSize(sf::Vector2f(300, 300));
58     this->visual_screen.setOrigin(300, 0);
59     this->visual_screen.setPosition(this->position_x - 50, this->position_y + 50);
60     this->visual_screen.setFillColor(MONOCHROME_SCREEN_BACKGROUND);
61 
62     return;
63 }   /* __setUpVisualScreen() */
```

4.2.3.14 __setUpVisualScreenFrame()

```
void ContextMenu::__setUpVisualScreenFrame (
            void  )  [private]
```

Helper method to set up framing for context menu visual screen (drawable).

```
78 {
79     int n_points = 4;
80 
81     //  1. top framing
82     this->visual_screen_frame_top.setPointCount(n_points);
83 
84     this->visual_screen_frame_top.setPoint(
85         0,
86         sf::Vector2f(this->position_x - 50, this->position_y + 50)
87     );
88     this->visual_screen_frame_top.setPoint(
89         1,
90         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 50 - 16)
91     );
92     this->visual_screen_frame_top.setPoint(
93         2,
94         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 50 - 16)
95     );
96     this->visual_screen_frame_top.setPoint(
97         3,
98         sf::Vector2f(this->position_x - 350, this->position_y + 50)
99     );
100 
101     this->visual_screen_frame_top.setFillColor(VISUAL_SCREEN_FRAME_GREY);
102 
103     this->visual_screen_frame_top.setOutlineThickness(2);
104     this->visual_screen_frame_top.setOutlineColor(sf::Color(0, 0, 0, 255));
105 
106     this->visual_screen_frame_top.move(0, -2);
107 
108 
109     //  2. left framing
110     this->visual_screen_frame_left.setPointCount(n_points);
111 
112     this->visual_screen_frame_left.setPoint(
113         0,
114         sf::Vector2f(this->position_x - 350, this->position_y + 50)
115     );
116     this->visual_screen_frame_left.setPoint(
117         1,
118         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 50 - 16)
119     );
120     this->visual_screen_frame_left.setPoint(
121         2,
122         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 350 + 16)
123     );
124     this->visual_screen_frame_left.setPoint(
125         3,
126         sf::Vector2f(this->position_x - 350, this->position_y + 350)
127     );
128 
129     this->visual_screen_frame_left.setFillColor(VISUAL_SCREEN_FRAME_GREY);
130 
131     this->visual_screen_frame_left.setOutlineThickness(2);
132     this->visual_screen_frame_left.setOutlineColor(sf::Color(0, 0, 0, 255));
133 
134     this->visual_screen_frame_left.move(-2, 0);
135 
136 
137     //  3. bottom framing
138     this->visual_screen_frame_bottom.setPointCount(n_points);
139 
140     this->visual_screen_frame_bottom.setPoint(
141         0,
142         sf::Vector2f(this->position_x - 350, this->position_y + 350)
143     );
144     this->visual_screen_frame_bottom.setPoint(
145         1,
146         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 350 + 16)
147     );
148     this->visual_screen_frame_bottom.setPoint(
149         2,
150         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 350 + 16)
151     );
152     this->visual_screen_frame_bottom.setPoint(
153         3,
154         sf::Vector2f(this->position_x - 50, this->position_y + 350)
155     );
```

```
156
157     this->visual_screen_frame_bottom.setFillColor(VISUAL_SCREEN_FRAME_GREY);
158
159     this->visual_screen_frame_bottom.setOutlineThickness(2);
160     this->visual_screen_frame_bottom.setOutlineColor(sf::Color(0, 0, 0, 255));
161
162     this->visual_screen_frame_bottom.move(0, 2);
163
164
165     //  4. right framing
166     this->visual_screen_frame_right.setPointCount(n_points);
167
168     this->visual_screen_frame_right.setPoint(
169         0,
170         sf::Vector2f(this->position_x - 50, this->position_y + 350)
171     );
172     this->visual_screen_frame_right.setPoint(
173         1,
174         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 350 + 16)
175     );
176     this->visual_screen_frame_right.setPoint(
177         2,
178         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 50 - 16)
179     );
180     this->visual_screen_frame_right.setPoint(
181         3,
182         sf::Vector2f(this->position_x - 50, this->position_y + 50)
183     );
184
185     this->visual_screen_frame_right.setFillColor(VISUAL_SCREEN_FRAME_GREY);
186
187     this->visual_screen_frame_right.setOutlineThickness(2);
188     this->visual_screen_frame_right.setOutlineColor(sf::Color(0, 0, 0, 255));
189
190     this->visual_screen_frame_right.move(2, 0);
191
192     return;
193 }   /* __setUpVisualScreenFrame() */
```

4.2.3.15 draw()

```
void ContextMenu::draw (
             void  )
```

Method to draw the hex tile to the render window. To be called once per frame.

```
934 {
935     //  1. menu frame
936     this->render_window_ptr->draw(this->menu_frame);
937
938     //  2. visual screen
939     this->render_window_ptr->draw(this->visual_screen);
940     this->__drawVisualScreenFrame();
941
942     //  3. console screen
943     this->render_window_ptr->draw(this->console_screen);
944     this->__drawConsoleScreenFrame();
945     this->__drawConsoleText();
946
947     this->frame++;
948     return;
949 }   /* draw() */
```

4.2.3.16 processEvent()

```
void ContextMenu::processEvent (
             void  )
```

Method to processEvent ContextMenu. To be called once per event.

```
832 {
```

```
833     if (this->event_ptr->type == sf::Event::KeyPressed) {
834         this->__handleKeyPressEvents();
835     }
836 
837     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
838         this->__handleMouseButtonEvents();
839     }
840 
841     return;
842 }   /* processEvent() */
```

4.2.3.17 processMessage()

```
void ContextMenu::processMessage (
            void  )
```

Method to processMessage ContextMenu. To be called once per message.

```
857 {
858     switch (this->console_state) {
859         case (ConsoleState :: TILE): {
860             //  process no tile selected
861             if (not this->message_hub_ptr->isEmpty(NO_TILE_SELECTED_CHANNEL)) {
862                 Message no_tile_selected_message = this->message_hub_ptr->receiveMessage(
863                     NO_TILE_SELECTED_CHANNEL
864                 );
865 
866                 if (no_tile_selected_message.subject == "no tile selected") {
867                     this->__setConsoleState(ConsoleState :: READY);
868 
869                     std::cout « "No tile selected message received by " « this «
870                         std::endl;
871                     this->message_hub_ptr->popMessage(NO_TILE_SELECTED_CHANNEL);
872                 }
873             }
874 
875             //  process tile state
876             if (not this->message_hub_ptr->isEmpty(TILE_STATE_CHANNEL)) {
877                 Message tile_state_message = this->message_hub_ptr->receiveMessage(
878                     TILE_STATE_CHANNEL
879                 );
880 
881                 if (tile_state_message.subject == "tile state") {
882                     this->console_string = tile_state_message.string_payload["console string"];
883 
884                     std::cout « "Tile state message received by " « this « std::endl;
885                     this->message_hub_ptr->popMessage(TILE_STATE_CHANNEL);
886                 }
887             }
888 
889             //  process tile selected (subsequent left clicks causing program to hang)
890             if (not this->message_hub_ptr->isEmpty(TILE_SELECTED_CHANNEL)) {
891                 this->message_hub_ptr->popMessage(TILE_SELECTED_CHANNEL);
892             }
893 
894             break;
895         }
896 
897         default: {
898             //  process tile selected
899             if (not this->message_hub_ptr->isEmpty(TILE_SELECTED_CHANNEL)) {
900                 Message tile_selected_message = this->message_hub_ptr->receiveMessage(
901                     TILE_SELECTED_CHANNEL
902                 );
903 
904                 if (tile_selected_message.subject == "tile selected") {
905                     this->__setConsoleState(ConsoleState :: TILE);
906 
907                     std::cout « "Tile selected message received by " « this «
908                         std::endl;
909                     this->message_hub_ptr->popMessage(TILE_SELECTED_CHANNEL);
910                 }
911             }
912 
913             break;
914         }
915     }
916 
917     return;
918 }   /* processMessage() */
```

4.2.4 Member Data Documentation

4.2.4.1 assets_manager_ptr

```
AssetsManager* ContextMenu::assets_manager_ptr  [private]
```

A pointer to the assets manager.

4.2.4.2 console_screen

```
sf::RectangleShape ContextMenu::console_screen
```

The context menu console screen (for animated text output).

4.2.4.3 console_screen_frame_bottom

```
sf::ConvexShape ContextMenu::console_screen_frame_bottom
```

The bottom framing of the console screen.

4.2.4.4 console_screen_frame_left

```
sf::ConvexShape ContextMenu::console_screen_frame_left
```

The left framing of the console screen.

4.2.4.5 console_screen_frame_right

```
sf::ConvexShape ContextMenu::console_screen_frame_right
```

The right framing of the console screen.

4.2.4.6 console_screen_frame_top

```
sf::ConvexShape ContextMenu::console_screen_frame_top
```

The top framing of the console screen.

4.2.4.7 console_state

```
ConsoleState ContextMenu::console_state
```

The current state of the console screen.

4.2.4.8 console_string

```
std::string ContextMenu::console_string
```

The string to be printed to the console screen.

4.2.4.9 event_ptr

```
sf::Event* ContextMenu::event_ptr  [private]
```

A pointer to the event class.

4.2.4.10 frame

```
int ContextMenu::frame
```

The current frame of this object.

4.2.4.11 game_menu_up

```
bool ContextMenu::game_menu_up
```

Indicates whether or not the game menu is up.

4.2.4.12 menu_frame

```
sf::RectangleShape ContextMenu::menu_frame
```

The frame of the context menu.

4.2.4.13 message_hub_ptr

```
MessageHub* ContextMenu::message_hub_ptr  [private]
```

A pointer to the message hub.

4.2.4.14 position_x

```
double ContextMenu::position_x
```

The position of the object.

4.2.4.15 position_y

```
double ContextMenu::position_y
```

The position of the object.

4.2.4.16 render_window_ptr

```
sf::RenderWindow* ContextMenu::render_window_ptr  [private]
```

A pointer to the render window.

4.2.4.17 visual_screen

```
sf::RectangleShape ContextMenu::visual_screen
```

The context menu screen for visuals.

4.2.4.18 visual_screen_frame_bottom

```
sf::ConvexShape ContextMenu::visual_screen_frame_bottom
```

The bottom framing of the visual screen.

4.2.4.19 visual_screen_frame_left

```
sf::ConvexShape ContextMenu::visual_screen_frame_left
```

The left framing of the visual screen.

4.2.4.20 visual_screen_frame_right

```
sf::ConvexShape ContextMenu::visual_screen_frame_right
```

The right framing of the visual screen.

4.2.4.21 visual_screen_frame_top

```
sf::ConvexShape ContextMenu::visual_screen_frame_top
```

The top framing of the visual screen.

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

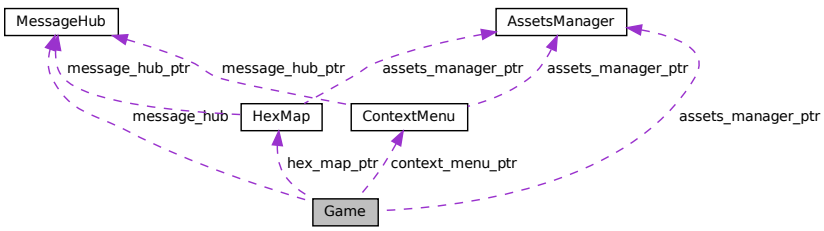
- header/ContextMenu.h
- source/ContextMenu.cpp

4.3 Game Class Reference

A class which acts as the central class for the game, by containing all other classes and implementing the game loop.

```
#include <Game.h>
```

Collaboration diagram for Game:



Public Member Functions

- Game (sf::RenderWindow *, AssetsManager *)

  Constructor for the Game class.
- bool run (void)

  Method to run game (defines game loop).
- ~Game (void)

  Destructor for the Game class.

Public Attributes

- GamePhase game_phase

  The current phase of the game.
- bool quit_game

  Boolean indicating whether to quit (true) or create a new Game instance (false).
- bool game_loop_broken

  Boolean indicating whether or not the game loop is broken.
- bool show_frame_clock_overlay

  Boolean indicating whether or not to show frame and clock overlay.
- unsigned long long int frame

  The current frame of the game.
- double time_since_start_s

  The time elapsed [s] since the start of the game.
- int year

  Current game year.
- int month

  Current game month.
- int population

  Current population.
- int credits

  Current balance of credits.
- int demand_MWh

  Current energy demand [MWh].
- int cumulative_emissions_tonnes

  Cumulative emissions [tonnes] (1 tonne = 1000 kg).
- sf::Clock clock

  The game clock.
- sf::Event event

  The game events class.
- MessageHub message_hub

  The message hub (for inter-object message traffic).
- HexMap * hex_map_ptr

  Pointer to the hex map (defines game world).
- ContextMenu * context_menu_ptr

  Pointer to the context menu.

Private Member Functions

- void __toggleFrameClockOverlay (void)

  Helper method to toggle frame clock overlay.
- void __handleKeyPressEvents (void)

  Helper method to handle key press events.
- void __handleMouseButtonEvents (void)

  Helper method to handle mouse button events.
- void __processEvent (void)

  Helper method to process Game. To be called once per event.
- void __processMessage (void)

  Helper method to process Game. To be called once per message.
- void __sendGameStateMessage (void)

  Helper method to format and send a game state message.
- void __insufficientCreditsAlarm (void)

  Helper method to sound and display and insufficient credits alarm.
- void __drawFrameClockOverlay (void)

  Helper method to draw frame clock overlay.
- void __drawHUD (void)

  Helper method to heads-up display (HUD).
- void __draw (void)

  Helper method to draw game to the render window. To be called once per frame.

Private Attributes

- sf::RenderWindow * render_window_ptr

  A pointer to the render window.
- AssetsManager * assets_manager_ptr

  A pointer to the assets manager.

4.3.1 Detailed Description

A class which acts as the central class for the game, by containing all other classes and implementing the game loop.

4.3.2 Constructor & Destructor Documentation

4.3.2.1 Game()

```
Game::Game (
            sf::RenderWindow * render_window_ptr,
            AssetsManager * assets_manager_ptr )
```

Constructor for the Game class.

```
588 {
589     //  1. set attributes
590 
591     //  1.1. private
592     this->render_window_ptr = render_window_ptr;
593 
594     this->assets_manager_ptr = assets_manager_ptr;
595 
596     //  1.2. public
597     this->game_phase = GamePhase :: BUILD_SETTLEMENT;
598 
599     this->quit_game = false;
600     this->game_loop_broken = false;
601     this->show_frame_clock_overlay = false;
602 
603     this->frame = 0;
604     this->time_since_start_s = 0;
605 
606     double seconds_since_epoch = time(NULL);
607     double years_since_epoch = seconds_since_epoch / SECONDS_PER_YEAR;
608 
609     this->year = 1970 + (int)years_since_epoch;
610     this->month = (years_since_epoch - (int)years_since_epoch) * 12 + 1;
611 
612     this->population = 0;
613     this->credits = 500;
614     this->demand_MWh = 0;
615     this->cumulative_emissions_tonnes = 0;
616 
617     this->hex_map_ptr = new HexMap(
618         6,
619         &(this->event),
620         this->render_window_ptr,
621         this->assets_manager_ptr,
622         &(this->message_hub)
623     );
624 
625     this->context_menu_ptr = new ContextMenu(
626         &(this->event),
627         this->render_window_ptr,
628         this->assets_manager_ptr,
629         &(this->message_hub)
630     );
631 
632     //  2. add message channel(s)
633     this->message_hub.addChannel(GAME_CHANNEL);
634     this->message_hub.addChannel(GAME_STATE_CHANNEL);
635 
636     std::cout << "Game constructed at " << this << std::endl;
637 
638     return;
639 }   /* Game() */
```

4.3.2.2 ~Game()

```
Game::~Game (
            void  )
```

Destructor for the Game class.

```
716 {
717     //  1. clean up attributes
718     delete this->hex_map_ptr;
719     delete this->context_menu_ptr;
720 
721     std::cout << "Game at " << this << " destroyed" << std::endl;
722 
723     return;
724 }   /* ~Game() */
```

4.3.3 Member Function Documentation

4.3.3.1 __draw()

```
void Game::__draw (
            void  )  [private]
```

Helper method to draw game to the render window. To be called once per frame.

```
555 {
556     this->__drawHUD();
557 
558     if (this->show_frame_clock_overlay) {
559         this->__drawFrameClockOverlay();
560     }
561 
562     return;
563 }   /* draw() */
```

4.3.3.2 __drawFrameClockOverlay()

```
void Game::__drawFrameClockOverlay (
            void  )  [private]
```

Helper method to draw frame clock overlay.

```
447 {
448     std::string frame_clock_string = "FRAME: ";
449     frame_clock_string += std::to_string(this->frame);
450     frame_clock_string += "\nTIME SINCE START [s]: ";
451     frame_clock_string += std::to_string(this->time_since_start_s);
452 
453     sf::Text frame_clock_text(
454         frame_clock_string,
455         *(this->assets_manager_ptr->getFont("DroidSansMono")),
456         16
457     );
458 
459     sf::RectangleShape frame_clock_backing(
460         sf::Vector2f(
461             1.02 * frame_clock_text.getLocalBounds().width,
462             1.20 * frame_clock_text.getLocalBounds().height
463         )
464     );
465     frame_clock_backing.setFillColor(sf::Color(0, 0, 0, 255));
466 
467     this->render_window_ptr->draw(frame_clock_backing);
468     this->render_window_ptr->draw(frame_clock_text);
469 
470     return;
471 }   /* __drawFrameClockOverlay() */
```

4.3.3.3 __drawHUD()

```
void Game::__drawHUD (
            void  )  [private]
```

Helper method to heads-up display (HUD).

```
486 {
487     //  1. first line
488     std::string HUD_string = "YEAR: ";
489     HUD_string += std::to_string(this->year);
490 
491     HUD_string += "    MONTH: ";
492     HUD_string += std::to_string(this->month);
493 
494     HUD_string += "    POPULATION: ";
495     HUD_string += std::to_string(this->population);
496 
497     HUD_string += "    CREDITS: ";
498     HUD_string += std::to_string(this->credits);
499     HUD_string += " K";
500 
501     HUD_string += "    CURRENT DEMAND: ";
502     HUD_string += std::to_string(this->demand_MWh);
503     HUD_string += " MWh";
504 
505     sf::Text HUD_text(
506         HUD_string,
507         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
508         16
509     );
510 
511     HUD_text.setPosition(
512         (800 - HUD_text.getLocalBounds().width) / 2,
513         8
514     );
515 
516     HUD_text.setFillColor(MONOCHROME_TEXT_GREEN);
517 
518     this->render_window_ptr->draw(HUD_text);
519 
520 
521     //  2. second line
522     HUD_string = "CUMULATIVE EMISSIONS: ";
523     HUD_string += std::to_string(this->cumulative_emissions_tonnes);
524     HUD_string += " tonnes (CO2e)";
525 
526     HUD_string += "    LIFETIME LIMIT: ";
527     HUD_string += std::to_string(EMISSIONS_LIFETIME_LIMIT_TONNES);
528     HUD_string += " tonnes (CO2e)";
529 
530     HUD_text.setString(HUD_string);
531 
532     HUD_text.setPosition(
533         (800 - HUD_text.getLocalBounds().width) / 2,
534         35
535     );
536 
537     this->render_window_ptr->draw(HUD_text);
538 
539     return;
540 }   /* __drawHUD() */
```

4.3.3.4 __handleKeyPressEvents()

```
void Game::__handleKeyPressEvents (
            void  )  [private]
```

Helper method to handle key press events.

```
59 {
60     switch (this->event.key.code) {
61         case (sf::Keyboard::Tilde): {
62             this->__toggleFrameClockOverlay();
63 
64             break;
65         }
```

```
66
67
68          case (sf::Keyboard::Tab): {
69              this->hex_map_ptr->toggleResourceOverlay();
70
71              break;
72          }
73
74
75          default: {
76              // do nothing!
77
78              break;
79          }
80      }
81
82      return;
83  }   /* __handleKeyPressEvents() */
```

4.3.3.5 __handleMouseButtonEvents()

```
void Game::__handleMouseButtonEvents (
              void  )  [private]
```

Helper method to handle mouse button events.

```
98  {
99      switch (this->event.mouseButton.button) {
100         case (sf::Mouse::Left): {
101             //...
102
103             break;
104         }
105
106
107         case (sf::Mouse::Right): {
108             //...
109
110             break;
111         }
112
113
114         default: {
115             // do nothing!
116
117             break;
118         }
119     }
120
121     return;
122 }   /* __handleMouseButtonEvents() */
```

4.3.3.6 __insufficientCreditsAlarm()

```
void Game::__insufficientCreditsAlarm (
              void  )  [private]
```

Helper method to sound and display and insufficient credits alarm.

```
352 {
353     //  1. sound buzzer
354     this->assets_manager_ptr->getSound("insufficient credits")->play();
355
356     //  2. construct alarm text and backing rectangle
357     sf::Text insufficient_credits_text(
358         "INSUFFICIENT CREDITS",
359         (*(this->assets_manager_ptr->getFont("DroidSansMono"))),
360         32
361     );
362
363     insufficient_credits_text.setOrigin(
```

```
364         insufficient_credits_text.getLocalBounds().width / 2,
365         insufficient_credits_text.getLocalBounds().height / 2
366     );
367 
368     insufficient_credits_text.setPosition(400, GAME_HEIGHT / 2);
369 
370     sf::RectangleShape backing_rectangle(
371         sf::Vector2f(
372             1.1 * insufficient_credits_text.getLocalBounds().width,
373             1.5 * insufficient_credits_text.getLocalBounds().height
374         )
375     );
376 
377     backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
378 
379     backing_rectangle.setOrigin(
380         backing_rectangle.getLocalBounds().width / 2,
381         backing_rectangle.getLocalBounds().height / 2
382     );
383 
384     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
385 
386     //  3. display loop (blocking ~3 seconds)
387     bool red_flag = true;
388     int alarm_frame = 0;
389     double time_since_alarm_s = 0;
390 
391     sf::Clock alarm_clock;
392 
393     while (alarm_frame < 2.5 * FRAMES_PER_SECOND) {
394         time_since_alarm_s = alarm_clock.getElapsedTime().asSeconds();
395 
396         if (time_since_alarm_s >= (alarm_frame + 1) * SECONDS_PER_FRAME) {
397             this->render_window_ptr->clear();
398 
399             this->hex_map_ptr->draw();
400             this->context_menu_ptr->draw();
401             this->__draw();
402 
403             if (alarm_frame % 20 == 0) {
404                 if (red_flag) {
405                     red_flag = false;
406                 }
407 
408                 else {
409                     red_flag = true;
410                 }
411             }
412 
413             if (red_flag) {
414                 insufficient_credits_text.setFillColor(MONOCHROME_TEXT_RED);
415             }
416 
417             else {
418                 insufficient_credits_text.setFillColor(sf::Color(255, 255, 255));
419             }
420 
421             this->render_window_ptr->draw(backing_rectangle);
422             this->render_window_ptr->draw(insufficient_credits_text);
423 
424             this->render_window_ptr->display();
425 
426             alarm_frame++;
427             this->frame++;
428         }
429     }
430 
431     return;
432 }   /* __insufficientCreditsAlarm( */
```

4.3.3.7 __processEvent()

```
void Game::__processEvent (
            void  )  [private]
```

Helper method to process Game. To be called once per event.

```
138 {
139     if (this->event.type == sf::Event::Closed) {
```

```
140         this->quit_game = true;
141         this->game_loop_broken = true;
142     }
143 
144     if (this->event.type == sf::Event::KeyPressed) {
145         this->__handleKeyPressEvents();
146     }
147 
148     if (this->event.type == sf::Event::MouseButtonPressed) {
149         this->__handleMouseButtonEvents();
150     }
151 
152     return;
153 }   /* __processEvent() */
```

4.3.3.8 __processMessage()

```
void Game::__processMessage (
            void  )  [private]
```

Helper method to process Game. To be called once per message.

```
251 {
252     if (not this->message_hub.isEmpty(GAME_CHANNEL)) {
253         Message game_channel_message = this->message_hub.receiveMessage(GAME_CHANNEL);
254 
255         if (game_channel_message.subject == "quit game") {
256             this->quit_game = true;
257             this->game_loop_broken = true;
258 
259             std::cout « "Quit game message received by " « this « std::endl;
260             this->message_hub.popMessage(GAME_CHANNEL);
261         }
262 
263         if (game_channel_message.subject == "restart game") {
264             this->game_loop_broken = true;
265 
266             std::cout « "Restart game message received by " « this « std::endl;
267             this->message_hub.popMessage(GAME_CHANNEL);
268         }
269 
270         if (game_channel_message.subject == "state request") {
271             std::cout « "Game state request message received by " « this « std::endl;
272 
273             this->__sendGameStateMessage();
274             this->message_hub.popMessage(GAME_CHANNEL);
275         }
276 
277         if (game_channel_message.subject == "credits spent") {
278             this->credits -= game_channel_message.int_payload["credits spent"];
279 
280             std::cout « "Credits spent message (" «
281                 game_channel_message.int_payload["credits spent"] « ") received by "
282                 « this « std::endl;
283 
284             std::cout « "Current credits (Game): " « this->credits « " K" «
285                 std::endl;
286 
287             this->message_hub.popMessage(GAME_CHANNEL);
288         }
289 
290         if (game_channel_message.subject == "insufficient credits") {
291             std::cout « "Insufficient credits message received by " « this «
292                 std::endl;
293 
294             this->__insufficientCreditsAlarm();
295 
296             this->message_hub.popMessage(GAME_CHANNEL);
297         }
298 
299         if (game_channel_message.subject == "update game phase") {
300             std::cout « "Update game phase message received by " « this « std::endl;
301 
302             if (
303                 game_channel_message.string_payload["game phase"] == "system management"
304             ) {
305                 this->game_phase = GamePhase :: SYSTEM_MANAGEMENT;
306             }
307 
```

```
308             else if (
309                 game_channel_message.string_payload["game phase"] == "loss emissions"
310             ) {
311                 this->game_phase = GamePhase :: LOSS_EMISSIONS;
312             }
313 
314             else if (
315                 game_channel_message.string_payload["game phase"] == "loss demand"
316             ) {
317                 this->game_phase = GamePhase :: LOSS_DEMAND;
318             }
319 
320             else if (
321                 game_channel_message.string_payload["game phase"] == "loss credits"
322             ) {
323                 this->game_phase = GamePhase :: LOSS_CREDITS;
324             }
325 
326             else if (
327                 game_channel_message.string_payload["game phase"] == "victory"
328             ) {
329                 this->game_phase = GamePhase :: VICTORY;
330             }
331 
332             this->message_hub.popMessage(GAME_CHANNEL);
333         }
334     }
335 
336     return;
337 }   /* __processMessage() */
```

4.3.3.9 __sendGameStateMessage()

```
void Game::__sendGameStateMessage (
            void  )  [private]
```

Helper method to format and send a game state message.

```
168 {
169     Message game_state_message;
170 
171     game_state_message.channel = GAME_STATE_CHANNEL;
172     game_state_message.subject = "game state";
173 
174     game_state_message.int_payload["year"] = this->year;
175     game_state_message.int_payload["month"] = this->month;
176     game_state_message.int_payload["population"] = this->population;
177     game_state_message.int_payload["credits"] = this->credits;
178     game_state_message.int_payload["demand_MWh"] = this->demand_MWh;
179     game_state_message.int_payload["cumulative_emissions_tonnes"] =
180         this->cumulative_emissions_tonnes;
181 
182     switch (this->game_phase) {
183         case (GamePhase :: BUILD_SETTLEMENT): {
184             game_state_message.string_payload["game phase"] = "build settlement";
185 
186             break;
187         }
188 
189 
190         case (GamePhase :: SYSTEM_MANAGEMENT): {
191             game_state_message.string_payload["game phase"] = "system management";
192 
193             break;
194         }
195 
196 
197         case (GamePhase :: LOSS_EMISSIONS): {
198             game_state_message.string_payload["game phase"] = "loss emissions";
199 
200             break;
201         }
202 
203 
204         case (GamePhase :: LOSS_DEMAND): {
205             game_state_message.string_payload["game phase"] = "loss demand";
206 
207             break;
208         }
```

```
209
210
211         case (GamePhase :: LOSS_CREDITS): {
212             game_state_message.string_payload["game phase"] = "loss credits";
213
214             break;
215         }
216
217
218         case (GamePhase :: VICTORY): {
219             game_state_message.string_payload["game phase"] = "victory";
220
221             break;
222         }
223
224
225         default: {
226             // do nothing!
227
228             break;
229         }
230     }
231
232     this->message_hub.sendMessage(game_state_message);
233
234     std::cout « "Game state message sent by " « this « std::endl;
235     return;
236 }   /* __sendGameStateMessage() */
```

4.3.3.10 __toggleFrameClockOverlay()

```
void Game::__toggleFrameClockOverlay (
              void  )  [private]
```

Helper method to toggle frame clock overlay.

```
34 {
35     if (this->show_frame_clock_overlay) {
36         this->show_frame_clock_overlay = false;
37     }
38
39     else {
40         this->show_frame_clock_overlay = true;
41     }
42
43     return;
44 }   /* __toggleFrameClockOverlay() */
```

4.3.3.11 run()

```
bool Game::run (
              void  )
```

Method to run game (defines game loop).

Returns

Boolean indicating whether to quit (true) or create a new Game instance (false).

```
657 {
658     //  1. play brand animation
659     //...
660 
661     //  2. show splash screen
662     //...
663 
664     //  3. start game loop
665     while (not this->game_loop_broken) {
666         this->time_since_start_s = this->clock.getElapsedTime().asSeconds();
667 
668         if (this->time_since_start_s >= (this->frame + 1) * SECONDS_PER_FRAME) {
669             //  6.1. process events
670             while (this->render_window_ptr->pollEvent(this->event)) {
671                 this->hex_map_ptr->processEvent();
672                 this->context_menu_ptr->processEvent();
673                 this->__processEvent();
674             }
675 
676 
677             //  6.2. process messages
678             while (this->message_hub.hasTraffic()) {
679                 this->hex_map_ptr->processMessage();
680                 this->context_menu_ptr->processMessage();
681                 this->__processMessage();
682             }
683 
684 
685             //  6.3. draw frame
686             this->render_window_ptr->clear();
687 
688             this->hex_map_ptr->draw();
689             this->context_menu_ptr->draw();
690             this->__draw();
691 
692             this->render_window_ptr->display();
693 
694 
695             //  6.4. increment frame
696             this->frame++;
697         }
698     }
699 
700     return this->quit_game;
701 }   /* run() */
```

4.3.4 Member Data Documentation

4.3.4.1 assets_manager_ptr

```
AssetsManager* Game::assets_manager_ptr  [private]
```

A pointer to the assets manager.

4.3.4.2 clock

```
sf::Clock Game::clock
```

The game clock.

4.3.4.3 context_menu_ptr

```
ContextMenu* Game::context_menu_ptr
```

Pointer to the context menu.

4.3.4.4 credits

```
int Game::credits
```

Current balance of credits.

4.3.4.5 cumulative_emissions_tonnes

```
int Game::cumulative_emissions_tonnes
```

Cumulative emissions [tonnes] (1 tonne = 1000 kg).

4.3.4.6 demand_MWh

```
int Game::demand_MWh
```

Current energy demand [MWh].

4.3.4.7 event

```
sf::Event Game::event
```

The game events class.

4.3.4.8 frame

```
unsigned long long int Game::frame
```

The current frame of the game.

4.3.4.9 game_loop_broken

```
bool Game::game_loop_broken
```

Boolean indicating whether or not the game loop is broken.

4.3.4.10 game_phase

```
GamePhase Game::game_phase
```

The current phase of the game.

4.3.4.11 hex_map_ptr

```
HexMap* Game::hex_map_ptr
```

Pointer to the hex map (defines game world).

4.3.4.12 message_hub

```
MessageHub Game::message_hub
```

The message hub (for inter-object message traffic).

4.3.4.13 month

```
int Game::month
```

Current game month.

4.3.4.14 population

```
int Game::population
```

Current population.

4.3.4.15 quit_game

```
bool Game::quit_game
```

Boolean indicating whether to quit (true) or create a new Game instance (false).

4.3.4.16 render_window_ptr

```
sf::RenderWindow* Game::render_window_ptr  [private]
```

A pointer to the render window.

4.3.4.17 show_frame_clock_overlay

```
bool Game::show_frame_clock_overlay
```

Boolean indicating whether or not to show frame and clock overlay.

4.3.4.18 time_since_start_s

```
double Game::time_since_start_s
```

The time elapsed [s] since the start of the game.

4.3.4.19 year

```
int Game::year
```

Current game year.

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

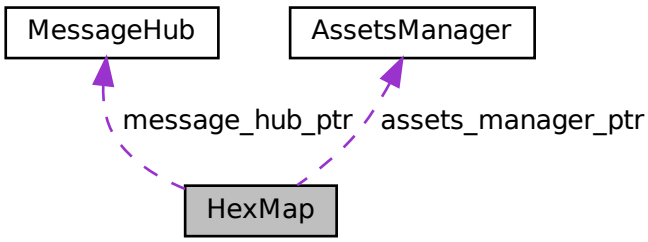
- header/Game.h
- source/Game.cpp

4.4 HexMap Class Reference

A class which defines a hex map of hex tiles.

`#include <HexMap.h>`

Collaboration diagram for HexMap:



Public Member Functions

- HexMap (int, sf::Event ∗, sf::RenderWindow ∗, AssetsManager ∗, MessageHub ∗)

  Constructor (intended) for the HexMap class.
- void assess (void)

  Method to assess the resource of the selected tile.
- void reroll (void)

  Method to re-roll the hex map.
- void toggleResourceOverlay (void)

  Method to toggle the hex map resource overlay.
- void processEvent (void)

  Method to process HexMap. To be called once per event.
- void processMessage (void)

  Method to process HexMap. To be called once per message.
- void draw (void)

  Method to draw the hex map to the render window. To be called once per frame.
- void clear (void)

  Method to clear the hex map.
- ∼HexMap (void)

  Destructor for the HexMap class.

Public Attributes

- bool tile_selected

  A boolean which indicates if a tile is currently selected.
- int n_layers

  The number of layers in the hex map.
- int n_tiles

  The number of tiles in the hex map.
- int frame

  The current frame of this object.
- double position_x

  The x position of the hex map's origin (i.e. central) tile.
- double position_y

  The y position of the hex map's origin (i.e. central) tile.
- sf::RectangleShape glass_screen

  To give the effect of an old glass screen over the hex map.
- std::vector< double > tile_position_x_vec

  A vector of tile x positions.
- std::vector< double > tile_position_y_vec

  A vector of tile y position.
- std::vector< HexTile * > border_tiles_vec

  A vector of pointers to the border tiles.
- std::map< double, std::map< double, HexTile * > > hex_map

  A position-indexed, nested map of hex tiles.
- std::vector< HexTile * > hex_draw_order_vec

  A vector of hex tiles, in drawing order.

Private Member Functions

- void __setUpGlassScreen (void)

  Helper method to set up glass screen effect (drawable).
- void __layTiles (void)

  Helper method to lay the hex tiles down to generate the game world.
- void __buildDrawOrderVector (void)

  Helper method to build tile drawing order vector.
- std::vector< double > __getNoise (int, int=128)

  Helper method to generate a vector of noise, with values mapped to the closed interval [0, 1]. Applies a random cosine series approach.
- void __proceduralllyGenerateTileTypes (void)

  Helper method to procedurally generate tile types and set tiles accordingly.
- std::vector< double > __getValidMapIndexPositions (double, double)

  Helper method to translate given position into valid index position for a.
- std::vector< HexTile * > __getNeighboursVector (HexTile *)

  Helper method to assemble a vector pointers to all neighbours of the given tile.
- TileType __getMajorityTileType (HexTile *)

  Function to return majority tile type of a tile and its neighbours. If no clear majority, simply returns the type of the given tile.
- void __smoothTileTypes (void)

  Helper method to smooth tile types using a majority rules approach.
- bool __isLakeTouchingOcean (HexTile *)
- void __enforceOceanContinuity (void)

Helper method to scan tiles and enforce ocean continuity. That is to say, if a lake tile is found to be in contact with an ocean tile, then it becomes ocean.

- void __proceduralllyGenerateTileResources (void)

  Helper method to procedurally generate tile resources and set tiles accordingly.
- void __assembleHexMap (void)

  Helper method to assemble the hex map.
- HexTile * __getSelectedTile (void)

  Helper method to get pointer to selected tile.
- void __handleKeyPressEvents (void)

  Helper method to handle key press events.
- void __handleMouseButtonEvents (void)

  Helper method to handle mouse button events.
- void __sendNoTileSelectedMessage (void)

  Helper method to format and send message on no tile selected.
- void __assessNeighbours (HexTile *)

  Helper method to assess all neighbours of the given tile.

Private Attributes

- sf::Event * event_ptr

  A pointer to the event class.
- sf::RenderWindow * render_window_ptr

  A pointer to the render window.
- AssetsManager * assets_manager_ptr

  A pointer to the assets manager.
- MessageHub * message_hub_ptr

  A pointer to the message hub.

4.4.1 Detailed Description

A class which defines a hex map of hex tiles.

4.4.2 Constructor & Destructor Documentation

4.4.2.1 HexMap()

```
HexMap::HexMap (
            int n_layers,
            sf::Event * event_ptr,
            sf::RenderWindow * render_window_ptr,
            AssetsManager * assets_manager_ptr,
            MessageHub * message_hub_ptr )
```

Constructor (intended) for the HexMap class.

Parameters

n_layers	The number of layers in the HexMap.
event_ptr	Pointer to the event class.
render_window_ptr	Pointer to the render window.
assets_manager_ptr	Pointer to the assets manager.
message_hub_ptr	Pointer to the message hub.

```
1082 {
1083     //  1. set attributes
1084
1085     //  1.1. private
1086     this->event_ptr = event_ptr;
1087     this->render_window_ptr = render_window_ptr;
1088
1089     this->assets_manager_ptr = assets_manager_ptr;
1090     this->message_hub_ptr = message_hub_ptr;
1091
1092     //  1.2. public
1093     this->tile_selected = false;
1094
1095     this->frame = 0;
1096
1097     this->n_layers = n_layers;
1098     if (this->n_layers < 0) {
1099         this->n_layers = 0;
1100     }
1101
1102     this->position_x = 400;
1103     this->position_y = 400;
1104
1105     //  2. assemble n layer hex map
1106     this->__assembleHexMap();
1107
1108     //  3. set up and position drawable attributes
1109     this->__setUpGlassScreen();
1110
1111     //  4. add message channel(s)
1112     this->message_hub_ptr->addChannel(TILE_SELECTED_CHANNEL);
1113     this->message_hub_ptr->addChannel(NO_TILE_SELECTED_CHANNEL);
1114     this->message_hub_ptr->addChannel(TILE_STATE_CHANNEL);
1115     this->message_hub_ptr->addChannel(HEX_MAP_CHANNEL);
1116
1117     std::cout « "HexMap constructed at " « this « std::endl;
1118
1119     return;
1120 }   /* HexMap(), intended */
```

4.4.2.2 ~HexMap()

```
HexMap::~HexMap (
             void  )
```

Destructor for the HexMap class.

```
1384 {
1385     this->clear();
1386
1387     std::cout « "HexMap at " « this « " destroyed" « std::endl;
1388
1389     return;
1390 }   /* ~HexMap() */
```

4.4.3 Member Function Documentation

4.4.3.1 __assembleHexMap()

```
void HexMap::__assembleHexMap (
            void  )  [private]
```

Helper method to assemble the hex map.

```
841 {
842     //  1. seed RNG (using milliseconds since 1 Jan 1970)
843     unsigned long long int milliseconds_since_epoch =
844         std::chrono::duration_cast<std::chrono::milliseconds>(
845             std::chrono::system_clock::now().time_since_epoch()
846         ).count();
847     srand(milliseconds_since_epoch);
848
849     //  2. lay tiles
850     this->__layTiles();
851     this->__buildDrawOrderVector();
852
853     //  3. procedurally generate types
854     this->__procedurallyGenerateTileTypes();
855
856     //  4. procedurally generate resources
857     this->__procedurallyGenerateTileResources();
858
859     return;
860 }   /* __assembleHexMap() */
```

4.4.3.2 __assessNeighbours()

```
void HexMap::__assessNeighbours (
            HexTile * hex_ptr )  [private]
```

Helper method to assess all neighbours of the given tile.

Parameters

Pointer	to the tile whose neighbours are to be assessed.

```
1033 {
1034     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
1035
1036     for (size_t i = 0; i < neighbours_vec.size(); i++) {
1037         neighbours_vec[i]->assess();
1038     }
1039
1040     return;
1041 }   /* __assessNeighbours() */
```

4.4.3.3 __buildDrawOrderVector()

```
void HexMap::__buildDrawOrderVector (
            void  )  [private]
```

Helper method to build tile drawing order vector.

```
239 {
240     //  1. build temp list of tiles
241     std::list<HexTile*> temp_list;
242
243     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
244     std::map<double, HexTile*>::iterator hex_map_iter_y;
245     for (
246         hex_map_iter_x = this->hex_map.begin();
```

```
247         hex_map_iter_x != this->hex_map.end();
248         hex_map_iter_x++
249     ) {
250         for (
251             hex_map_iter_y = hex_map_iter_x->second.begin();
252             hex_map_iter_y != hex_map_iter_x->second.end();
253             hex_map_iter_y++
254         ) {
255             temp_list.push_back(hex_map_iter_y->second);
256         }
257     }
258
259     //  2. move elements from temp list to drawing order vector
260     double min_position_y = 0;
261     std::list<HexTile*>::iterator list_iter;
262
263     while (not temp_list.empty()) {
264         //  2.1. determine min y position
265         min_position_y = std::numeric_limits<double>::infinity();
266
267         for (
268             list_iter = temp_list.begin();
269             list_iter != temp_list.end();
270             list_iter++
271         ) {
272             if ((*list_iter)->position_y < min_position_y) {
273                 min_position_y = (*list_iter)->position_y;
274             }
275         }
276
277         //  2.2 move min y list elements to drawing order vec
278         list_iter = temp_list.begin();
279         while (list_iter != temp_list.end()) {
280             if ((*list_iter)->position_y == min_position_y) {
281                 this->hex_draw_order_vec.push_back((*list_iter));
282                 list_iter = temp_list.erase(list_iter);
283             }
284
285             else {
286                 list_iter++;
287             }
288         }
289     }
290
291     return;
292 }   /* __buildDrawOrderVector() */
```

4.4.3.4 __enforceOceanContinuity()

```
void HexMap::__enforceOceanContinuity (
            void  )  [private]
```

Helper method to scan tiles and enforce ocean continuity. That is to say, if a lake tile is found to be in contact with an ocean tile, then it becomes ocean.

```
752 {
753     std::cout « "enforcing ocean continuity ..." « std::endl;
754
755     bool tile_changed = false;
756
757     //  1. scan tiles and enforce (where appropriate)
758     std::map<double, std::map<double, HexTile*»::iterator hex_map_iter_x;
759     std::map<double, HexTile*>::iterator hex_map_iter_y;
760     HexTile* hex_ptr;
761     for (
762         hex_map_iter_x = this->hex_map.begin();
763         hex_map_iter_x != this->hex_map.end();
764         hex_map_iter_x++
765     ) {
766         for (
767             hex_map_iter_y = hex_map_iter_x->second.begin();
768             hex_map_iter_y != hex_map_iter_x->second.end();
769             hex_map_iter_y++
770         ) {
771             hex_ptr = hex_map_iter_y->second;
772
773             if (this->__isLakeTouchingOcean(hex_ptr)) {
774                 hex_ptr->setTileType(TileType :: OCEAN);
775                 tile_changed = true;
```

```
776             }
777         }
778     }
779
780     if (tile_changed) {
781         this->__enforceOceanContinuity();
782     }
783     else {
784         return;
785     }
786 }   /* __enforceOceanContinuity() */
```

4.4.3.5 __getMajorityTileType()

```
TileType HexMap::__getMajorityTileType (
            HexTile * hex_ptr )  [private]
```

Function to return majority tile type of a tile and its neighbours. If no clear majority, simply returns the type of the given tile.

Parameters

hex_ptr	Pointer to the given tile.

Returns

The majority tile type of the tile and its neighbours. If no clear majority type, then the type of the given tile is simply returned.

```
608 {
609     //  1. init type count map
610     std::map<TileType, int> type_count_map;
611     type_count_map[hex_ptr->tile_type] = 1;
612
613     //  2. survey neighbours, count type instances
614     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
615
616     for (size_t i = 0; i < neighbours_vec.size(); i++) {
617         if (type_count_map.count(neighbours_vec[i]->tile_type) <= 0) {
618             type_count_map[neighbours_vec[i]->tile_type] = 1;
619         }
620         else {
621             type_count_map[neighbours_vec[i]->tile_type] += 1;
622         }
623     }
624
625     //  3. find majority tile type
626     int max_count = -1 * std::numeric_limits<int>::infinity();
627     TileType majority_tile_type = hex_ptr->tile_type;
628
629     std::map<TileType, int>::iterator map_iter;
630     for (
631         map_iter = type_count_map.begin();
632         map_iter != type_count_map.end();
633         map_iter++
634     ){
635         if (map_iter->second > max_count) {
636             max_count = map_iter->second;
637             majority_tile_type = map_iter->first;
638         }
639     }
640
641     //  4. detect ties
642     for (
643         map_iter = type_count_map.begin();
644         map_iter != type_count_map.end();
645         map_iter++
646     ){
647         if (
648             map_iter->second == max_count and
649             map_iter->first != majority_tile_type
```

```
650         ) {
651             majority_tile_type = hex_ptr->tile_type;
652             break;
653         }
654     }
655
656     return majority_tile_type;
657 }   /* __getMajorityTileType() */
```

4.4.3.6 __getNeighboursVector()

```
std::vector< HexTile * > HexMap::__getNeighboursVector (
            HexTile * hex_ptr )  [private]
```

Helper method to assemble a vector pointers to all neighbours of the given tile.

Parameters

hex_ptr	A pointer to the given tile.

Returns

A vector of pointers to all neighbours of the given tile.

```
550 {
551     std::vector<HexTile*> neighbours_vec;
552
553     //  1. build potential neighbour positions
554     std::vector<double> potential_neighbour_x_vec(6, 0);
555     std::vector<double> potential_neighbour_y_vec(6, 0);
556
557     for (int i = 0; i < 6; i++) {
558         potential_neighbour_x_vec[i] = hex_ptr->position_x +
559             2 * hex_ptr->minor_radius * cos((60 * i) * (M_PI / 180));
560
561         potential_neighbour_y_vec[i] = hex_ptr->position_y +
562             2 * hex_ptr->minor_radius * sin((60 * i) * (M_PI / 180));
563     }
564
565     //  2. populate neighbours vector
566     std::vector<double> map_index_positions;
567     double potential_x = 0;
568     double potential_y = 0;
569
570     for (int i = 0; i < 6; i++) {
571         potential_x = potential_neighbour_x_vec[i];
572         potential_y = potential_neighbour_y_vec[i];
573
574         map_index_positions = this->__getValidMapIndexPositions(
575             potential_x,
576             potential_y
577         );
578
579         if (not (map_index_positions[0] == -1)) {
580             neighbours_vec.push_back(
581                 this->hex_map[map_index_positions[0]][map_index_positions[1]]
582             );
583         }
584     }
585
586     return neighbours_vec;
587 }   /* __getNeighbourVector() */
```

4.4.3.7 __getNoise()

```
std::vector< double > HexMap::__getNoise (
            int n_elements,
            int n_components = 128 )  [private]
```

Helper method to generate a vector of noise, with values mapped to the closed interval [0, 1]. Applies a random cosine series approach.

Parameters

n_elements	The number of elements in the generated noise vector.
n_components	The number of components to use in the random cosine series. Defaults to 64.

Returns

A vector of noise, with values mapped to the closed interval [0, 1].

```
315 {
316     //  1. generate random amplitude, wave number, direction, and phase vectors
317     std::vector<double> random_amplitude_vec(n_components, 0);
318     std::vector<double> random_wave_number_vec(n_components, 0);
319     std::vector<double> random_frequency_vec(n_components, 0);
320     std::vector<double> random_direction_vec(n_components, 0);
321     std::vector<double> random_phase_vec(n_components, 0);
322 
323     for (int i = 0; i < n_components; i++) {
324         random_amplitude_vec[i] = 10 * ((double)rand() / RAND_MAX);
325 
326         random_wave_number_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
327 
328         random_frequency_vec[i] = ((double)rand() / RAND_MAX);
329 
330         random_direction_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
331 
332         random_phase_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
333     }
334 
335     //  2. generate noise vec
336     double amp = 0;
337     double wave_no = 0;
338     double freq = 0;
339     double dir = 0;
340     double phase = 0;
341 
342     double x = 0;
343     double y = 0;
344     double t = time(NULL);
345 
346     double max_noise = -1 * std::numeric_limits<double>::infinity();
347     double min_noise = std::numeric_limits<double>::infinity();
348 
349     double noise = 0;
350     std::vector<double> noise_vec(n_elements, 0);
351 
352     for (int i = 0; i < n_elements; i++) {
353         x = this->tile_position_x_vec[i] - this->position_x;
354         y = this->tile_position_y_vec[i] - this->position_y;
355 
356         for (int j = 0; j < n_components; j++) {
357             amp = random_amplitude_vec[j];
358             wave_no = random_wave_number_vec[j];
359             freq = random_frequency_vec[j];
360             dir = random_direction_vec[j];
361             phase = random_phase_vec[j];
362 
363             noise += (amp / (j + 1)) * cos(
364                 wave_no * (j + 1) * (x * sin(dir) + y * cos(dir)) +
365                 2 * M_PI * (j + 1) * freq * t +
366                 phase
367             );
368         }
369 
370         noise_vec[i] = noise;
371 
372         if (noise > max_noise) {
373             max_noise = noise;
374         }
375 
376         else if (noise < min_noise) {
377             min_noise = noise;
378         }
379 
380         noise = 0;
381     }
382 
```

```
383     //  3. normalize noise vec
384     for (int i = 0; i < n_elements; i++) {
385         noise_vec[i] = (noise_vec[i] - min_noise) / (max_noise - min_noise);
386 
387         if (noise_vec[i] < 0) {
388             noise_vec[i] = 0;
389         }
390         else if (noise_vec[i] > 1) {
391             noise_vec[i] = 1;
392         }
393     }
394 
395     return noise_vec;
396 }   /* __getNoise() */
```

4.4.3.8 __getSelectedTile()

```
HexTile * HexMap::__getSelectedTile (
            void  )  [private]
```

Helper method to get pointer to selected tile.

Returns

Pointer to selected tile (or NULL if no tile selected).

```
877 {
878     HexTile* selected_tile_ptr = NULL;
879 
880     bool break_flag = false;
881     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
882     std::map<double, HexTile*>::iterator hex_map_iter_y;
883 
884     for (
885         hex_map_iter_x = this->hex_map.begin();
886         hex_map_iter_x != this->hex_map.end();
887         hex_map_iter_x++
888     ) {
889         for (
890             hex_map_iter_y = hex_map_iter_x->second.begin();
891             hex_map_iter_y != hex_map_iter_x->second.end();
892             hex_map_iter_y++
893         ) {
894             if (hex_map_iter_y->second->is_selected) {
895                 selected_tile_ptr = hex_map_iter_y->second;
896                 break_flag = true;
897             }
898 
899             if (break_flag) {
900                 break;
901             }
902         }
903 
904         if (break_flag) {
905             break;
906         }
907     }
908 
909     return selected_tile_ptr;
910 }   /* __getSelectedTile() */
```

4.4.3.9 __getValidMapIndexPositions()

```
std::vector< double > HexMap::__getValidMapIndexPositions (
            double potential_x,
            double potential_y )  [private]
```

Helper method to translate given position into valid index position for a.

Parameters

potential_x	The potential x position of the tile.
potential_y	The potential y position of the tile.

Returns

A vector of positions, either valid for indexing into the hex map, or sentinel values (-1) if invalid.

```
496 {
497     std::vector<double> map_index_positions = {-1, -1};
498 
499     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
500     std::map<double, HexTile*>::iterator hex_map_iter_y;
501     HexTile* hex_ptr;
502 
503     double distance = 0;
504 
505     for (
506         hex_map_iter_x = this->hex_map.begin();
507         hex_map_iter_x != this->hex_map.end();
508         hex_map_iter_x++
509     ) {
510         for (
511             hex_map_iter_y = hex_map_iter_x->second.begin();
512             hex_map_iter_y != hex_map_iter_x->second.end();
513             hex_map_iter_y++
514         ) {
515             hex_ptr = hex_map_iter_y->second;
516 
517             distance = sqrt(
518                 pow(hex_ptr->position_x - potential_x, 2) +
519                 pow(hex_ptr->position_y - potential_y, 2)
520             );
521 
522             if (distance <= hex_ptr->minor_radius / 4) {
523                 map_index_positions = {hex_ptr->position_x, hex_ptr->position_y};
524                 return map_index_positions;
525             }
526         }
527     }
528 
529     return map_index_positions;
530 }   /* __isInHexMap() */
```

4.4.3.10 __handleKeyPressEvents()

```
void HexMap::__handleKeyPressEvents (
            void  )  [private]
```

Helper method to handle key press events.

```
925 {
926     switch (this->event_ptr->key.code) {
927         case (sf::Keyboard::Escape): {
928             this->tile_selected = false;
929         }
930 
931 
932         default: {
933             // do nothing!
934 
935             break;
936         }
937     }
938 
939     return;
940 }   /* __handleKeyPressEvents() */
```

4.4.3.11 __handleMouseButtonEvents()

```
void HexMap::__handleMouseButtonEvents (
            void  )  [private]
```

Helper method to handle mouse button events.

```
955 {
956     switch (this->event_ptr->mouseButton.button) {
957         case (sf::Mouse::Left): {
958             HexTile* hex_ptr = this->__getSelectedTile();
959 
960             if (hex_ptr != NULL) {
961                 this->tile_selected = true;
962             }
963 
964             else if (this->tile_selected) {
965                 this->tile_selected = false;
966                 this->__sendNoTileSelectedMessage();
967             }
968 
969             break;
970         }
971 
972 
973         case (sf::Mouse::Right): {
974             if (this->tile_selected) {
975                 this->tile_selected = false;
976                 this->__sendNoTileSelectedMessage();
977             }
978 
979             break;
980         }
981 
982 
983         default: {
984             // do nothing!
985 
986             break;
987         }
988     }
989 
990     return;
991 }   /* __handleMouseButtonEvents() */
```

4.4.3.12 __isLakeTouchingOcean()

```
bool HexMap::__isLakeTouchingOcean (
            HexTile * hex_ptr )  [private]
```

```
719 {
720     //  1. if not lake tile, return
721     if (not (hex_ptr->tile_type == TileType :: LAKE)) {
722         return false;
723     }
724 
725     //  2. scan neighbours for ocean tiles
726     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
727 
728     for (size_t i = 0; i < neighbours_vec.size(); i++) {
729         if (neighbours_vec[i]->tile_type == TileType :: OCEAN) {
730             return true;
731         }
732     }
733 
734     return false;
735 }   /* __isLakeTouchingOcean() */
```

4.4.3.13 __layTiles()

```
void HexMap::__layTiles (
            void  )  [private]
```

Helper method to lay the hex tiles down to generate the game world.

```
54 {
55     this->n_tiles = 0;
56 
57     //  1. add origin tile
58     HexTile* hex_ptr = new HexTile(
59         this->position_x,
60         this->position_y,
61         this->event_ptr,
62         this->render_window_ptr,
63         this->assets_manager_ptr,
64         this->message_hub_ptr
65     );
66 
67     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
68     this->tile_position_x_vec.push_back(hex_ptr->position_x);
69     this->tile_position_y_vec.push_back(hex_ptr->position_y);
70     this->n_tiles++;
71 
72 
73     //  2. fill out first row (reflect across origin tile)
74     for (int i = 0; i < this->n_layers; i++) {
75         hex_ptr = new HexTile(
76             this->position_x + 2 * (i + 1) * hex_ptr->minor_radius,
77             this->position_y,
78             this->event_ptr,
79             this->render_window_ptr,
80             this->assets_manager_ptr,
81             this->message_hub_ptr
82         );
83 
84         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
85         this->tile_position_x_vec.push_back(hex_ptr->position_x);
86         this->tile_position_y_vec.push_back(hex_ptr->position_y);
87         this->n_tiles++;
88 
89         if (i == this->n_layers - 1) {
90             this->border_tiles_vec.push_back(hex_ptr);
91         }
92 
93         hex_ptr = new HexTile(
94             this->position_x - 2 * (i + 1) * hex_ptr->minor_radius,
95             this->position_y,
96             this->event_ptr,
97             this->render_window_ptr,
98             this->assets_manager_ptr,
99             this->message_hub_ptr
100         );
101 
102         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
103         this->tile_position_x_vec.push_back(hex_ptr->position_x);
104         this->tile_position_y_vec.push_back(hex_ptr->position_y);
105         this->n_tiles++;
106 
107         if (i == this->n_layers - 1) {
108             this->border_tiles_vec.push_back(hex_ptr);
109         }
110     }
111 
112 
113     //  3. fill out subsequent rows (reflect across first row)
114     HexTile* first_row_left_tile = hex_ptr;
115 
116     int offset_count = 1;
117 
118     double x_offset = 0;
119     double y_offset = 0;
120 
121     for (
122         int row_width = 2 * this->n_layers;
123         row_width > this->n_layers;
124         row_width--
125     ) {
126         //  3.1. upper row
127         x_offset = first_row_left_tile->position_x +
128             2 * offset_count * first_row_left_tile->minor_radius *
129             cos(60 * (M_PI / 180));
130 
131         y_offset = first_row_left_tile->position_y -
```

```
132             2 * offset_count * first_row_left_tile->minor_radius *
133             sin(60 * (M_PI / 180));
134
135         hex_ptr = new HexTile(
136             x_offset,
137             y_offset,
138             this->event_ptr,
139             this->render_window_ptr,
140             this->assets_manager_ptr,
141             this->message_hub_ptr
142         );
143
144         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
145         this->tile_position_x_vec.push_back(hex_ptr->position_x);
146         this->tile_position_y_vec.push_back(hex_ptr->position_y);
147         this->n_tiles++;
148
149         this->border_tiles_vec.push_back(hex_ptr);
150
151         for (int i = 1; i < row_width; i++) {
152             x_offset += 2 * first_row_left_tile->minor_radius;
153
154             hex_ptr = new HexTile(
155                 x_offset,
156                 y_offset,
157                 this->event_ptr,
158                 this->render_window_ptr,
159                 this->assets_manager_ptr,
160                 this->message_hub_ptr
161             );
162
163             this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
164             this->tile_position_x_vec.push_back(hex_ptr->position_x);
165             this->tile_position_y_vec.push_back(hex_ptr->position_y);
166             this->n_tiles++;
167
168             if (row_width == this->n_layers + 1 or i == row_width - 1) {
169                 this->border_tiles_vec.push_back(hex_ptr);
170             }
171         }
172
173         //  3.2. lower row
174         x_offset = first_row_left_tile->position_x +
175             2 * offset_count * first_row_left_tile->minor_radius *
176             cos(60 * (M_PI / 180));
177
178         y_offset = first_row_left_tile->position_y +
179             2 * offset_count * first_row_left_tile->minor_radius *
180             sin(60 * (M_PI / 180));
181
182         hex_ptr = new HexTile(
183             x_offset,
184             y_offset,
185             this->event_ptr,
186             this->render_window_ptr,
187             this->assets_manager_ptr,
188             this->message_hub_ptr
189         );
190
191         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
192         this->tile_position_x_vec.push_back(hex_ptr->position_x);
193         this->tile_position_y_vec.push_back(hex_ptr->position_y);
194         this->n_tiles++;
195
196         this->border_tiles_vec.push_back(hex_ptr);
197
198         for (int i = 1; i < row_width; i++) {
199             x_offset += 2 * first_row_left_tile->minor_radius;
200
201             hex_ptr = new HexTile(
202                 x_offset,
203                 y_offset,
204                 this->event_ptr,
205                 this->render_window_ptr,
206                 this->assets_manager_ptr,
207                 this->message_hub_ptr
208             );
209
210             this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
211             this->tile_position_x_vec.push_back(hex_ptr->position_x);
212             this->tile_position_y_vec.push_back(hex_ptr->position_y);
213             this->n_tiles++;
214
215             if (row_width == this->n_layers + 1 or i == row_width - 1) {
216                 this->border_tiles_vec.push_back(hex_ptr);
217             }
218         }
```

```
219
220         offset_count++;
221     }
222
223     return;
224 }   /* __layTiles() */
```

4.4.3.14 __procedurallyGenerateTileResources()

```
void HexMap::__procedurallyGenerateTileResources (
            void  )  [private]
```

Helper method to procedurally generate tile resources and set tiles accordingly.

```
801 {
802     //  1. get random cosine series noise vec
803     std::vector<double> noise_vec = this->__getNoise(this->n_tiles);
804
805     //  2. set tile resources based on random cosine series noise
806     int noise_idx = 0;
807
808     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
809     std::map<double, HexTile*>::iterator hex_map_iter_y;
810     for (
811         hex_map_iter_x = this->hex_map.begin();
812         hex_map_iter_x != this->hex_map.end();
813         hex_map_iter_x++
814     ) {
815         for (
816             hex_map_iter_y = hex_map_iter_x->second.begin();
817             hex_map_iter_y != hex_map_iter_x->second.end();
818             hex_map_iter_y++
819         ) {
820             hex_map_iter_y->second->setTileResource(noise_vec[noise_idx]);
821             noise_idx++;
822         }
823     }
824
825     return;
826 }   /* __procedurallyGenerateTileResources() */
```

4.4.3.15 __procedurallyGenerateTileTypes()

```
void HexMap::__procedurallyGenerateTileTypes (
            void  )  [private]
```

Helper method to procedurally generate tile types and set tiles accordingly.

```
411 {
412     //  1. get random cosine series noise vec
413     std::vector<double> noise_vec = this->__getNoise(this->n_tiles);
414
415     //  2. set initial tile types based on either random cosine series noise or white
416     //     noise (decided by coin toss)
417     int noise_idx = 0;
418
419     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
420     std::map<double, HexTile*>::iterator hex_map_iter_y;
421     for (
422         hex_map_iter_x = this->hex_map.begin();
423         hex_map_iter_x != this->hex_map.end();
424         hex_map_iter_x++
425     ) {
426         for (
427             hex_map_iter_y = hex_map_iter_x->second.begin();
428             hex_map_iter_y != hex_map_iter_x->second.end();
429             hex_map_iter_y++
430         ) {
431             if ((double)rand() / RAND_MAX > 0.5) {
432                 hex_map_iter_y->second->setTileType(noise_vec[noise_idx]);
433             }
```

```
434             else {
435                 hex_map_iter_y->second->setTileType((double)rand() / RAND_MAX);
436             }
437             noise_idx++;
438         }
439     }
440 
441     //  3. smooth tile types (majority rules)
442     this->__smoothTileTypes();
443 
444     //  4. set border tile type to ocean
445     for (size_t i = 0; i < this->border_tiles_vec.size(); i++) {
446         this->border_tiles_vec[i]->setTileType(TileType :: OCEAN);
447     }
448 
449     //  5. enforce ocean continuity (i.e. all lake tiles touching ocean become ocean)
450     this->__enforceOceanContinuity();
451 
452     //  6. decorate tiles
453     for (
454         hex_map_iter_x = this->hex_map.begin();
455         hex_map_iter_x != this->hex_map.end();
456         hex_map_iter_x++
457     ) {
458         for (
459             hex_map_iter_y = hex_map_iter_x->second.begin();
460             hex_map_iter_y != hex_map_iter_x->second.end();
461             hex_map_iter_y++
462         ) {
463             hex_map_iter_y->second->decorateTile();
464         }
465     }
466 
467     return;
468 }   /* __procedurallyGenerateTileTypes() */
```

4.4.3.16 __sendNoTileSelectedMessage()

```
void HexMap::__sendNoTileSelectedMessage (
            void  )  [private]
```

Helper method to format and send message on no tile selected.

```
1006 {
1007     Message no_tile_selected_message;
1008 
1009     no_tile_selected_message.channel = NO_TILE_SELECTED_CHANNEL;
1010     no_tile_selected_message.subject = "no tile selected";
1011 
1012     this->message_hub_ptr->sendMessage(no_tile_selected_message);
1013 
1014     std::cout « "No tile selected message sent by " « this « std::endl;
1015     return;
1016 }   /* __sendNoTileSelectedMessage() */
```

4.4.3.17 __setUpGlassScreen()

```
void HexMap::__setUpGlassScreen (
            void  )  [private]
```

Helper method to set up glass screen effect (drawable).

```
34 {
35     this->glass_screen.setSize(sf::Vector2f(GAME_WIDTH, GAME_HEIGHT));
36     this->glass_screen.setFillColor(sf::Color(MONOCHROME_SCREEN_BACKGROUND));
37 
38     return;
39 }   /* __setUpGlassScreen() */
```

4.4.3.18 __smoothTileTypes()

```
void HexMap::__smoothTileTypes (
            void  )  [private]
```

Helper method to smooth tile types using a majority rules approach.

```
672 {
673     std::cout « "smoothing ..." « std::endl;
674
675     std::map<double, std::map<double, HexTile*»::iterator hex_map_iter_x;
676     std::map<double, HexTile*>::iterator hex_map_iter_y;
677     HexTile* hex_ptr;
678     TileType majority_tile_type;
679
680     for (
681         hex_map_iter_x = this->hex_map.begin();
682         hex_map_iter_x != this->hex_map.end();
683         hex_map_iter_x++
684     ) {
685         for (
686             hex_map_iter_y = hex_map_iter_x->second.begin();
687             hex_map_iter_y != hex_map_iter_x->second.end();
688             hex_map_iter_y++
689         ) {
690             hex_ptr = hex_map_iter_y->second;
691             majority_tile_type = this->__getMajorityTileType(hex_ptr);
692
693             if (majority_tile_type != hex_ptr->tile_type) {
694                 hex_ptr->setTileType(majority_tile_type);
695             }
696         }
697     }
698
699     return;
700 }   /* __smoothTileTypes() */
```

4.4.3.19 assess()

```
void HexMap::assess (
            void  )
```

Method to assess the resource of the selected tile.

```
1135 {
1136     HexTile* selected_tile_ptr = this->__getSelectedTile();
1137     if (selected_tile_ptr != NULL) {
1138         selected_tile_ptr->assess();
1139     }
1140
1141     return;
1142 }   /* assess() */
```

4.4.3.20 clear()

```
void HexMap::clear (
            void  )
```

Method to clear the hex map.

```
1346 {
1347     std::map<double, std::map<double, HexTile*»::iterator hex_map_iter_x;
1348     std::map<double, HexTile*>::iterator hex_map_iter_y;
1349     for (
1350         hex_map_iter_x = this->hex_map.begin();
1351         hex_map_iter_x != this->hex_map.end();
1352         hex_map_iter_x++
1353     ) {
1354         for (
```

```
1355             hex_map_iter_y = hex_map_iter_x->second.begin();
1356             hex_map_iter_y != hex_map_iter_x->second.end();
1357             hex_map_iter_y++
1358         ) {
1359             delete hex_map_iter_y->second;
1360         }
1361     }
1362     this->hex_map.clear();
1363 
1364     this->tile_position_x_vec.clear();
1365     this->tile_position_y_vec.clear();
1366     this->border_tiles_vec.clear();
1367 
1368     return;
1369 }   /* clear() */
```

4.4.3.21 draw()

```
void HexMap::draw (
             void  )
```

Method to draw the hex map to the render window. To be called once per frame.

```
1303 {
1304     //  1. draw background
1305     sf::Color glass_screen_colour = this->glass_screen.getFillColor();
1306     glass_screen_colour.a = 255;
1307     this->glass_screen.setFillColor(glass_screen_colour);
1308 
1309     this->render_window_ptr->draw(this->glass_screen);
1310 
1311     //  2. draw tiles in drawing order
1312     for (size_t i = 0; i < this->hex_draw_order_vec.size(); i++) {
1313         this->hex_draw_order_vec[i]->draw();
1314     }
1315 
1316     //  3. redraw selected tile
1317     HexTile* selected_tile_ptr = this->__getSelectedTile();
1318     if (selected_tile_ptr != NULL) {
1319         selected_tile_ptr->draw();
1320     }
1321 
1322     //  4. draw glass screen
1323     glass_screen_colour = this->glass_screen.getFillColor();
1324     glass_screen_colour.a = 40;
1325     this->glass_screen.setFillColor(glass_screen_colour);
1326 
1327     this->render_window_ptr->draw(this->glass_screen);
1328 
1329     this->frame++;
1330     return;
1331 }   /* draw() */
```

4.4.3.22 processEvent()

```
void HexMap::processEvent (
             void  )
```

Method to process HexMap. To be called once per event.

```
1210 {
1211     //  1. process HexTile events
1212     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1213     std::map<double, HexTile*>::iterator hex_map_iter_y;
1214     for (
1215         hex_map_iter_x = this->hex_map.begin();
1216         hex_map_iter_x != this->hex_map.end();
1217         hex_map_iter_x++
1218     ) {
1219         for (
1220             hex_map_iter_y = hex_map_iter_x->second.begin();
```

```
1221             hex_map_iter_y != hex_map_iter_x->second.end();
1222             hex_map_iter_y++
1223         ) {
1224             hex_map_iter_y->second->processEvent();
1225         }
1226     }
1227
1228     //  2. process HexMap events
1229     if (this->event_ptr->type == sf::Event::KeyPressed) {
1230         this->__handleKeyPressEvents();
1231     }
1232
1233     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
1234         this->__handleMouseButtonEvents();
1235     }
1236
1237     return;
1238 }   /* processEvent() */
```

4.4.3.23 processMessage()

```
void HexMap::processMessage (
             void  )
```

Method to process HexMap. To be called once per message.

```
1253 {
1254     //  1. process HexTile messages
1255     std::map<double, std::map<double, HexTile*»::iterator hex_map_iter_x;
1256     std::map<double, HexTile*>::iterator hex_map_iter_y;
1257     for (
1258         hex_map_iter_x = this->hex_map.begin();
1259         hex_map_iter_x != this->hex_map.end();
1260         hex_map_iter_x++
1261     ) {
1262         for (
1263             hex_map_iter_y = hex_map_iter_x->second.begin();
1264             hex_map_iter_y != hex_map_iter_x->second.end();
1265             hex_map_iter_y++
1266         ) {
1267             hex_map_iter_y->second->processMessage();
1268         }
1269     }
1270
1271     //  2. process HexMap messages
1272     if (not this->message_hub_ptr->isEmpty(HEX_MAP_CHANNEL)) {
1273         Message hex_map_message = this->message_hub_ptr->receiveMessage(
1274             HEX_MAP_CHANNEL
1275         );
1276
1277         if (hex_map_message.subject == "assess neighbours") {
1278             HexTile* hex_ptr = this->__getSelectedTile();
1279             this->__assessNeighbours(hex_ptr);
1280
1281             std::cout « "Assess neighbours message received by " « this « std::endl;
1282             this->message_hub_ptr->popMessage(HEX_MAP_CHANNEL);
1283         }
1284     }
1285
1286     return;
1287 }   /* processMessage() */
```

4.4.3.24 reroll()

```
void HexMap::reroll (
             void  )
```

Method to re-roll the hex map.

```
1157 {
1158     this->clear();
1159     this->__assembleHexMap();
1160
1161     return;
1162 }   /* reroll() */
```

4.4.3.25 toggleResourceOverlay()

```
void HexMap::toggleResourceOverlay (
            void  )
```

Method to toggle the hex map resource overlay.

```
1177 {
1178     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1179     std::map<double, HexTile*>::iterator hex_map_iter_y;
1180     for (
1181         hex_map_iter_x = this->hex_map.begin();
1182         hex_map_iter_x != this->hex_map.end();
1183         hex_map_iter_x++
1184     ) {
1185         for (
1186             hex_map_iter_y = hex_map_iter_x->second.begin();
1187             hex_map_iter_y != hex_map_iter_x->second.end();
1188             hex_map_iter_y++
1189         ) {
1190             hex_map_iter_y->second->toggleResourceOverlay();
1191         }
1192     }
1193
1194     return;
1195 }   /* toggleResourceOverlay() */
```

4.4.4 Member Data Documentation

4.4.4.1 assets_manager_ptr

```
AssetsManager* HexMap::assets_manager_ptr  [private]
```

A pointer to the assets manager.

4.4.4.2 border_tiles_vec

```
std::vector<HexTile*> HexMap::border_tiles_vec
```

A vector of pointers to the border tiles.

4.4.4.3 event_ptr

```
sf::Event* HexMap::event_ptr  [private]
```

A pointer to the event class.

4.4.4.4 frame

```
int HexMap::frame
```

The current frame of this object.

4.4.4.5 glass_screen

```
sf::RectangleShape HexMap::glass_screen
```

To give the effect of an old glass screen over the hex map.

4.4.4.6 hex_draw_order_vec

```
std::vector<HexTile*> HexMap::hex_draw_order_vec
```

A vector of hex tiles, in drawing order.

4.4.4.7 hex_map

```
std::map<double, std::map<double, HexTile*> > HexMap::hex_map
```

A position-indexed, nested map of hex tiles.

4.4.4.8 message_hub_ptr

```
MessageHub* HexMap::message_hub_ptr  [private]
```

A pointer to the message hub.

4.4.4.9 n_layers

```
int HexMap::n_layers
```

The number of layers in the hex map.

4.4.4.10 n_tiles

```
int HexMap::n_tiles
```

The number of tiles in the hex map.

4.4.4.11 position_x

```
double HexMap::position_x
```

The x position of the hex map's origin (i.e. central) tile.

4.4.4.12 position_y

```
double HexMap::position_y
```

The y position of the hex map's origin (i.e. central) tile.

4.4.4.13 render_window_ptr

```
sf::RenderWindow* HexMap::render_window_ptr  [private]
```

A pointer to the render window.

4.4.4.14 tile_position_x_vec

```
std::vector<double> HexMap::tile_position_x_vec
```

A vector of tile x positions.

4.4.4.15 tile_position_y_vec

```
std::vector<double> HexMap::tile_position_y_vec
```

A vector of tile y position.

4.4.4.16 tile_selected

```
bool HexMap::tile_selected
```

A boolean which indicates if a tile is currently selected.

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

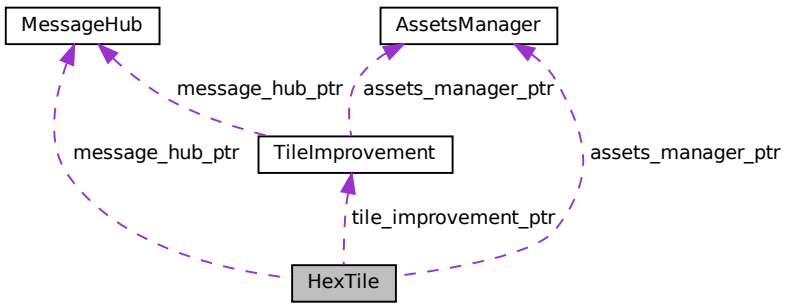
- header/HexMap.h
- source/HexMap.cpp

4.5 HexTile Class Reference

A class which defines a hex tile of the hex map.

```
#include <HexTile.h>
```

Collaboration diagram for HexTile:



Public Member Functions

- HexTile (double, double, sf::Event ∗, sf::RenderWindow ∗, AssetsManager ∗, MessageHub ∗)

  Constructor for the HexTile class.
- void setTileType (TileType)

  Method to set the tile type (by enum value).
- void setTileType (double)

  Method to set the tile type (by numeric input).
- void setTileResource (TileResource)

  Method to set the tile resource (by enum value).
- void setTileResource (double)

  Method to set the tile resource (by numeric input).
- void decorateTile (void)

  Method to decorate tile.
- void toggleResourceOverlay (void)

  Method to toggle the tile resource overlay.

- void assess (void)

  Method to assess the tile's resource.
- void processEvent (void)

  Method to process HexTile. To be called once per event.
- void processMessage (void)

  Method to process HexTile. To be called once per message.
- void draw (void)

  Method to draw the hex tile to the render window. To be called once per frame.
- ~HexTile (void)

  Destructor for the HexTile class.

Public Attributes

- TileType tile_type
- TileResource tile_resource
- bool show_node

  A boolean which indicates whether or not to show the tile node.
- bool show_resource

  A boolean which indicates whether or not to show resource value.
- bool resource_assessed

  A boolean which indicates whether or not the resource has been assessed.
- bool resource_assessment

  A boolean which triggers a resource assessment notification.
- bool is_selected

  A boolean which indicates whether or not the tile is selected.
- bool decoration_cleared

  A boolean which indicates if the tile decoration has been cleared.
- bool has_improvement

  A boolean which indicates if tile has improvement or not.
- TileImprovement * tile_improvement_ptr

  A pointer to the improvement for this tile.
- int frame

  The current frame of this object.
- int credits

  The current balance of credits.
- double position_x

  The x position of the tile.
- double position_y

  The y position of the tile.
- double major_radius

  The radius of the smallest bounding circle.
- double minor_radius

  The radius of the largest inscribed circle.
- std::string game_phase

  The current phase of the game.
- sf::CircleShape node_sprite

  A circle shape to mark the tile node.
- sf::ConvexShape tile_sprite

  A convex shape which represents the tile.
- sf::ConvexShape select_outline_sprite

A convex shape which outlines the tile when selected.

- sf::CircleShape resource_chip_sprite

  A circle shape which represents a resource chip.
- sf::Text resource_text

  A text representation of the resource.
- sf::Sprite tile_decoration_sprite

  A tile decoration sprite.
- sf::Sprite magnifying_glass_sprite

  A magnifying glass sprite.

Private Member Functions

- void __setUpNodeSprite (void)

  Helper method to set up node sprite.
- void __setUpTileSprite (void)

  Helper method to set up tile sprite.
- void __setUpSelectOutlineSprite (void)

  Helper method to set up select outline sprite.
- void __setUpResourceChipSprite (void)

  Helper method to set up resource chip sprite.
- void __setResourceText (void)

  Helper method to set up resource text.
- void __setUpMagnifyingGlassSprite (void)

  Helper method to set up and position magnifying glass sprite.
- void __clearDecoration (void)

  Helper method to clear tile decoration.
- bool __isClicked (void)

  Helper method to determine if tile was clicked on.
- void __handleKeyPressEvents (void)

  Helper method to handle key press events.
- void __handleMouseButtonEvents (void)

  Helper method to handle mouse button events.
- void __sendTileSelectedMessage (void)

  Helper method to format and send message on tile selection.
- std::string __getTileCoordsSubstring (void)

  Helper method to assemble and return tile coordinates substring.
- std::string __getTileTypeSubstring (void)

  Helper method to assemble and return tile type substring.
- std::string __getTileResourceSubstring (void)

  Helper method to assemble and return tile resource substring.
- std::string __getTileImprovementSubstring (void)

  Helper method to assemble and return the tile improvement substring.
- std::string __getTileOptionsSubstring (void)

  Helper method to assemble and return tile options substring.
- void __sendTileStateMessage (void)

  Helper method to format and send tile state message.
- void __sendAssessNeighboursMessage (void)

  Helper method to format and send assess neighbours message.
- void __sendGameStateRequest (void)

  Helper method to format and send a game state request (message).

- void __sendUpdateGamePhaseMessage (std::string)

  Helper method to format and send update game phase message.
- void __sendCreditsSpentMessage (int)

  Helper method to format and send a credits spent message.
- void __sendInsufficientCreditsMessage (void)

  Helper method to format and send an insufficient credits message.

Private Attributes

- sf::Event * event_ptr

  A pointer to the event class.
- sf::RenderWindow * render_window_ptr

  A pointer to the render window.
- AssetsManager * assets_manager_ptr

  A pointer to the assets manager.
- MessageHub * message_hub_ptr

  A pointer to the message hub.

4.5.1 Detailed Description

A class which defines a hex tile of the hex map.

4.5.2 Constructor & Destructor Documentation

4.5.2.1 HexTile()

```
HexTile::HexTile (
            double position_x,
            double position_y,
            sf::Event * event_ptr,
            sf::RenderWindow * render_window_ptr,
            AssetsManager * assets_manager_ptr,
            MessageHub * message_hub_ptr )
```

Constructor for the HexTile class.

Ref: Wikipedia [2023]

Parameters

position_x	The x position of the tile.
position_y	The y position of the tile.
event_ptr	Pointer to the event class.
render_window_ptr	Pointer to the render window.
assets_manager_ptr	Pointer to the assets manager.
message_hub_ptr	Pointer to the message hub.

```
979 {
980     //  1. set attributes
981 
982     //  1.1. private
983     this->event_ptr = event_ptr;
984     this->render_window_ptr = render_window_ptr;
985 
986     this->assets_manager_ptr = assets_manager_ptr;
987     this->message_hub_ptr = message_hub_ptr;
988 
989     //  1.2. public
990     this->show_node = false;
991     this->show_resource = false;
992     this->resource_assessed = false;
993     this->resource_assessment = false;
994     this->is_selected = false;
995 
996     this->decoration_cleared = false;
997     this->has_improvement = false;
998     this->tile_improvement_ptr = NULL;
999 
1000     this->frame = 0;
1001     this->credits = 0;
1002 
1003     this->position_x = position_x;
1004     this->position_y = position_y;
1005 
1006     this->major_radius = 32;
1007     this->minor_radius = (sqrt(3) / 2) * this->major_radius;
1008 
1009     this->game_phase = "build settlement";
1010 
1011     //  2. set up and position drawable attributes
1012     this->__setUpNodeSprite();
1013     this->__setUpTileSprite();
1014     this->__setUpSelectOutlineSprite();
1015     this->__setUpResourceChipSprite();
1016     this->__setResourceText();
1017     this->__setUpMagnifyingGlassSprite();
1018 
1019     //  3. set tile type and resource (default to none type and average)
1020     this->setTileType(TileType :: NONE_TYPE);
1021     this->setTileResource(TileResource :: AVERAGE);
1022 
1023     std::cout « "HexTile constructed at " « this « std::endl;
1024 
1025     return;
1026 }   /* HexTile() */
```

4.5.2.2 ~HexTile()

```
HexTile::~HexTile (
            void  )
```

Destructor for the HexTile class.

```
1521 {
1522     if (this->tile_improvement_ptr != NULL) {
1523         delete this->tile_improvement_ptr;
1524     }
1525 
1526     std::cout « "HexTile at " « this « " destroyed" « std::endl;
1527 
1528     return;
1529 }   /* ~HexTile() */
```

4.5.3 Member Function Documentation

4.5.3.1 __clearDecoration()

```
void HexTile::__clearDecoration (
            void  )  [private]
```

Helper method to clear tile decoration.

```
274 {
275     this->decoration_cleared = true;
276 
277     return;
278 }   /* __clearDecoration() */
```

4.5.3.2 __getTileCoordsSubstring()

```
std::string HexTile::__getTileCoordsSubstring (
            void  )  [private]
```

Helper method to assemble and return tile coordinates substring.

Returns

Tile coordinates substring.

```
500 {
501     std::string coords_substring = "TILE COORDS:  (";
502     coords_substring += std::to_string(int(this->position_x - 400));
503     coords_substring += ", ";
504     coords_substring += std::to_string(int(this->position_y - 400));
505     coords_substring += ")\n";
506 
507     return coords_substring;
508 }   /* __getTileCoordsSubstring() */
```

4.5.3.3 __getTileImprovementSubstring()

```
std::string HexTile::__getTileImprovementSubstring (
            void  )  [private]
```

Helper method to assemble and return the tile improvement substring.

Returns

Tile improvement substring.

```
659 {
660     std::string improvement_substring = "TILE IMPROVEMENT:  ";
661 
662     if (this->has_improvement) {
663         switch(this->tile_improvement_ptr->tile_improvement_type) {
664             case (TileImprovementType :: SETTLEMENT): {
665                 improvement_substring += "SETTLEMENT\n";
666 
667                 break;
668             }
669 
670 
671             default: {
672                 improvement_substring += "???\n";
673 
674                 break;
675             }
676         }
677     }
678 
679     else {
680         improvement_substring += "NONE\n";
681     }
682 
683     return improvement_substring;
684 }   /* __getTileImprovementSubstring() */
```

4.5.3.4 __getTileOptionsSubstring()

```
std::string HexTile::__getTileOptionsSubstring (
            void  )  [private]
```

Helper method to assemble and return tile options substring.

Returns

Tile options substring.

```
701 {
702     //                   32 char x 17 line console "--------------------------------\n";
703     std::string options_substring                = "     **** TILE OPTIONS ****     \n";
704     options_substring                           += "                                \n";
705 
706     if (this->game_phase == "build settlement") {
707         if (
708             (this->tile_type != TileType :: OCEAN) and
709             (this->tile_type != TileType :: LAKE)
710         ) {
711             options_substring += "[B]:  BUILD SETTLEMENT (";
712             options_substring += std::to_string(BUILD_SETTLEMENT_COST);
713             options_substring += " K)";
714         }
715     }
716 
717 
718     else if (this->game_phase == "system management") {
719         if (this->has_improvement) {
720             //...
721         }
722 
723 
724         else if (not this->resource_assessed) {
725             options_substring += "[A]:  ASSESS RESOURCE (";
726             options_substring += std::to_string(RESOURCE_ASSESSMENT_COST);
727             options_substring += " K)\n";
728         }
729 
730 
731         else if (not this->decoration_cleared) {
732             //...
733         }
734 
735 
736         else {
737             //...
738         }
739     }
740 
741 
742     else if (this->game_phase == "victory") {
743         options_substring                       += "        **** VICTORY ****        \n";
744     }
745 
746 
747     else {
748         options_substring                       += "         **** LOSS ****          \n";
749     }
750 
751     return options_substring;
752 }   /* __getTileOptionsString() */
```

4.5.3.5 __getTileResourceSubstring()

```
std::string HexTile::__getTileResourceSubstring (
            void  )  [private]
```

Helper method to assemble and return tile resource substring.

Returns

Tile resource substring.

```
589 {
590     std::string resource_substring = "TILE RESOURCE:     ";
591 
592     if (this->resource_assessed) {
593         switch (this->tile_resource) {
594             case (TileResource :: POOR): {
595                 resource_substring += "POOR\n";
596 
597                 break;
598             }
599 
600 
601             case (TileResource ::BELOW_AVERAGE): {
602                 resource_substring += "BELOW AVERAGE\n";
603 
604                 break;
605             }
606 
607 
608             case (TileResource :: AVERAGE): {
609                 resource_substring += "AVERAGE\n";
610 
611                 break;
612             }
613 
614 
615             case (TileResource :: ABOVE_AVERAGE): {
616                 resource_substring += "ABOVE AVERAGE\n";
617 
618                 break;
619             }
620 
621 
622             case (TileResource :: GOOD): {
623                 resource_substring += "GOOD\n";
624 
625                 break;
626             }
627 
628 
629             default: {
630                 resource_substring += "???\n";
631 
632                 break;
633             }
634         }
635     }
636 
637     else {
638         resource_substring += "???\n";
639     }
640 
641     return resource_substring;
642 }   /* __getTileResourceSubstring() */
```

4.5.3.6 __getTileTypeSubstring()

```
std::string HexTile::__getTileTypeSubstring (
            void  )  [private]
```

Helper method to assemble and return tile type substring.

Returns

Tile type substring.

```
525 {
526     std::string type_substring = "TILE TYPE:         ";
527 
528     switch (this->tile_type) {
529         case (TileType :: FOREST): {
530             type_substring += "FOREST\n";
```

```
531
532             break;
533         }
534
535
536         case (TileType :: LAKE): {
537             type_substring += "LAKE\n";
538
539             break;
540         }
541
542
543         case (TileType :: MOUNTAINS): {
544             type_substring += "MOUNTAINS\n";
545
546             break;
547         }
548
549
550         case (TileType :: OCEAN): {
551             type_substring += "OCEAN\n";
552
553             break;
554         }
555
556
557         case (TileType :: PLAINS): {
558             type_substring += "PLAINS\n";
559
560             break;
561         }
562
563
564         default: {
565             type_substring += "???\n";
566
567             break;
568         }
569     }
570
571     return type_substring;
572 }   /* __getTileTypeSubstring() */
```

4.5.3.7 __handleKeyPressEvents()

```
void HexTile::__handleKeyPressEvents (
            void  )  [private]
```

Helper method to handle key press events.

```
327 {
328     if (this->event_ptr->key.code == sf::Keyboard::Escape) {
329         this->is_selected = false;
330     }
331
332     if (not this->is_selected) {
333         return;
334     }
335
336
337     if (this->game_phase == "build settlement") {
338         if (
339             (this->tile_type != TileType :: OCEAN) and
340             (this->tile_type != TileType :: LAKE)
341         ) {
342             if (this->event_ptr->key.code == sf::Keyboard::B) {
343                 this->__clearDecoration();
344
345                 this->tile_improvement_ptr = new Settlement(
346                     this->position_x,
347                     this->position_y,
348                     this->event_ptr,
349                     this->render_window_ptr,
350                     this->assets_manager_ptr,
351                     this->message_hub_ptr
352                 );
353
354                 this->has_improvement = true;
355
```

```
356                 this->assess();
357                 this->__sendAssessNeighboursMessage();
358 
359                 this->__sendUpdateGamePhaseMessage("system management");
360                 this->__sendCreditsSpentMessage(BUILD_SETTLEMENT_COST);
361                 this->__sendGameStateRequest();
362             }
363         }
364     }
365 
366 
367     else if (this->game_phase == "system management") {
368         if (this->has_improvement) {
369             //...
370         }
371 
372 
373         else if (not this->resource_assessed) {
374             if (this->event_ptr->key.code == sf::Keyboard::A) {
375                 if (this->resource_assessed) {
376                     std::cout << "Cannot assess resource: already assessed" <<
377                         std::endl;
378                 }
379 
380                 else if (this->credits < RESOURCE_ASSESSMENT_COST) {
381                     std::cout << "Cannot assess resource: insufficient credits (need "
382                         << RESOURCE_ASSESSMENT_COST << " K)" << std::endl;
383 
384                     this->__sendInsufficientCreditsMessage();
385                 }
386 
387                 else {
388                     this->assess();
389                     this->__sendCreditsSpentMessage(RESOURCE_ASSESSMENT_COST);
390                     this->__sendGameStateRequest();
391                 }
392             }
393         }
394 
395 
396         else if (not this->decoration_cleared) {
397             //...
398         }
399 
400 
401         else {
402             //...
403         }
404     }
405 
406     return;
407 }   /* __handleKeyPressEvents() */
```

4.5.3.8 __handleMouseButtonEvents()

```
void HexTile::__handleMouseButtonEvents (
            void  )  [private]
```

Helper method to handle mouse button events.

```
422 {
423     switch (this->event_ptr->mouseButton.button) {
424         case (sf::Mouse::Left): {
425             if (this->__isClicked()) {
426                 std::cout << "Tile (" << this->position_x << ", " <<
427                     this->position_y << ") was selected" << std::endl;
428 
429                 this->is_selected = true;
430 
431                 this->__sendTileSelectedMessage();
432                 this->__sendTileStateMessage();
433                 this->__sendGameStateRequest();
434             }
435 
436             else {
437                 this->is_selected = false;
438             }
439 
440             break;
```

```
441         }
442
443
444         case (sf::Mouse::Right): {
445             this->is_selected = false;
446
447             break;
448         }
449
450
451         default: {
452             // do nothing!
453
454             break;
455         }
456     }
457
458     return;
459 }   /* __handleMouseButtonEvents() */
```

4.5.3.9 __isClicked()

```
bool HexTile::__isClicked (
             void  )  [private]
```

Helper method to determine if tile was clicked on.

Returns

Boolean indicating whether or not tile was clicked on.

```
295 {
296     sf::Vector2i mouse_position = sf::Mouse::getPosition(*render_window_ptr);
297
298     double mouse_x = mouse_position.x;
299     double mouse_y = mouse_position.y;
300
301     double distance = sqrt(
302         pow(this->position_x - mouse_x, 2) +
303         pow(this->position_y - mouse_y, 2)
304     );
305
306     if (distance < this->minor_radius) {
307         return true;
308     }
309     else {
310         return false;
311     }
312 }   /* __isClicked() */
```

4.5.3.10 __sendAssessNeighboursMessage()

```
void HexTile::__sendAssessNeighboursMessage (
             void  )  [private]
```

Helper method to format and send assess neighbours message.

```
810 {
811     Message assess_neighbours_message;
812
813     assess_neighbours_message.channel = HEX_MAP_CHANNEL;
814     assess_neighbours_message.subject = "assess neighbours";
815
816     this->message_hub_ptr->sendMessage(assess_neighbours_message);
817
818     std::cout « "Assess neighbours message sent by " « this « std::endl;
819
820     return;
821 }   /* __sendAssessNeighboursMessage() */
```

4.5.3.11 __sendCreditsSpentMessage()

```
void HexTile::__sendCreditsSpentMessage (
            int credits_spent )  [private]
```

Helper method to format and send a credits spent message.

Parameters

credits_spent	The number of credits that were spent.

```
893 {
894     Message credits_spent_message;
895 
896     credits_spent_message.channel = GAME_CHANNEL;
897     credits_spent_message.subject = "credits spent";
898 
899     credits_spent_message.int_payload["credits spent"] = credits_spent;
900 
901     this->message_hub_ptr->sendMessage(credits_spent_message);
902 
903     std::cout << "Credits spent (" << credits_spent << ") message sent by " << this
904         << std::endl;
905     return;
906 }   /* __sendCreditsSpentMessage() */
```

4.5.3.12 __sendGameStateRequest()

```
void HexTile::__sendGameStateRequest (
            void  )  [private]
```

Helper method to format and send a game state request (message).

```
836 {
837     Message game_state_request;
838 
839     game_state_request.channel = GAME_CHANNEL;
840     game_state_request.subject = "state request";
841 
842     this->message_hub_ptr->sendMessage(game_state_request);
843 
844     std::cout << "Game state request message sent by " << this << std::endl;
845     return;
846 }   /* __sendGameStateRequest() */
```

4.5.3.13 __sendInsufficientCreditsMessage()

```
void HexTile::__sendInsufficientCreditsMessage (
            void  )  [private]
```

Helper method to format and send an insufficient credits message.

```
921 {
922     Message insufficient_credits_message;
923 
924     insufficient_credits_message.channel = GAME_CHANNEL;
925     insufficient_credits_message.subject = "insufficient credits";
926 
927     this->message_hub_ptr->sendMessage(insufficient_credits_message);
928 
929     std::cout << "Insufficient credits message sent by " << this << std::endl;
930 
931     return;
932 }   /* __sendInsufficientCreditsMessage() */
```

4.5.3.14 __sendTileSelectedMessage()

```
void HexTile::__sendTileSelectedMessage (
            void  )  [private]
```

Helper method to format and send message on tile selection.

```
474 {
475     Message tile_selected_message;
476 
477     tile_selected_message.channel = TILE_SELECTED_CHANNEL;
478     tile_selected_message.subject = "tile selected";
479 
480     this->message_hub_ptr->sendMessage(tile_selected_message);
481 
482     return;
483 }   /* __sendTileSelectedMessage() */
```

4.5.3.15 __sendTileStateMessage()

```
void HexTile::__sendTileStateMessage (
            void  )  [private]
```

Helper method to format and send tile state message.

```
767 {
768     Message tile_state_message;
769 
770     tile_state_message.channel = TILE_STATE_CHANNEL;
771     tile_state_message.subject = "tile state";
772 
773 
774     //                  32 char x 17 line console "--------------------------------\n";
775     std::string console_string                   = "       **** TILE INFO ****       \n";
776     console_string                              += "                                 \n";
777 
778     console_string                              += this->__getTileCoordsSubstring();
779     console_string                              += "                                 \n";
780 
781     console_string                              += this->__getTileTypeSubstring();
782     console_string                              += this->__getTileResourceSubstring();
783     console_string                              += this->__getTileImprovementSubstring();
784     console_string                              += "                                 \n";
785 
786     console_string                              += this->__getTileOptionsSubstring();
787 
788 
789     tile_state_message.string_payload["console string"] = console_string;
790 
791     this->message_hub_ptr->sendMessage(tile_state_message);
792 
793     std::cout << "Tile state message sent by " << this << std::endl;
794     return;
795 }   /* __sendTileStateMessage() */
```

4.5.3.16 __sendUpdateGamePhaseMessage()

```
void HexTile::__sendUpdateGamePhaseMessage (
            std::string game_phase )  [private]
```

Helper method to format and send update game phase message.

Parameters

game_phase	The updated game phase.

```
863 {
864     Message update_game_phase_message;
865 
866     update_game_phase_message.channel = GAME_CHANNEL;
867     update_game_phase_message.subject = "update game phase";
868 
869     update_game_phase_message.string_payload["game phase"] = game_phase;
870 
871     this->message_hub_ptr->sendMessage(update_game_phase_message);
872 
873     std::cout << "Update game phase message sent by " << this << std::endl;
874 
875     return;
876 }   /* __sendUpdateGamePhaseMessage() */
```

4.5.3.17 __setResourceText()

```
void HexTile::__setResourceText (
            void  )  [private]
```

Helper method to set up resource text.

```
159 {
160     this->resource_text.setFont(*(assets_manager_ptr->getFont("DroidSansMono")));
161 
162     this->resource_text.setFillColor(sf::Color(0, 0, 0, 255));
163 
164     if (this->resource_assessed) {
165         switch (this->tile_resource) {
166             case (TileResource :: POOR): {
167                 this->resource_text.setString("-2");
168                 this->resource_text.setFillColor(MONOCHROME_TEXT_RED);
169 
170                 break;
171             }
172 
173             case (TileResource :: BELOW_AVERAGE): {
174                 this->resource_text.setString("-1");
175                 this->resource_text.setFillColor(MONOCHROME_TEXT_RED);
176 
177                 break;
178             }
179 
180             case (TileResource :: AVERAGE): {
181                 this->resource_text.setString("+0");
182 
183                 break;
184             }
185 
186             case (TileResource :: ABOVE_AVERAGE): {
187                 this->resource_text.setString("+1");
188                 this->resource_text.setFillColor(MONOCHROME_TEXT_GREEN);
189 
190                 break;
191             }
192 
193             case (TileResource :: GOOD): {
194                 this->resource_text.setString("+2");
195                 this->resource_text.setFillColor(MONOCHROME_TEXT_GREEN);
196 
197                 break;
198             }
199 
200             default: {
201                 this->resource_text.setString("?");
202 
203                 break;
204             }
205         }
206     }
207 
208     else {
209         this->resource_text.setString("?");
210     }
211 
212     this->resource_text.setCharacterSize(20);
213 
214     this->resource_text.setOrigin(
215         this->resource_text.getLocalBounds().width / 2,
```

```
216         this->resource_text.getLocalBounds().height / 2
217     );
218
219     this->resource_text.setPosition(
220         this->position_x,
221         this->position_y - 4
222     );
223
224     this->resource_text.setOutlineThickness(1);
225     this->resource_text.setOutlineColor(sf::Color(0, 0, 0, 255));
226
227     return;
228 }   /* __setResourceText() */
```

4.5.3.18 __setUpMagnifyingGlassSprite()

```
void HexTile::__setUpMagnifyingGlassSprite (
             void  )  [private]
```

Helper method to set up and position magnifying glass sprite.

```
243 {
244     this->magnifying_glass_sprite.setTexture(
245         *(this->assets_manager_ptr->getTexture("magnifying_glass_64x64_1"))
246     );
247
248     this->magnifying_glass_sprite.setOrigin(
249         this->magnifying_glass_sprite.getLocalBounds().width / 2,
250         this->magnifying_glass_sprite.getLocalBounds().height / 2
251     );
252
253     this->magnifying_glass_sprite.setPosition(
254         this->position_x,
255         this->position_y
256     );
257
258     return;
259 }   /* __setUpMagnifyingGlassSprite() */
```

4.5.3.19 __setUpNodeSprite()

```
void HexTile::__setUpNodeSprite (
             void  )  [private]
```

Helper method to set up node sprite.

```
34 {
35     this->node_sprite.setRadius(4);
36
37     this->node_sprite.setOrigin(
38         this->node_sprite.getLocalBounds().width / 2,
39         this->node_sprite.getLocalBounds().height / 2
40     );
41
42     this->node_sprite.setPosition(this->position_x, this->position_y);
43
44     this->node_sprite.setFillColor(sf::Color(255, 0, 0, 255));
45
46     return;
47 }   /* __setUpNodeSprite() */
```

4.5.3.20 __setUpResourceChipSprite()

```
void HexTile::__setUpResourceChipSprite (
            void  )  [private]
```

Helper method to set up resource chip sprite.

```
132 {
133     this->resource_chip_sprite.setRadius(2 * this->minor_radius / 3);
134 
135     this->resource_chip_sprite.setOrigin(
136         this->resource_chip_sprite.getLocalBounds().width / 2,
137         this->resource_chip_sprite.getLocalBounds().height / 2
138     );
139 
140     this->resource_chip_sprite.setPosition(this->position_x, this->position_y);
141 
142     this->resource_chip_sprite.setFillColor(RESOURCE_CHIP_GREY);
143 
144     return;
145 }   /* __setUpResourceChip() */
```

4.5.3.21 __setUpSelectOutlineSprite()

```
void HexTile::__setUpSelectOutlineSprite (
            void  )  [private]
```

Helper method to set up select outline sprite.

```
96 {
97     int n_points = 6;
98 
99     this->select_outline_sprite.setPointCount(n_points);
100 
101     for (int i = 0; i < n_points; i++) {
102         this->select_outline_sprite.setPoint(
103             i,
104             sf::Vector2f(
105                 this->position_x + this->major_radius * cos((30 + 60 * i) * (M_PI / 180)),
106                 this->position_y + this->major_radius * sin((30 + 60 * i) * (M_PI / 180))
107             )
108         );
109     }
110 
111     this->select_outline_sprite.setOutlineThickness(4);
112     this->select_outline_sprite.setOutlineColor(MONOCHROME_TEXT_RED);
113 
114     this->select_outline_sprite.setFillColor(sf::Color(0, 0, 0, 0));
115 
116     return;
117 }   /* __setUpSelectOutline() */
```

4.5.3.22 __setUpTileSprite()

```
void HexTile::__setUpTileSprite (
            void  )  [private]
```

Helper method to set up tile sprite.

```
62 {
63     int n_points = 6;
64 
65     this->tile_sprite.setPointCount(n_points);
66 
67     for (int i = 0; i < n_points; i++) {
68         this->tile_sprite.setPoint(
69             i,
70             sf::Vector2f(
71                 this->position_x + this->major_radius * cos((30 + 60 * i) * (M_PI / 180)),
```

```
72                 this->position_y + this->major_radius * sin((30 + 60 * i) * (M_PI / 180))
73             )
74         );
75     }
76
77     this->tile_sprite.setOutlineThickness(1);
78     this->tile_sprite.setOutlineColor(sf::Color(175, 175, 175, 255));
79
80     return;
81 }   /* __setUpTileSprite() */
```

4.5.3.23 assess()

```
void HexTile::assess (
             void  )
```

Method to assess the tile's resource.

```
1345 {
1346     this->resource_assessed = true;
1347     this->resource_assessment = true;
1348
1349     this->assets_manager_ptr->getSound("resource assessment")->play();
1350
1351     this->__setResourceText();
1352     this->__sendTileStateMessage();
1353
1354     return;
1355 }   /* assess() */
```

4.5.3.24 decorateTile()

```
void HexTile::decorateTile (
             void  )
```

Method to decorate tile.

```
1223 {
1224     switch (this->tile_type) {
1225         case (TileType :: FOREST): {
1226             this->tile_decoration_sprite.setTexture(
1227                 *(this->assets_manager_ptr->getTexture("pine_tree_64x64_1"))
1228             );
1229
1230             break;
1231         }
1232
1233         case (TileType :: LAKE): {
1234             this->tile_decoration_sprite.setTexture(
1235                 *(this->assets_manager_ptr->getTexture("water_shimmer_64x64_1"))
1236             );
1237
1238             break;
1239         }
1240
1241         case (TileType :: MOUNTAINS): {
1242             this->tile_decoration_sprite.setTexture(
1243                 *(this->assets_manager_ptr->getTexture("mountain_64x64_1"))
1244             );
1245
1246             break;
1247         }
1248
1249         case (TileType :: OCEAN): {
1250             this->tile_decoration_sprite.setTexture(
1251                 *(this->assets_manager_ptr->getTexture("water_waves_64x64_1"))
1252             );
1253
1254             break;
1255         }
1256
```

```
1257         case (TileType :: PLAINS): {
1258             this->tile_decoration_sprite.setTexture(
1259                 *(this->assets_manager_ptr->getTexture("wheat_64x64_1"))
1260             );
1261 
1262             break;
1263         }
1264 
1265         default: {
1266             // do nothing!
1267 
1268             break;
1269         }
1270     }
1271 
1272 
1273     if (this->tile_type == TileType :: OCEAN or this->tile_type == TileType :: LAKE) {
1274         this->tile_decoration_sprite.setOrigin(
1275             this->tile_decoration_sprite.getLocalBounds().width / 2,
1276             this->tile_decoration_sprite.getLocalBounds().height / 2
1277         );
1278 
1279         this->tile_decoration_sprite.setPosition(
1280             this->position_x,
1281             this->position_y
1282         );
1283 
1284         if ((double)rand() / RAND_MAX > 0.5) {
1285             this->tile_decoration_sprite.setScale(sf::Vector2f(-1, 1));
1286         }
1287     }
1288 
1289     else {
1290         this->tile_decoration_sprite.setOrigin(
1291             this->tile_decoration_sprite.getLocalBounds().width / 2,
1292             this->tile_decoration_sprite.getLocalBounds().height
1293         );
1294 
1295         this->tile_decoration_sprite.setPosition(
1296             this->position_x,
1297             this->position_y + 12
1298         );
1299 
1300         if ((double)rand() / RAND_MAX > 0.5) {
1301             this->tile_decoration_sprite.setScale(sf::Vector2f(-1, 1));
1302         }
1303     }
1304 
1305     return;
1306 }   /* decorateTile(void) */
```

4.5.3.25 draw()

```
void HexTile::draw (
              void  )
```

Method to draw the hex tile to the render window. To be called once per frame.

```
1450 {
1451     //  1. draw hex
1452     this->render_window_ptr->draw(this->tile_sprite);
1453 
1454     //  2. draw node
1455     if (this->show_node) {
1456         this->render_window_ptr->draw(this->node_sprite);
1457     }
1458 
1459     //  3. draw tile decoration
1460     if (not this->decoration_cleared) {
1461         this->render_window_ptr->draw(this->tile_decoration_sprite);
1462     }
1463 
1464     //  4. draw tile improvement
1465     if (this->has_improvement) {
1466         this->tile_improvement_ptr->draw();
1467     }
1468 
1469     //  5. draw resource
1470     if (this->show_resource) {
```

```
1471         this->render_window_ptr->draw(this->resource_chip_sprite);
1472         this->render_window_ptr->draw(this->resource_text);
1473     }
1474 
1475     //  6. draw selection outline
1476     if (this->is_selected) {
1477         sf::Color outline_colour = this->select_outline_sprite.getOutlineColor();
1478 
1479         outline_colour.a =
1480             255 * pow(cos((M_PI * this->frame) / (1.5 * FRAMES_PER_SECOND)), 2);
1481 
1482         this->select_outline_sprite.setOutlineColor(outline_colour);
1483 
1484         this->render_window_ptr->draw(this->select_outline_sprite);
1485     }
1486 
1487     //  7. draw resource assessment notification
1488     if (this->resource_assessment) {
1489         int alpha = this->magnifying_glass_sprite.getColor().a;
1490 
1491         alpha -= 3;
1492         if (alpha < 0) {
1493             alpha = 0;
1494             this->resource_assessment = false;
1495         }
1496 
1497         this->magnifying_glass_sprite.setColor(
1498             sf::Color(255, 255, 255, alpha)
1499         );
1500 
1501         this->render_window_ptr->draw(this->magnifying_glass_sprite);
1502     }
1503 
1504     this->frame++;
1505     return;
1506 }   /* draw() */
```

4.5.3.26 processEvent()

```
void HexTile::processEvent (
             void  )
```

Method to process HexTile. To be called once per event.

```
1370 {
1371     //  1. process TileImprovement events
1372     if (this->tile_improvement_ptr != NULL) {
1373         this->tile_improvement_ptr->processEvent();
1374     }
1375 
1376     //  2. process HexTile events
1377     if (this->event_ptr->type == sf::Event::KeyPressed) {
1378         this->__handleKeyPressEvents();
1379     }
1380 
1381     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
1382         this->__handleMouseButtonEvents();
1383     }
1384 
1385     return;
1386 }   /* processEvent() */
```

4.5.3.27 processMessage()

```
void HexTile::processMessage (
             void  )
```

Method to process HexTile. To be called once per message.

```
1401 {
1402     //  1. process TileImprovement messages
```

```
1403     if (this->tile_improvement_ptr != NULL) {
1404         this->tile_improvement_ptr->processMessage();
1405     }
1406 
1407     //  2. process HexTile messages
1408     if (this->is_selected) {
1409         if (not this->message_hub_ptr->isEmpty(GAME_STATE_CHANNEL)) {
1410             Message game_state_message = this->message_hub_ptr->receiveMessage(
1411                 GAME_STATE_CHANNEL
1412             );
1413 
1414             if (game_state_message.subject == "game state") {
1415                 this->credits = game_state_message.int_payload["credits"];
1416                 this->game_phase = game_state_message.string_payload["game phase"];
1417 
1418                 if (this->tile_improvement_ptr != NULL) {
1419                     this->tile_improvement_ptr->credits = this->credits;
1420                     this->tile_improvement_ptr->game_phase = this->game_phase;
1421                 }
1422 
1423                 std::cout « "Game state message received by " « this « std::endl;
1424                 this->__sendTileStateMessage();
1425                 this->message_hub_ptr->popMessage(GAME_STATE_CHANNEL);
1426             }
1427         }
1428 
1429         std::cout « "Current credits (HexTile): " « this->credits « " K" «
1430             std::endl;
1431     }
1432 
1433     return;
1434 }   /* processMessage() */
```

4.5.3.28 setTileResource() [1/2]

```
void HexTile::setTileResource (
            double input_value )
```

Method to set the tile resource (by numeric input).

Parameters

input_value	A numerical input in the closed interval [0, 1].

```
1172 {
1173     //  1. check input
1174     if (input_value < 0 or input_value > 1) {
1175         std::string error_str = "ERROR  HexTile::setTileResource()  given input value is ";
1176         error_str += "not in the closed interval [0, 1]";
1177 
1178         #ifdef _WIN32
1179             std::cout « error_str « std::endl;
1180         #endif  /* _WIN32 */
1181 
1182         throw std::runtime_error(error_str);
1183     }
1184 
1185     //  2. convert input value to tile resource
1186     TileResource tile_resource;
1187 
1188     if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[0]) {
1189         tile_resource = TileResource :: POOR;
1190     }
1191     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[1]) {
1192         tile_resource = TileResource :: BELOW_AVERAGE;
1193     }
1194     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[2]) {
1195         tile_resource = TileResource :: AVERAGE;
1196     }
1197     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[3]) {
1198         tile_resource = TileResource :: ABOVE_AVERAGE;
1199     }
1200     else {
1201         tile_resource = TileResource :: GOOD;
1202     }
```

```
1203
1204     //  3. call alternate method
1205     this->setTileResource(tile_resource);
1206
1207     return;
1208 }    /* setTileResource(double) */
```

4.5.3.29 setTileResource() [2/2]

```
void HexTile::setTileResource (
            TileResource tile_resource )
```

Method to set the tile resource (by enum value).

Parameters

tile_resource	The resource (TileResource) value to attribute to the tile.

```
1150 {
1151     this->tile_resource = tile_resource;
1152     this->__setResourceText();
1153
1154     return;
1155 }    /* setTileResource(TileResource) */
```

4.5.3.30 setTileType() [1/2]

```
void HexTile::setTileType (
            double input_value )
```

Method to set the tile type (by numeric input).

Parameters

input_value	A numerical input in the closed interval [0, 1].

```
1100 {
1101     //  1. check input
1102     if (input_value < 0 or input_value > 1) {
1103         std::string error_str = "ERROR  HexTile::setTileType()  given input value is ";
1104         error_str += "not in the closed interval [0, 1]";
1105
1106         #ifdef _WIN32
1107             std::cout « error_str « std::endl;
1108         #endif  /* _WIN32 */
1109
1110         throw std::runtime_error(error_str);
1111     }
1112
1113     //  2. convert input value to tile type
1114     TileType tile_type;
1115
1116     if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[0]) {
1117         tile_type = TileType :: LAKE;
1118     }
1119     else if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[1]) {
1120         tile_type = TileType :: PLAINS;
1121     }
1122     else if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[2]) {
1123         tile_type = TileType :: FOREST;
1124     }
1125     else {
```

```
1126         tile_type = TileType :: MOUNTAINS;
1127     }
1128
1129     //  3. call alternate method
1130     this->setTileType(tile_type);
1131
1132     return;
1133 }   /* setTileType(double) */
```

4.5.3.31 setTileType() [2/2]

```
void HexTile::setTileType (
             TileType tile_type )
```

Method to set the tile type (by enum value).

Parameters

tile_type	The type (TileType) to set the tile to.

```
1041 {
1042     this->tile_type = tile_type;
1043
1044     switch (this->tile_type) {
1045         case (TileType :: FOREST): {
1046             this->tile_sprite.setFillColor(FOREST_GREEN);
1047
1048             break;
1049         }
1050
1051         case (TileType :: LAKE): {
1052             this->tile_sprite.setFillColor(LAKE_BLUE);
1053
1054             break;
1055         }
1056
1057         case (TileType :: MOUNTAINS): {
1058             this->tile_sprite.setFillColor(MOUNTAINS_GREY);
1059
1060             break;
1061         }
1062
1063         case (TileType :: OCEAN): {
1064             this->tile_sprite.setFillColor(OCEAN_BLUE);
1065
1066             break;
1067         }
1068
1069         case (TileType :: PLAINS): {
1070             this->tile_sprite.setFillColor(PLAINS_YELLOW);
1071
1072             break;
1073         }
1074
1075         default: {
1076             // do nothing!
1077
1078             break;
1079         }
1080     }
1081
1082     return;
1083 }   /* setTileType(TileType) */
```

4.5.3.32 toggleResourceOverlay()

```
void HexTile::toggleResourceOverlay (
             void  )
```

Method to toggle the tile resource overlay.

```
1321 {
1322     if (this->show_resource) {
1323         this->show_resource = false;
1324     }
1325     else {
1326         this->show_resource = true;
1327     }
1328 
1329     return;
1330 }   /* toggleResourceOverlay() */
```

4.5.4 Member Data Documentation

4.5.4.1 assets_manager_ptr

```
AssetsManager* HexTile::assets_manager_ptr  [private]
```

A pointer to the assets manager.

4.5.4.2 credits

```
int HexTile::credits
```

The current balance of credits.

4.5.4.3 decoration_cleared

```
bool HexTile::decoration_cleared
```

A boolean which indicates if the tile decoration has been cleared.

4.5.4.4 event_ptr

```
sf::Event* HexTile::event_ptr  [private]
```

A pointer to the event class.

4.5.4.5 frame

```
int HexTile::frame
```

The current frame of this object.

4.5.4.6 game_phase

```
std::string HexTile::game_phase
```

The current phase of the game.

4.5.4.7 has_improvement

```
bool HexTile::has_improvement
```

A boolean which indicates if tile has improvement or not.

4.5.4.8 is_selected

```
bool HexTile::is_selected
```

A boolean which indicates whether or not the tile is selected.

4.5.4.9 magnifying_glass_sprite

```
sf::Sprite HexTile::magnifying_glass_sprite
```

A magnifying glass sprite.

4.5.4.10 major_radius

```
double HexTile::major_radius
```

The radius of the smallest bounding circle.

4.5.4.11 message_hub_ptr

```
MessageHub* HexTile::message_hub_ptr  [private]
```

A pointer to the message hub.

4.5.4.12 minor_radius

```
double HexTile::minor_radius
```

The radius of the largest inscribed circle.

4.5.4.13 node_sprite

```
sf::CircleShape HexTile::node_sprite
```

A circle shape to mark the tile node.

4.5.4.14 position_x

```
double HexTile::position_x
```

The x position of the tile.

4.5.4.15 position_y

```
double HexTile::position_y
```

The y position of the tile.

4.5.4.16 render_window_ptr

```
sf::RenderWindow* HexTile::render_window_ptr  [private]
```

A pointer to the render window.

4.5.4.17 resource_assessed

```
bool HexTile::resource_assessed
```

A boolean which indicates whether or not the resource has been assessed.

4.5.4.18 resource_assessment

```
bool HexTile::resource_assessment
```

A boolean which triggers a resource assessment notification.

4.5.4.19 resource_chip_sprite

```
sf::CircleShape HexTile::resource_chip_sprite
```

A circle shape which represents a resource chip.

4.5.4.20 resource_text

```
sf::Text HexTile::resource_text
```

A text representation of the resource.

4.5.4.21 select_outline_sprite

```
sf::ConvexShape HexTile::select_outline_sprite
```

A convex shape which outlines the tile when selected.

4.5.4.22 show_node

```
bool HexTile::show_node
```

A boolean which indicates whether or not to show the tile node.

4.5.4.23 show_resource

```
bool HexTile::show_resource
```

A boolean which indicates whether or not to show resource value.

4.5.4.24 tile_decoration_sprite

```
sf::Sprite HexTile::tile_decoration_sprite
```

A tile decoration sprite.

4.5.4.25 tile_improvement_ptr

```
TileImprovement* HexTile::tile_improvement_ptr
```

A pointer to the improvement for this tile.

4.5.4.26 tile_resource

```
TileResource HexTile::tile_resource
```

4.5.4.27 tile_sprite

```
sf::ConvexShape HexTile::tile_sprite
```

A convex shape which represents the tile.

4.5.4.28 tile_type

```
TileType HexTile::tile_type
```

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

- header/HexTile.h
- source/HexTile.cpp

4.6 Message Struct Reference

A structure which defines a standard message format.

`#include <MessageHub.h>`

Public Attributes

- std::string channel = ""
  A string identifying the appropriate channel for this message.
- std::string subject = ""
  A string describing the message subject.
- std::map< std::string, bool > bool_payload = {}
  A boolean payload.
- std::map< std::string, int > int_payload = {}
  A vector payload.
- std::map< std::string, double > double_payload = {}
  A vector payload.
- std::map< std::string, std::string > string_payload = {}
  A string payload.

4.6.1 Detailed Description

A structure which defines a standard message format.

4.6.2 Member Data Documentation

4.6.2.1 bool_payload

```
std::map<std::string, bool> Message::bool_payload = {}
```

A boolean payload.

4.6.2.2 channel

```
std::string Message::channel = ""
```

A string identifying the appropriate channel for this message.

4.6.2.3 double_payload

```
std::map<std::string, double> Message::double_payload = {}
```

A vector payload.

4.6.2.4 int_payload

```
std::map<std::string, int> Message::int_payload = {}
```

A vector payload.

4.6.2.5 string_payload

```
std::map<std::string, std::string> Message::string_payload = {}
```

A string payload.

4.6.2.6 subject

```
std::string Message::subject = ""
```

A string describing the message subject.

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

- header/ESC_core/MessageHub.h

4.7 MessageHub Class Reference

A class which acts as a central hub for inter-object message traffic.

```
#include <MessageHub.h>
```

Public Member Functions

- MessageHub (void)

  Constructor for the MessageHub class.
- bool hasTraffic (void)

  Method to determine if there remains any message traffic.
- void addChannel (std::string)

  Method to add channel to message map.
- void removeChannel (std::string)

  Method to remove channel from message map.
- void sendMessage (Message)

  Method to send a message to the message map. Channels are implemented in a first in, first out manner (i.e. message queue).
- bool isEmpty (std::string)

  Method to check if channel is empty.
- Message receiveMessage (std::string)

  Method to receive the first message in the channel. Channels are implemented in a first in, first out manner (i.e. message queue).
- void popMessage (std::string)

  Method to pop first message off of the given channel. Channels are implemented in a first in, first out manner (i.e. message queue).
- void clearMessages (void)

  Method to clear messages from the MessageHub.
- void clear (void)

  Method to clear the MessageHub.
- ~MessageHub (void)

  Destructor for the MessageHub class.

Private Attributes

- std::map< std::string, std::list< Message > > message_map

  A map <string, list of Message> for sending and receiving messages. Here the key is the channel, and each channel maintains a list (history) of messages.

4.7.1 Detailed Description

A class which acts as a central hub for inter-object message traffic.

4.7.2 Constructor & Destructor Documentation

4.7.2.1 MessageHub()

```
MessageHub::MessageHub (
            void  )
```

Constructor for the MessageHub class.

```
46 {
47     //...
48
49     std::cout « "MessageHub constructed at " « this « std::endl;
50
51     return;
52 }   /* MessageHub() */
```

4.7.2.2 ~MessageHub()

```
MessageHub::~MessageHub (
            void  )
```

Destructor for the MessageHub class.

```
393 {
394     this->clear();
395
396     std::cout « "MessageHub at " « this « " destroyed" « std::endl;
397
398     return;
399 }   /* ~MessageHub() */
```

4.7.3 Member Function Documentation

4.7.3.1 addChannel()

```
void MessageHub::addChannel (
            std::string channel )
```

Method to add channel to message map.

Parameters

channel	The key for the message channel being added.

```
97 {
98     //  1. check if channel is in map (if so, throw error)
99     if (this->message_map.count(channel) > 0) {
100         std::string error_str = "ERROR  MessageHub::addChannel()  channel ";
101         error_str += channel;
102         error_str += " is already in message map";
103
104         #ifdef _WIN32
105             std::cout « error_str « std::endl;
106         #endif  /* _WIN32 */
107
108         throw std::runtime_error(error_str);
109     }
110
111     //  2. add channel to map
112     this->message_map[channel] = {};
113
114     std::cout « "Channel " « channel « " added to message hub" « std::endl;
115
116     return;
117 }   /* addChannel() */
```

4.7.3.2 clear()

```
void MessageHub::clear (
            void  )
```

Method to clear the MessageHub.

```
373 {
374
375     this->clearMessages();
```

```
376     this->message_map.clear();
377
378     return;
379 }   /* clear() */
```

4.7.3.3 clearMessages()

```
void MessageHub::clearMessages (
            void  )
```

Method to clear messages from the MessageHub.

```
347 {
348     std::map<std::string, std::list<Message>::iterator map_iter;
349     for (
350         map_iter = this->message_map.begin();
351         map_iter != this->message_map.end();
352         map_iter++
353     ) {
354         map_iter->second.clear();
355     }
356
357     return;
358 }   /* clearMessages() */
```

4.7.3.4 hasTraffic()

```
bool MessageHub::hasTraffic (
            void  )
```

Method to determine if there remains any message traffic.

```
67 {
68     std::map<std::string, std::list<Message>::iterator map_iter;
69     for (
70         map_iter = this->message_map.begin();
71         map_iter != this->message_map.end();
72         map_iter++
73     ) {
74         if (not map_iter->second.empty()) {
75             return true;
76         }
77     }
78
79     return false;
80 }   /* hasTraffic() */
```

4.7.3.5 isEmpty()

```
bool MessageHub::isEmpty (
            std::string channel )
```

Method to check if channel is empty.

Parameters

channel	The key for the message channel being checked.

Returns

A boolean indicating whether the channel is empty or not.

```
212 {
213     //  1. check if channel is in map (if not, throw error)
214     if (this->message_map.count(channel) <= 0) {
215         std::string error_str = "ERROR  MessageHub::isEmpty()  channel ";
216         error_str += channel;
217         error_str += " is not in message map";
218 
219         #ifdef _WIN32
220             std::cout « error_str « std::endl;
221         #endif  /* _WIN32 */
222 
223         throw std::runtime_error(error_str);
224     }
225 
226     if (this->message_map[channel].empty()) {
227         return true;
228     }
229     else {
230         return false;
231     }
232 }   /* isEmpty() */
```

4.7.3.6 popMessage()

```
void MessageHub::popMessage (
            std::string channel )
```

Method to pop first message off of the given channel. Channels are implemented in a first in, first out manner (i.e. message queue).

Parameters

channel	The key for the message channel being popped.

```
301 {
302     //  1. check if channel is in map (if not, throw error)
303     if (this->message_map.count(channel) <= 0) {
304         std::string error_str = "ERROR  MessageHub::receiveMessage()  channel ";
305         error_str += channel;
306         error_str += " is not in message map";
307 
308         #ifdef _WIN32
309             std::cout « error_str « std::endl;
310         #endif  /* _WIN32 */
311 
312         throw std::runtime_error(error_str);
313     }
314 
315     //  2. check if channel is empty (if so, throw error)
316     if (this->message_map[channel].empty()) {
317         std::string error_str = "ERROR  MessageHub::receiveMessage()  channel ";
318         error_str += channel;
319         error_str += " is empty";
320 
321         #ifdef _WIN32
322             std::cout « error_str « std::endl;
323         #endif  /* _WIN32 */
324 
325         throw std::runtime_error(error_str);
326     }
327 
328     //  3. pop message
329     this->message_map[channel].pop_front();
330 
331     return;
332 }   /* popMessage() */
```

4.7.3.7 receiveMessage()

```
Message MessageHub::receiveMessage (
            std::string channel )
```

Method to receive the first message in the channel. Channels are implemented in a first in, first out manner (i.e. message queue).

Parameters

channel	The key for the message channel being received from.

Returns

The first message in the given channel.

```
252 {
253     //  1. check if channel is in map (if not, throw error)
254     if (this->message_map.count(channel) <= 0) {
255         std::string error_str = "ERROR  MessageHub::receiveMessage()  channel ";
256         error_str += channel;
257         error_str += " is not in message map";
258 
259         #ifdef _WIN32
260             std::cout << error_str << std::endl;
261         #endif  /* _WIN32 */
262 
263         throw std::runtime_error(error_str);
264     }
265 
266     //  2. check if channel is empty (if so, throw error)
267     if (this->message_map[channel].empty()) {
268         std::string error_str = "ERROR  MessageHub::receiveMessage()  channel ";
269         error_str += channel;
270         error_str += " is empty";
271 
272         #ifdef _WIN32
273             std::cout << error_str << std::endl;
274         #endif  /* _WIN32 */
275 
276         throw std::runtime_error(error_str);
277     }
278 
279     //  3. receive message
280     Message message = this->message_map[channel].front();
281 
282     return message;
283 }   /* receiveMessage() */
```

4.7.3.8 removeChannel()

```
void MessageHub::removeChannel (
            std::string channel )
```

Method to remove channel from message map.

Parameters

channel	The key for the message channel being removed.

```
134 {
135     //  1. check if channel is in map (if not, throw error)
136     if (this->message_map.count(channel) <= 0) {
137         std::string error_str = "ERROR  MessageHub::removeChannel()  channel ";
```

```
138         error_str += channel;
139         error_str += " is not in message map";
140 
141         #ifdef _WIN32
142             std::cout « error_str « std::endl;
143         #endif  /* _WIN32 */
144 
145         throw std::runtime_error(error_str);
146     }
147 
148     //  2. remove channel from map
149     this->message_map[channel].clear();
150     this->message_map.erase(channel);
151 
152     std::cout « "Channel " « channel « " removed from message hub" « std::endl;
153 
154     return;
155 }   /* removeChannel() */
```

4.7.3.9 sendMessage()

```
void MessageHub::sendMessage (
            Message message )
```

Method to send a message to the message map. Channels are implemented in a first in, first out manner (i.e. message queue).

Parameters

message	The message to be sent.

```
173 {
174     //  1. check if channel is in map (if not, throw error)
175     std::string channel = message.channel;
176 
177     if (this->message_map.count(channel) <= 0) {
178         std::string error_str = "ERROR  MessageHub::sendMessage()  channel ";
179         error_str += channel;
180         error_str += " is not in message map";
181 
182         #ifdef _WIN32
183             std::cout « error_str « std::endl;
184         #endif  /* _WIN32 */
185 
186         throw std::runtime_error(error_str);
187     }
188 
189     //  2. send message to message map
190     this->message_map[channel].push_back(message);
191 
192     return;
193 }   /* sendMessage() */
```

4.7.4 Member Data Documentation

4.7.4.1 message_map

```
std::map<std::string, std::list<Message> > MessageHub::message_map  [private]
```

A map <string, list of Message> for sending and receiving messages. Here the key is the channel, and each channel maintains a list (history) of messages.

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

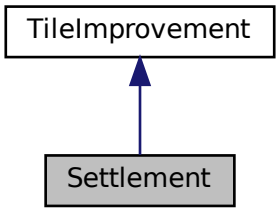
- header/ESC_core/MessageHub.h
- source/ESC_core/MessageHub.cpp

4.8 Settlement Class Reference

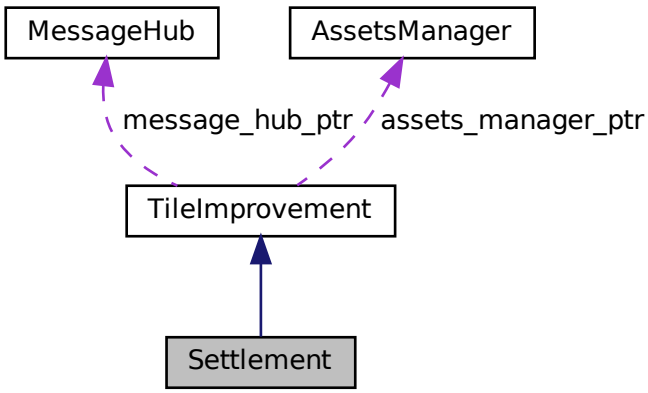
A settlement class (child class of TileImprovement).

`#include <Settlement.h>`

Inheritance diagram for Settlement:



Collaboration diagram for Settlement:



Public Member Functions

- Settlement (double, double, sf::Event ∗, sf::RenderWindow ∗, AssetsManager ∗, MessageHub ∗)

  Constructor for the Settlement class.

- void processEvent (void)

  Method to process Settlement. To be called once per event.
- void processMessage (void)

  Method to process Settlement. To be called once per message.
- void draw (void)

  Method to draw the hex tile to the render window. To be called once per frame.
- virtual ~Settlement (void)

  Destructor for the Settlement class.

Public Attributes

- int population

  Current population.

Private Member Functions

- void __setUpTileImprovementSpriteStatic (void)

  Helper method to set up tile improvement sprite (static).
- void __handleKeyPressEvents (void)

  Helper method to handle key press events.
- void __handleMouseButtonEvents (void)

  Helper method to handle mouse button events.

Additional Inherited Members

4.8.1 Detailed Description

A settlement class (child class of TileImprovement).

4.8.2 Constructor & Destructor Documentation

4.8.2.1 Settlement()

```
Settlement::Settlement (
            double position_x,
            double position_y,
            sf::Event * event_ptr,
            sf::RenderWindow * render_window_ptr,
            AssetsManager * assets_manager_ptr,
            MessageHub * message_hub_ptr )
```

Constructor for the Settlement class.

Ref: Wikipedia [2023]

Parameters

position_x	The x position of the tile.
position_y	The y position of the tile.
event_ptr	Pointer to the event class.
render_window_ptr	Pointer to the render window.
assets_manager_ptr	Pointer to the assets manager.
message_hub_ptr	Pointer to the message hub.

```
163   :
164 TileImprovement(
165     position_x,
166     position_y,
167     event_ptr,
168     render_window_ptr,
169     assets_manager_ptr,
170     message_hub_ptr
171 )
172 {
173     //  1. set attributes
174
175     //  1.1. private
176     //...
177
178     //  1.2. public
179     this->tile_improvement_type = TileImprovementType :: SETTLEMENT;
180
181     this->population = 100;
182
183     this->__setUpTileImprovementSpriteStatic();
184
185     std::cout « "Settlement constructed at " « this « std::endl;
186
187     return;
188 }   /* Settlement() */
```

4.8.2.2 ~Settlement()

```
Settlement::~Settlement (
             void  )  [virtual]
```

Destructor for the Settlement class.

```
268 {
269     std::cout « "Settlement at " « this « " destroyed" « std::endl;
270
271     return;
272 }   /* ~Settlement() */
```

4.8.3 Member Function Documentation

4.8.3.1 __handleKeyPressEvents()

```
void Settlement::__handleKeyPressEvents (
             void  )  [private], [virtual]
```

Helper method to handle key press events.

Reimplemented from TileImprovement.

```
65 {
66     switch (this->event_ptr->key.code) {
67         //...
68 
69 
70         default: {
71             // do nothing!
72 
73             break;
74         }
75     }
76 
77     return;
78 }   /* __handleKeyPressEvents() */
```

4.8.3.2 __handleMouseButtonEvents()

```
void Settlement::__handleMouseButtonEvents (
              void  )  [private], [virtual]
```

Helper method to handle mouse button events.

Reimplemented from TileImprovement.

```
93 {
94     switch (this->event_ptr->mouseButton.button) {
95         case (sf::Mouse::Left): {
96             //...
97 
98             break;
99         }
100 
101 
102         case (sf::Mouse::Right): {
103             //...
104 
105             break;
106         }
107 
108 
109         default: {
110             // do nothing!
111 
112             break;
113         }
114     }
115 
116     return;
117 }   /* __handleMouseButtonEvents() */
```

4.8.3.3 __setUpTileImprovementSpriteStatic()

```
void Settlement::__setUpTileImprovementSpriteStatic (
              void  )  [private]
```

Helper method to set up tile improvement sprite (static).

```
34 {
35     this->tile_improvement_sprite_static.setTexture(
36         *(this->assets_manager_ptr->getTexture("brick_house_64x64_1"))
37     );
38 
39     this->tile_improvement_sprite_static.setOrigin(
40         this->tile_improvement_sprite_static.getLocalBounds().width / 2,
41         this->tile_improvement_sprite_static.getLocalBounds().height
42     );
43 
44     this->tile_improvement_sprite_static.setPosition(
45         this->position_x,
46         this->position_y + 12
47     );
48 
49     return;
50 }   /* __setUpTileImprovementSpriteStatic() */
```

4.8.3.4 draw()

```
void Settlement::draw (
            void  )  [virtual]
```

Method to draw the hex tile to the render window. To be called once per frame.

Reimplemented from TileImprovement.

```
248 {
249     this->render_window_ptr->draw(this->tile_improvement_sprite_static);
250 
251     this->frame++;
252     return;
253 }   /* draw() */
```

4.8.3.5 processEvent()

```
void Settlement::processEvent (
            void  )  [virtual]
```

Method to process Settlement. To be called once per event.

Reimplemented from TileImprovement.

```
203 {
204     if (this->event_ptr->type == sf::Event::KeyPressed) {
205         this->__handleKeyPressEvents();
206     }
207 
208     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
209         this->__handleMouseButtonEvents();
210     }
211 
212     return;
213 }   /* processEvent() */
```

4.8.3.6 processMessage()

```
void Settlement::processMessage (
            void  )  [virtual]
```

Method to process Settlement. To be called once per message.

Reimplemented from TileImprovement.

```
228 {
229     //...
230 
231     return;
232 }   /* processMessage() */
```

4.8.4 Member Data Documentation

4.8.4.1 population

```
int Settlement::population
```

Current population.

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

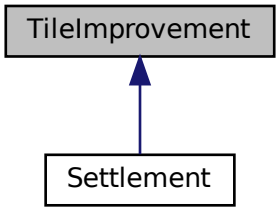
- header/Settlement.h
- source/Settlement.cpp

4.9 TileImprovement Class Reference

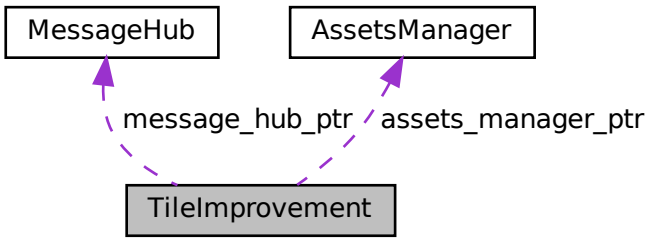
A base class for the tile improvement hierarchy.

```
#include <TileImprovement.h>
```

Inheritance diagram for TileImprovement:



Collaboration diagram for TileImprovement:



Public Member Functions

- TileImprovement (double, double, sf::Event *, sf::RenderWindow *, AssetsManager *, MessageHub *)

  Constructor for the TileImprovement class.
- virtual void processEvent (void)

  Method to process TileImprovement. To be called once per event.
- virtual void processMessage (void)

  Method to process TileImprovement. To be called once per message.
- virtual void draw (void)

  Method to draw the hex tile to the render window. To be called once per frame.
- virtual ~TileImprovement (void)

  Destructor for the TileImprovement class.

Public Attributes

- TileImprovementType tile_improvement_type

  The type of the tile improvement.
- int frame

  The current frame of this object.
- int credits

  The current balance of credits.
- double position_x

  The x position of the tile improvement.
- double position_y

  The y position of the tile improvement.
- std::string game_phase

  The current phase of the game.
- sf::Sprite tile_improvement_sprite_static

  A static sprite, for decorating the tile.
- std::vector< sf::Sprite > tile_improvement_sprite_animated

  An animated sprite, for the ContextMenu visual screen.

Protected Member Functions

- virtual void __handleKeyPressEvents (void)

  Helper method to handle key press events.
- virtual void __handleMouseButtonEvents (void)

  Helper method to handle mouse button events.

Protected Attributes

- sf::Event * event_ptr

  A pointer to the event class.
- sf::RenderWindow * render_window_ptr

  A pointer to the render window.
- AssetsManager * assets_manager_ptr

  A pointer to the assets manager.
- MessageHub * message_hub_ptr

  A pointer to the message hub.

4.9.1 Detailed Description

A base class for the tile improvement hierarchy.

4.9.2 Constructor & Destructor Documentation

4.9.2.1 TileImprovement()

```
TileImprovement::TileImprovement (
            double position_x,
            double position_y,
            sf::Event * event_ptr,
            sf::RenderWindow * render_window_ptr,
            AssetsManager * assets_manager_ptr,
            MessageHub * message_hub_ptr )
```

Constructor for the TileImprovement class.

Ref: Wikipedia [2023]

Parameters

position_x	The x position of the tile.
position_y	The y position of the tile.
event_ptr	Pointer to the event class.
render_window_ptr	Pointer to the render window.
assets_manager_ptr	Pointer to the assets manager.
message_hub_ptr	Pointer to the message hub.

```
133 {
134     //  1. set attributes
135 
136     //  1.1. protected
137     this->event_ptr = event_ptr;
138     this->render_window_ptr = render_window_ptr;
139 
140     this->assets_manager_ptr = assets_manager_ptr;
141     this->message_hub_ptr = message_hub_ptr;
142 
143     //  1.2. public
144     this->frame = 0;
145     this->credits = 0;
146 
147     this->position_x = position_x;
148     this->position_y = position_y;
149 
150     this->game_phase = "build settlement";
151 
152     std::cout « "TileImprovement constructed at " « this « std::endl;
153 
154     return;
155 }   /* TileImprovement() */
```

4.9.2.2 ~TileImprovement()

```
TileImprovement::~TileImprovement (
            void  )  [virtual]
```

Destructor for the TileImprovement class.

```
235 {
236     std::cout « "TileImprovement at " « this « " destroyed" « std::endl;
237
238     return;
239 }   /* ~TileImprovement() */
```

4.9.3 Member Function Documentation

4.9.3.1 __handleKeyPressEvents()

```
void TileImprovement::__handleKeyPressEvents (
            void  )  [protected], [virtual]
```

Helper method to handle key press events.

Reimplemented in Settlement.

```
34 {
35     switch (this->event_ptr->key.code) {
36         //...
37
38
39         default: {
40             // do nothing!
41
42             break;
43         }
44     }
45
46     return;
47 }   /* __handleKeyPressEvents() */
```

4.9.3.2 __handleMouseButtonEvents()

```
void TileImprovement::__handleMouseButtonEvents (
            void  )  [protected], [virtual]
```

Helper method to handle mouse button events.

Reimplemented in Settlement.

```
62 {
63     switch (this->event_ptr->mouseButton.button) {
64         case (sf::Mouse::Left): {
65             //...
66
67             break;
68         }
69
70
71         case (sf::Mouse::Right): {
72             //...
73
74             break;
75         }
76
77
78         default: {
79             // do nothing!
80
81             break;
82         }
83     }
84
85     return;
86 }   /* __handleMouseButtonEvents() */
```

4.9.3.3 draw()

```
void TileImprovement::draw (
            void  )  [virtual]
```

Method to draw the hex tile to the render window. To be called once per frame.

Reimplemented in Settlement.

```
215 {
216     //...
217 
218     this->frame++;
219     return;
220 }   /* draw() */
```

4.9.3.4 processEvent()

```
void TileImprovement::processEvent (
            void  )  [virtual]
```

Method to process TileImprovement. To be called once per event.

Reimplemented in Settlement.

```
170 {
171     if (this->event_ptr->type == sf::Event::KeyPressed) {
172         this->__handleKeyPressEvents();
173     }
174 
175     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
176         this->__handleMouseButtonEvents();
177     }
178 
179     return;
180 }   /* processEvent() */
```

4.9.3.5 processMessage()

```
void TileImprovement::processMessage (
            void  )  [virtual]
```

Method to process TileImprovement. To be called once per message.

Reimplemented in Settlement.

```
195 {
196     //...
197 
198     return;
199 }   /* processMessage() */
```

4.9.4 Member Data Documentation

4.9.4.1 assets_manager_ptr

```
AssetsManager* TileImprovement::assets_manager_ptr  [protected]
```

A pointer to the assets manager.

4.9.4.2 credits

```
int TileImprovement::credits
```

The current balance of credits.

4.9.4.3 event_ptr

```
sf::Event* TileImprovement::event_ptr  [protected]
```

A pointer to the event class.

4.9.4.4 frame

```
int TileImprovement::frame
```

The current frame of this object.

4.9.4.5 game_phase

```
std::string TileImprovement::game_phase
```

The current phase of the game.

4.9.4.6 message_hub_ptr

```
MessageHub* TileImprovement::message_hub_ptr  [protected]
```

A pointer to the message hub.

4.9.4.7 position_x

```
double TileImprovement::position_x
```

The x position of the tile improvement.

4.9.4.8 position_y

```
double TileImprovement::position_y
```

The y position of the tile improvement.

4.9.4.9 render_window_ptr

```
sf::RenderWindow* TileImprovement::render_window_ptr  [protected]
```

A pointer to the render window.

4.9.4.10 tile_improvement_sprite_animated

```
std::vector<sf::Sprite> TileImprovement::tile_improvement_sprite_animated
```

An animated sprite, for the ContextMenu visual screen.

4.9.4.11 tile_improvement_sprite_static

```
sf::Sprite TileImprovement::tile_improvement_sprite_static
```

A static sprite, for decorating the tile.

4.9.4.12 tile_improvement_type

```
TileImprovementType TileImprovement::tile_improvement_type
```

The type of the tile improvement.

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

- header/TileImprovement.h
- source/TileImprovement.cpp

Chapter 5

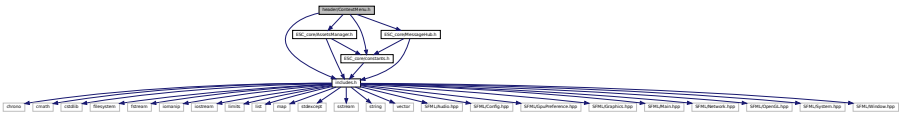
File Documentation

5.1 header/ContextMenu.h File Reference

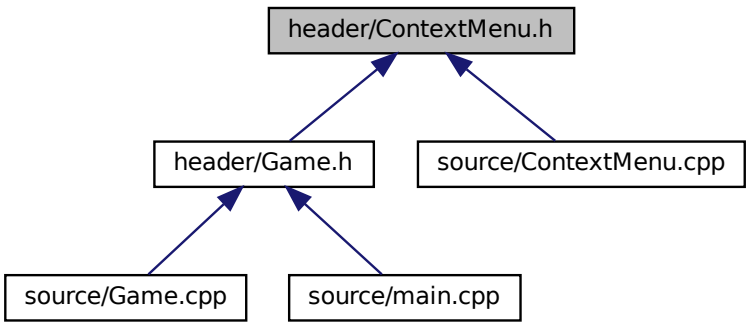
Header file for the ContextMenu class.

```
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"
#include "ESC_core/MessageHub.h"
```

Include dependency graph for ContextMenu.h:



This graph shows which files directly or indirectly include this file:



Classes

- class ContextMenu

  A class which defines a context menu for the game.

Enumerations

- enum ConsoleState {
  NONE_STATE , READY , MENU , TILE ,
  N_CONSOLE_STATES }

  An enumeration of the different console screen states.

5.1.1 Detailed Description

Header file for the ContextMenu class.

5.1.2 Enumeration Type Documentation

5.1.2.1 ConsoleState

```
enum ConsoleState
```

An enumeration of the different console screen states.

Enumerator

NONE_STATE	None state (for initialization)
READY	Ready (default) state.
MENU	Game menu state.
TILE	Tile context state.
N_CONSOLE_STATES	A simple hack to get the number of console screen states.

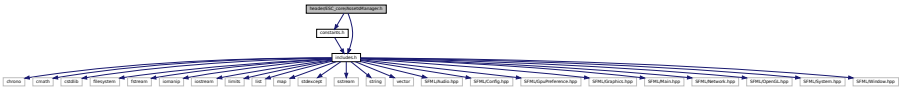
```
34                  {
35     NONE_STATE,
36     READY,
37     MENU,
38     TILE,
39     N_CONSOLE_STATES
40 };
```

5.2 header/ESC_core/AssetsManager.h File Reference

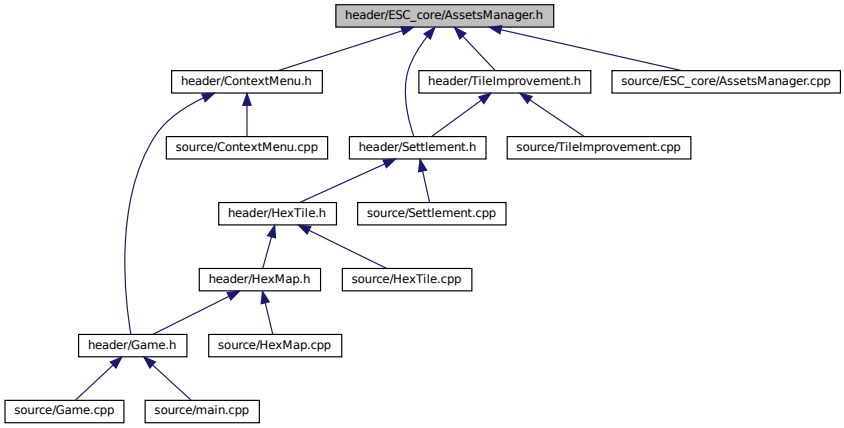
Header file for the AssetsManager class.

```
#include "constants.h"
#include "includes.h"
```

Include dependency graph for AssetsManager.h:



This graph shows which files directly or indirectly include this file:



Classes

- class AssetsManager

  A class which manages visual and sound assets.

5.2.1 Detailed Description

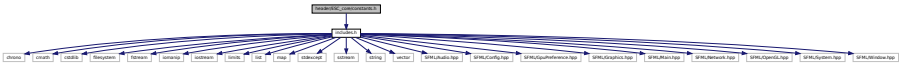
Header file for the AssetsManager class.

5.3 header/ESC_core/constants.h File Reference

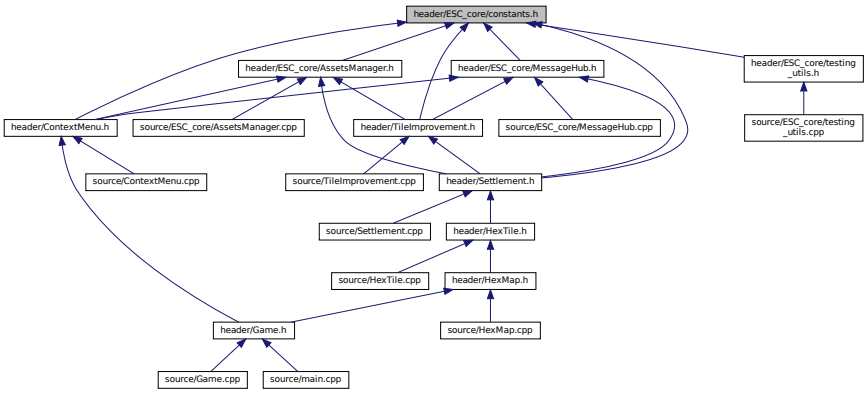
Header file for various constants.

```
#include "includes.h"
```

Include dependency graph for constants.h:



This graph shows which files directly or indirectly include this file:



Functions

- const sf::Color FOREST_GREEN (34, 139, 34)

  The base colour of a forest tile.
- const sf::Color LAKE_BLUE (0, 102, 204)

  The base colour of a lake (water) tile.
- const sf::Color MOUNTAINS_GREY (97, 110, 113)

  The base colour of a mountains tile.
- const sf::Color OCEAN_BLUE (0, 51, 102)

  The base colour of an ocean (water) tile.
- const sf::Color PLAINS_YELLOW (245, 222, 133)

  The base colour of a plains tile.
- const sf::Color RESOURCE_CHIP_GREY (175, 175, 175, 250)

  The base colour of the resource chip (backing).
- const sf::Color MENU_FRAME_GREY (185, 187, 182)

  The base colour of the context menu frame.
- const sf::Color MONOCHROME_SCREEN_BACKGROUND (40, 40, 40)

  The base colour of old monochrome screens.
- const sf::Color VISUAL_SCREEN_FRAME_GREY (151, 151, 143)

  The base colour of the framing of the visual screen.
- const sf::Color MONOCHROME_TEXT_GREEN (0, 255, 102)

  The base colour of old monochrome text (green).
- const sf::Color MONOCHROME_TEXT_AMBER (255, 176, 0)

  The base colour of old monochrome text (amber).
- const sf::Color MONOCHROME_TEXT_RED (255, 44, 0)

  The base colour of old monochrome text (red).

Variables

- const double FLOAT_TOLERANCE = 1e-6

  Tolerance for floating point equality tests.
- const unsigned long long int SECONDS_PER_YEAR = 31537970
- const unsigned long long int SECONDS_PER_MONTH = 2628164

- const int FRAMES_PER_SECOND = 60

  Target frames per second.
- const double SECONDS_PER_FRAME = 1.0 / 60

  Target seconds per frame (just reciprocal of target frames per second).
- const int GAME_WIDTH = 1200

  Width of the game space.
- const int GAME_HEIGHT = 800

  Height of the game space.
- const std::vector< double > TILE_TYPE_CUMULATIVE_PROBABILITIES

  Cumulative probabilities for each tile type (to support procedural generation).
- const std::vector< double > TILE_RESOURCE_CUMULATIVE_PROBABILITIES

  Cumulative probabilities for each tile resource (to support procedural generation).
- const std::string TILE_SELECTED_CHANNEL = "TILE SELECTED CHANNEL"

  A message channel for tile selection messages.
- const std::string NO_TILE_SELECTED_CHANNEL = "NO TILE SELECTED CHANNEL"

  A message channel for no tile selected messages.
- const std::string TILE_STATE_CHANNEL = "TILE STATE CHANNEL"

  A message channel for tile state messages.
- const std::string HEX_MAP_CHANNEL = "HEX MAP CHANNEL"

  A message channel for hex map messages.
- const int EMISSIONS_LIFETIME_LIMIT_TONNES = 1500

  The CO2-equivalent mass of emissions that would result from burning 1,000,000 L of diesel fuel.
- const int RESOURCE_ASSESSMENT_COST = 20

  The cost of doing a resource assessment.
- const int BUILD_SETTLEMENT_COST = 250

  The cost of building a settlement.
- const double CO2E_KG_PER_LITRE_DIESEL = 3.1596

  The CO2-equivalent mass of emissions that result from burning one litre of diesel fuel.
- const std::string GAME_CHANNEL = "GAME CHANNEL"

  A message channel for game messages.
- const std::string GAME_STATE_CHANNEL = "GAME STATE CHANNEL"

  A message channel for game state messages.

5.3.1 Detailed Description

Header file for various constants.

5.3.2 Function Documentation

5.3.2.1 FOREST_GREEN()

```
const sf::Color FOREST_GREEN (
            34 ,
            139 ,
            34  )
```

The base colour of a forest tile.

5.3.2.2 LAKE_BLUE()

```
const sf::Color LAKE_BLUE (
            0 ,
            102 ,
            204  )
```

The base colour of a lake (water) tile.

5.3.2.3 MENU_FRAME_GREY()

```
const sf::Color MENU_FRAME_GREY (
            185 ,
            187 ,
            182  )
```

The base colour of the context menu frame.

5.3.2.4 MONOCHROME_SCREEN_BACKGROUND()

```
const sf::Color MONOCHROME_SCREEN_BACKGROUND (
            40 ,
            40 ,
            40  )
```

The base colour of old monochrome screens.

5.3.2.5 MONOCHROME_TEXT_AMBER()

```
const sf::Color MONOCHROME_TEXT_AMBER (
            255 ,
            176 ,
            0  )
```

The base colour of old monochrome text (amber).

5.3.2.6 MONOCHROME_TEXT_GREEN()

```
const sf::Color MONOCHROME_TEXT_GREEN (
            0 ,
            255 ,
            102  )
```

The base colour of old monochrome text (green).

5.3.2.7 MONOCHROME_TEXT_RED()

```
const sf::Color MONOCHROME_TEXT_RED (
            255 ,
            44 ,
            0  )
```

The base colour of old monochrome text (red).

5.3.2.8 MOUNTAINS_GREY()

```
const sf::Color MOUNTAINS_GREY (
            97 ,
            110 ,
            113  )
```

The base colour of a mountains tile.

5.3.2.9 OCEAN_BLUE()

```
const sf::Color OCEAN_BLUE (
            0 ,
            51 ,
            102  )
```

The base colour of an ocean (water) tile.

5.3.2.10 PLAINS_YELLOW()

```
const sf::Color PLAINS_YELLOW (
            245 ,
            222 ,
            133  )
```

The base colour of a plains tile.

5.3.2.11 RESOURCE_CHIP_GREY()

```
const sf::Color RESOURCE_CHIP_GREY (
            175 ,
            175 ,
            175 ,
            250  )
```

The base colour of the resource chip (backing).

5.3.2.12 VISUAL_SCREEN_FRAME_GREY()

```
const sf::Color VISUAL_SCREEN_FRAME_GREY (
            151 ,
            151 ,
            143  )
```

The base colour of the framing of the visual screen.

5.3.3 Variable Documentation

5.3.3.1 BUILD_SETTLEMENT_COST

```
const int BUILD_SETTLEMENT_COST = 250
```

The cost of building a settlement.

5.3.3.2 CO2E_KG_PER_LITRE_DIESEL

```
const double CO2E_KG_PER_LITRE_DIESEL = 3.1596
```

The CO2-equivalent mass of emissions that result from burning one litre of diesel fuel.

5.3.3.3 EMISSIONS_LIFETIME_LIMIT_TONNES

```
const int EMISSIONS_LIFETIME_LIMIT_TONNES = 1500
```

The CO2-equivalent mass of emissions that would result from burning 1,000,000 L of diesel fuel.

5.3.3.4 FLOAT_TOLERANCE

```
const double FLOAT_TOLERANCE = 1e-6
```

Tolerance for floating point equality tests.

5.3.3.5 FRAMES_PER_SECOND

```
const int FRAMES_PER_SECOND = 60
```

Target frames per second.

5.3.3.6 GAME_CHANNEL

```
const std::string GAME_CHANNEL = "GAME CHANNEL"
```

A message channel for game messages.

5.3.3.7 GAME_HEIGHT

```
const int GAME_HEIGHT = 800
```

Height of the game space.

5.3.3.8 GAME_STATE_CHANNEL

```
const std::string GAME_STATE_CHANNEL = "GAME STATE CHANNEL"
```

A message channel for game state messages.

5.3.3.9 GAME_WIDTH

```
const int GAME_WIDTH = 1200
```

Width of the game space.

5.3.3.10 HEX_MAP_CHANNEL

```
const std::string HEX_MAP_CHANNEL = "HEX MAP CHANNEL"
```

A message channel for hex map messages.

5.3.3.11 NO_TILE_SELECTED_CHANNEL

```
const std::string NO_TILE_SELECTED_CHANNEL = "NO TILE SELECTED CHANNEL"
```

A message channel for no tile selected messages.

5.3.3.12 RESOURCE_ASSESSMENT_COST

```
const int RESOURCE_ASSESSMENT_COST = 20
```

The cost of doing a resource assessment.

5.3.3.13 SECONDS_PER_FRAME

```
const double SECONDS_PER_FRAME = 1.0 / 60
```

Target seconds per frame (just reciprocal of target frames per second).

5.3.3.14 SECONDS_PER_MONTH

```
const unsigned long long int SECONDS_PER_MONTH = 2628164
```

5.3.3.15 SECONDS_PER_YEAR

```
const unsigned long long int SECONDS_PER_YEAR = 31537970
```

5.3.3.16 TILE_RESOURCE_CUMULATIVE_PROBABILITIES

```
const std::vector<double> TILE_RESOURCE_CUMULATIVE_PROBABILITIES
```

Initial value:

```
= {
    0.10,
    0.30,
    0.70,
    0.90,
    1.00
}
```

Cumulative probabilities for each tile resource (to support procedural generation).

5.3.3.17 TILE_SELECTED_CHANNEL

```
const std::string TILE_SELECTED_CHANNEL = "TILE SELECTED CHANNEL"
```

A message channel for tile selection messages.

5.3.3.18 TILE_STATE_CHANNEL

```
const std::string TILE_STATE_CHANNEL = "TILE STATE CHANNEL"
```

A message channel for tile state messages.

5.3.3.19 TILE_TYPE_CUMULATIVE_PROBABILITIES

```
const std::vector<double> TILE_TYPE_CUMULATIVE_PROBABILITIES
```

Initial value:

```
= {
    0.25,
    0.50,
    0.75,
    1.00
}
```

Cumulative probabilities for each tile type (to support procedural generation).

5.4 header/ESC_core/doxygen_cite.h File Reference

Header file which simply cites the doxygen tool.

5.4.1 Detailed Description

Header file which simply cites the doxygen tool.

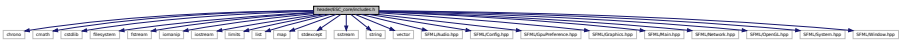
Ref: van Heesch. [2023]

5.5 header/ESC_core/includes.h File Reference

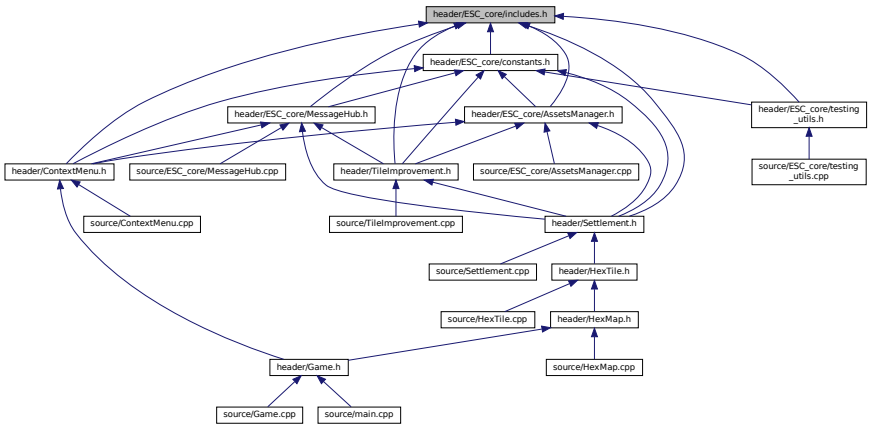
Header file for various includes.

```
#include <chrono>
#include <cmath>
#include <cstdlib>
#include <filesystem>
#include <fstream>
#include <iomanip>
#include <iostream>
#include <limits>
#include <list>
#include <map>
#include <stdexcept>
#include <sstream>
#include <string>
#include <vector>
#include <SFML/Audio.hpp>
#include <SFML/Config.hpp>
#include <SFML/GpuPreference.hpp>
#include <SFML/Graphics.hpp>
#include <SFML/Main.hpp>
#include <SFML/Network.hpp>
#include <SFML/OpenGL.hpp>
#include <SFML/System.hpp>
#include <SFML/Window.hpp>
```

Include dependency graph for includes.h:



This graph shows which files directly or indirectly include this file:



5.5.1 Detailed Description

Header file for various includes.

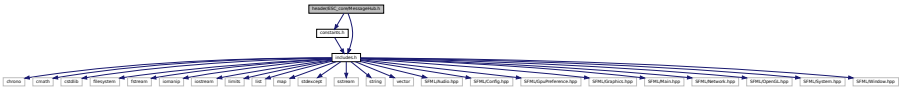
Ref: Gomila [2023]

5.6 header/ESC_core/MessageHub.h File Reference

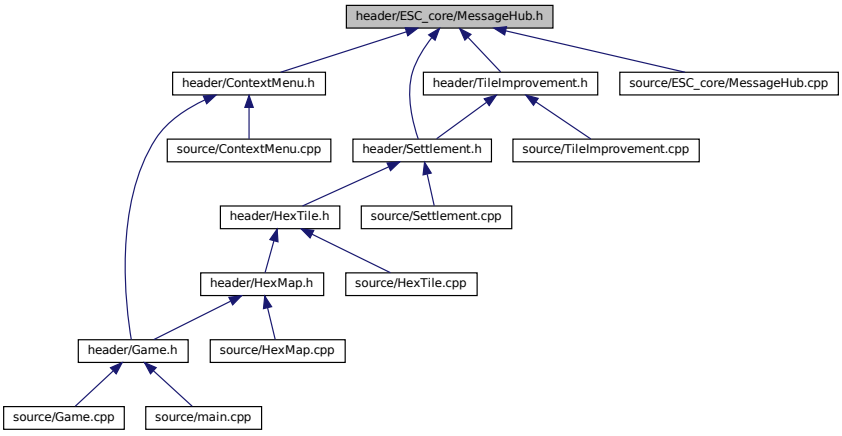
Header file for the MessageHub class.

```
#include "constants.h"
#include "includes.h"
```

Include dependency graph for MessageHub.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct Message

  A structure which defines a standard message format.
- class MessageHub

  A class which acts as a central hub for inter-object message traffic.

5.6.1 Detailed Description

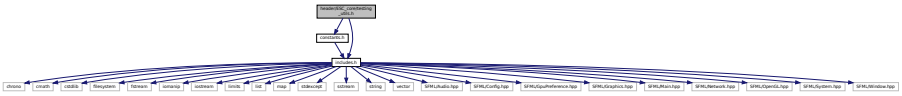
Header file for the MessageHub class.

5.7 header/ESC_core/testing_utils.h File Reference

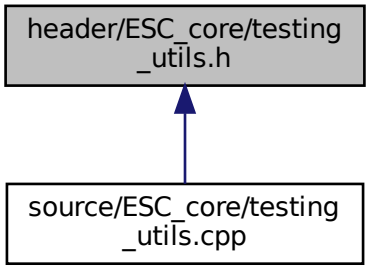
Header file for various testing utilities.

```
#include "constants.h"
#include "includes.h"
```

Include dependency graph for testing_utils.h:



This graph shows which files directly or indirectly include this file:



Functions

- void printGreen (std::string)

  A function that sends green text to std::cout.
- void printGold (std::string)

  A function that sends gold text to std::cout.
- void printRed (std::string)

  A function that sends red text to std::cout.
- void testFloatEquals (double, double, std::string, int)

  Tests for the equality of two floating point numbers x and y (to within FLOAT_TOLERANCE).
- void testGreaterThan (double, double, std::string, int)

  Tests if x > y.
- void testGreaterThanOrEqualTo (double, double, std::string, int)

  Tests if x >= y.
- void testLessThan (double, double, std::string, int)

  Tests if x < y.
- void testLessThanOrEqualTo (double, double, std::string, int)

  Tests if x <= y.
- void testTruth (bool, std::string, int)

  Tests if the given statement is true.
- void expectedErrorNotDetected (std::string, int)

  A utility function to print out a meaningful error message whenever an expected error fails to be thrown/caught/detected.

5.7.1 Detailed Description

Header file for various testing utilities.

This is a library of utility functions used throughout the various test suites.

5.7.2 Function Documentation

5.7.2.1 expectedErrorNotDetected()

```
void expectedErrorNotDetected (
            std::string file,
            int line )
```

A utility function to print out a meaningful error message whenever an expected error fails to be thrown/caught/detected.

Parameters

file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
430 {
431     std::string error_str = "\n ERROR  failed to throw expected error prior to line ";
432     error_str += std::to_string(line);
433     error_str += " of ";
434     error_str += file;
435
436     #ifdef _WIN32
437         std::cout « error_str « std::endl;
438     #endif
439
440     throw std::runtime_error(error_str);
441     return;
442 }   /* expectedErrorNotDetected() */
```

5.7.2.2 printGold()

```
void printGold (
            std::string input_str )
```

A function that sends gold text to std::cout.

Parameters

input_str	The text of the string to be sent to std::cout.

```
82 {
83     std::cout « "\x1B[33m" « input_str « "\033[0m";
84     return;
85 }   /* printGold() */
```

5.7.2.3 printGreen()

```
void printGreen (
            std::string input_str )
```

A function that sends green text to std::cout.

Parameters

input_str	The text of the string to be sent to std::cout.

```
62 {
63     std::cout « "\x1B[32m" « input_str « "\033[0m";
64     return;
65 }   /* printGreen() */
```

5.7.2.4 printRed()

```
void printRed (
            std::string input_str )
```

A function that sends red text to std::cout.

Parameters

input_str	The text of the string to be sent to std::cout.

```
102 {
103     std::cout « "\x1B[31m" « input_str « "\033[0m";
104     return;
105 }   /* printRed() */
```

5.7.2.5 testFloatEquals()

```
void testFloatEquals (
            double x,
            double y,
            std::string file,
            int line )
```

Tests for the equality of two floating point numbers *x* and *y* (to within FLOAT_TOLERANCE).

Parameters

x	The first of two numbers to test.
y	The second of two numbers to test.
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
136 {
137     if (fabs(x - y) <= FLOAT_TOLERANCE) {
138         return;
```

```
139     }
140
141     std::string error_str = "ERROR: testFloatEquals():\t in ";
142     error_str += file;
143     error_str += "\tline ";
144     error_str += std::to_string(line);
145     error_str += ":\t\n";
146     error_str += std::to_string(x);
147     error_str += " and ";
148     error_str += std::to_string(y);
149     error_str += " are not equal to within +/- ";
150     error_str += std::to_string(FLOAT_TOLERANCE);
151     error_str += "\n";
152
153     #ifdef _WIN32
154         std::cout << error_str << std::endl;
155     #endif
156
157     throw std::runtime_error(error_str);
158     return;
159 }   /* testFloatEquals() */
```

5.7.2.6 testGreaterThan()

```
void testGreaterThan (
             double x,
             double y,
             std::string file,
             int line )
```

Tests if x > y.

Parameters

x	The first of two numbers to test.
y	The second of two numbers to test.
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
189 {
190     if (x > y) {
191         return;
192     }
193
194     std::string error_str = "ERROR: testGreaterThan():\t in ";
195     error_str += file;
196     error_str += "\tline ";
197     error_str += std::to_string(line);
198     error_str += ":\t\n";
199     error_str += std::to_string(x);
200     error_str += " is not greater than ";
201     error_str += std::to_string(y);
202     error_str += "\n";
203
204     #ifdef _WIN32
205         std::cout << error_str << std::endl;
206     #endif
207
208     throw std::runtime_error(error_str);
209     return;
210 }   /* testGreaterThan() */
```

5.7.2.7 testGreaterThanOrEqualTo()

```
void testGreaterThanOrEqualTo (
             double x,
```

```
            double y,
            std::string file,
            int line )
```

Tests if x >= y.

Parameters

x	The first of two numbers to test.
y	The second of two numbers to test.
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
240 {
241     if (x >= y) {
242         return;
243     }
244
245     std::string error_str = "ERROR: testGreaterThanOrEqualTo():\t in ";
246     error_str += file;
247     error_str += "\tline ";
248     error_str += std::to_string(line);
249     error_str += ":\t\n";
250     error_str += std::to_string(x);
251     error_str += " is not greater than or equal to ";
252     error_str += std::to_string(y);
253     error_str += "\n";
254
255     #ifdef _WIN32
256         std::cout << error_str << std::endl;
257     #endif
258
259     throw std::runtime_error(error_str);
260     return;
261 }   /* testGreaterThanOrEqualTo() */
```

5.7.2.8 testLessThan()

```
void testLessThan (
            double x,
            double y,
            std::string file,
            int line )
```

Tests if x < y.

Parameters

x	The first of two numbers to test.
y	The second of two numbers to test.
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
291 {
292     if (x < y) {
293         return;
294     }
295
296     std::string error_str = "ERROR: testLessThan():\t in ";
297     error_str += file;
298     error_str += "\tline ";
299     error_str += std::to_string(line);
300     error_str += ":\t\n";
```

```
301     error_str += std::to_string(x);
302     error_str += " is not less than ";
303     error_str += std::to_string(y);
304     error_str += "\n";
305 
306     #ifdef _WIN32
307         std::cout « error_str « std::endl;
308     #endif
309 
310     throw std::runtime_error(error_str);
311     return;
312 }   /* testLessThan() */
```

5.7.2.9 testLessThanOrEqualTo()

```
void testLessThanOrEqualTo (
             double x,
             double y,
             std::string file,
             int line )
```

Tests if x <= y.

Parameters

x	The first of two numbers to test.
y	The second of two numbers to test.
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
342 {
343     if (x <= y) {
344         return;
345     }
346 
347     std::string error_str = "ERROR: testLessThanOrEqualTo():\t in ";
348     error_str += file;
349     error_str += "\tline ";
350     error_str += std::to_string(line);
351     error_str += ":\t\n";
352     error_str += std::to_string(x);
353     error_str += " is not less than or equal to ";
354     error_str += std::to_string(y);
355     error_str += "\n";
356 
357     #ifdef _WIN32
358         std::cout « error_str « std::endl;
359     #endif
360 
361     throw std::runtime_error(error_str);
362     return;
363 }   /* testLessThanOrEqualTo() */
```

5.7.2.10 testTruth()

```
void testTruth (
             bool statement,
             std::string file,
             int line )
```

Tests if the given statement is true.

Parameters

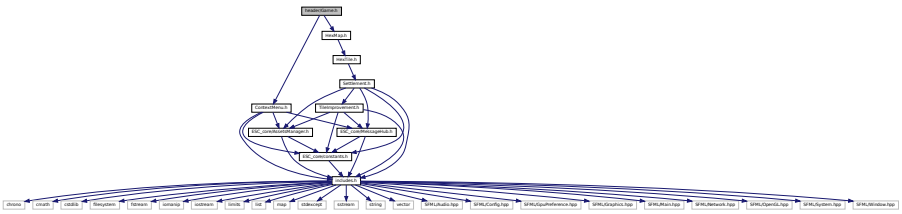
statement	The statement whose truth is to be tested ("1 == 0", for example).
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
390 {
391     if (statement) {
392         return;
393     }
394
395     std::string error_str = "ERROR: testTruth():\t in ";
396     error_str += file;
397     error_str += "\tline ";
398     error_str += std::to_string(line);
399     error_str += ":\t\n";
400     error_str += "Given statement is not true";
401
402     #ifdef _WIN32
403         std::cout « error_str « std::endl;
404     #endif
405
406     throw std::runtime_error(error_str);
407     return;
408 }   /* testTruth() */
```

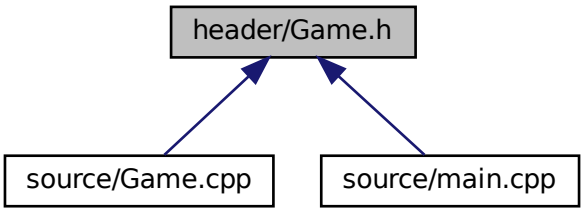
5.8 header/Game.h File Reference

```
#include "HexMap.h"
#include "ContextMenu.h"
```

Include dependency graph for Game.h:



This graph shows which files directly or indirectly include this file:



Classes

- class Game

  A class which acts as the central class for the game, by containing all other classes and implementing the game loop.

Enumerations

- enum GamePhase {
  BUILD_SETTLEMENT , SYSTEM_MANAGEMENT , LOSS_EMISSIONS , LOSS_DEMAND ,
  LOSS_CREDITS , VICTORY , N_GAME_PHASES }

  An enumeration of the various game phases.

5.8.1 Enumeration Type Documentation

5.8.1.1 GamePhase

```
enum GamePhase
```

An enumeration of the various game phases.

Enumerator

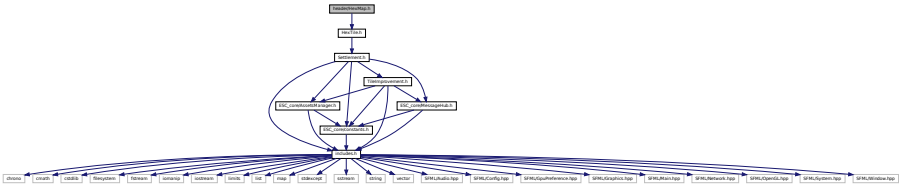
BUILD_SETTLEMENT	The settlement building phase.
SYSTEM_MANAGEMENT	The system management phase (main phase of play).
LOSS_EMISSIONS	A loss due to excessive emissions.
LOSS_DEMAND	A loss due to failing to meet the demand.
LOSS_CREDITS	A loss due to running out of credits.
VICTORY	A victory (12 consecutive months of zero emissions).
N_GAME_PHASES	A simple hack to get the number of elements in GamePhase.

```
32                {
33     BUILD_SETTLEMENT,
34     SYSTEM_MANAGEMENT,
35     LOSS_EMISSIONS,
36     LOSS_DEMAND,
37     LOSS_CREDITS,
38     VICTORY,
39     N_GAME_PHASES
40 };  /* GamePhase */
```

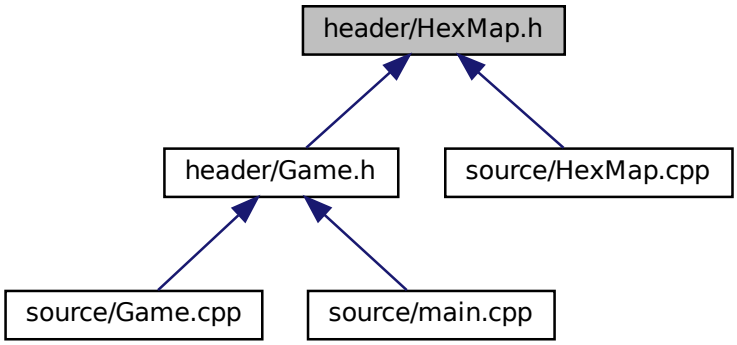
5.9 header/HexMap.h File Reference

Header file for the HexMap class.

```
#include "HexTile.h"
```
Include dependency graph for HexMap.h:



This graph shows which files directly or indirectly include this file:



Classes

- class HexMap

  A class which defines a hex map of hex tiles.

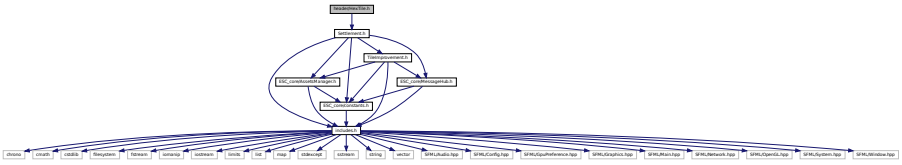
5.9.1 Detailed Description

Header file for the HexMap class.

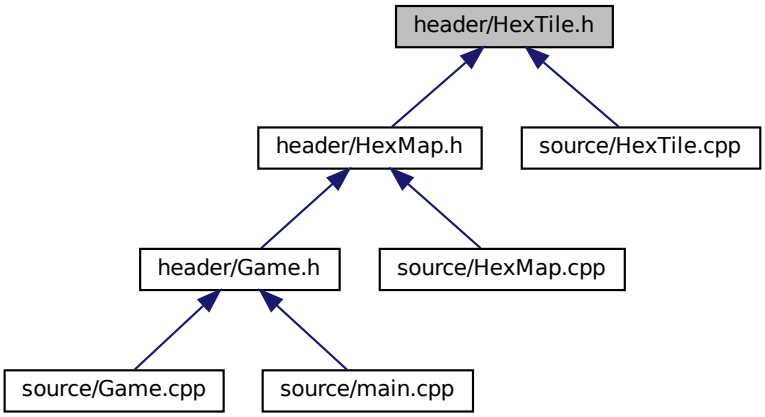
5.10 header/HexTile.h File Reference

Header file for the Game class.

```
#include "Settlement.h"
```
Include dependency graph for HexTile.h:



This graph shows which files directly or indirectly include this file:



Classes

- class HexTile

  A class which defines a hex tile of the hex map.

Enumerations

- enum TileType {
  NONE_TYPE , FOREST , LAKE , MOUNTAINS ,
  OCEAN , PLAINS , N_TILE_TYPES }

  An enumeration of the different tile types.
- enum TileResource {
  POOR , BELOW_AVERAGE , AVERAGE , ABOVE_AVERAGE ,
  GOOD , N_TILE_RESOURCES }

  An enumeration of the different tile resource values.

5.10.1 Detailed Description

Header file for the Game class.

Header file for the HexTile class.

5.10.2 Enumeration Type Documentation

5.10.2.1 TileResource

```
enum TileResource
```

An enumeration of the different tile resource values.

Enumerator

POOR	A poor resource value.
BELOW_AVERAGE	A below average resource value.
AVERAGE	An average resource value.
ABOVE_AVERAGE	An above average resource value.
GOOD	A good resource value.
N_TILE_RESOURCES	A simple hack to get the number of elements in TileResource.

```
48                  {
49     POOR,
50     BELOW_AVERAGE,
51     AVERAGE,
52     ABOVE_AVERAGE,
53     GOOD,
54     N_TILE_RESOURCES
55 };  /* TileResource */
```

5.10.2.2 TileType

```
enum TileType
```

An enumeration of the different tile types.

Enumerator

NONE_TYPE	A dummy tile (for initialization).
FOREST	A forest tile.
LAKE	A lake tile.
MOUNTAINS	A mountains tile.
OCEAN	An ocean tile.
PLAINS	A plains tile.
N_TILE_TYPES	A simple hack to get the number of elements in TileType.

```
31              {
32     NONE_TYPE,
33     FOREST,
34     LAKE,
35     MOUNTAINS,
36     OCEAN,
37     PLAINS,
38     N_TILE_TYPES
39 }; /* TileType */
```

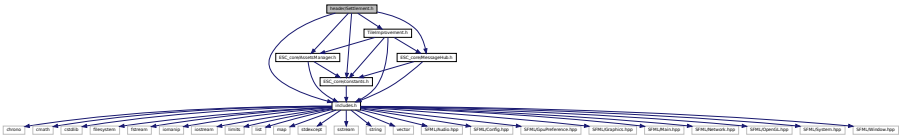
5.11 header/Settlement.h File Reference

Header file for the Settlement class.

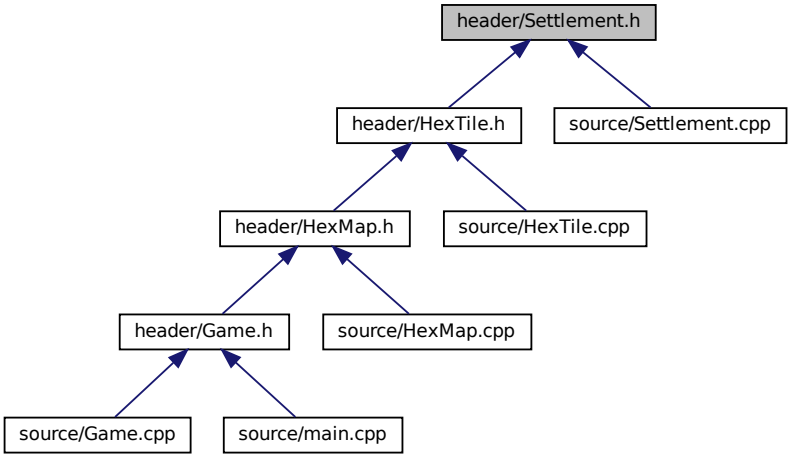
```
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"
#include "ESC_core/MessageHub.h"
```

```
#include "TileImprovement.h"
```

Include dependency graph for Settlement.h:



This graph shows which files directly or indirectly include this file:



Classes

- class Settlement

  A settlement class (child class of TileImprovement).

5.11.1 Detailed Description

Header file for the Settlement class.

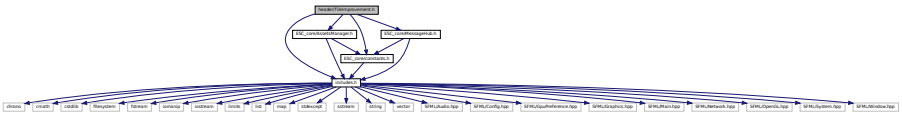
5.12 header/TileImprovement.h File Reference

Header file for the TileImprovement class.

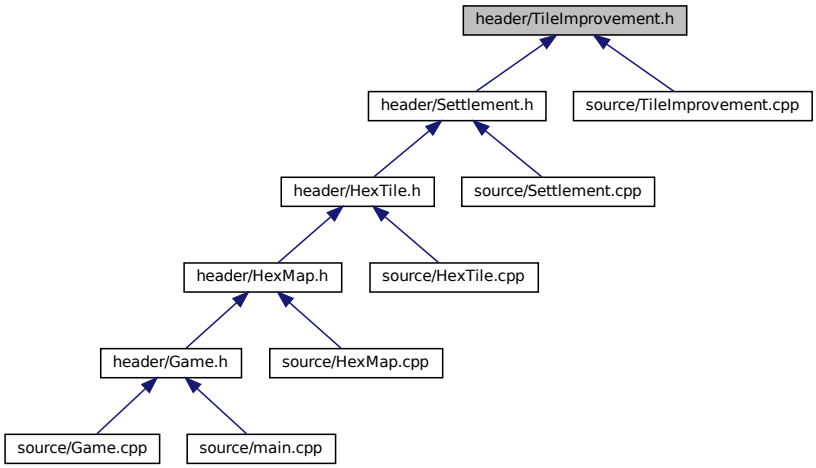
```
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"
```

```
#include "ESC_core/MessageHub.h"
```

Include dependency graph for TileImprovement.h:



This graph shows which files directly or indirectly include this file:



Classes

- class TileImprovement

  A base class for the tile improvement hierarchy.

Enumerations

- enum TileImprovementType {
  SETTLEMENT , SOLAR_PV , WIND_TURBINE , TIDAL_TURBINE ,
  WAVE_ENERGY_CONVERTER , ENERGY_STORAGE_SYSTEM , N_TILE_IMPROVEMENT_TYPES }

  An enumeration of the different tile improvement types.

5.12.1 Detailed Description

Header file for the TileImprovement class.

5.12.2 Enumeration Type Documentation

5.12.2.1 TileImprovementType

```
enum TileImprovementType
```

An enumeration of the different tile improvement types.

Enumerator

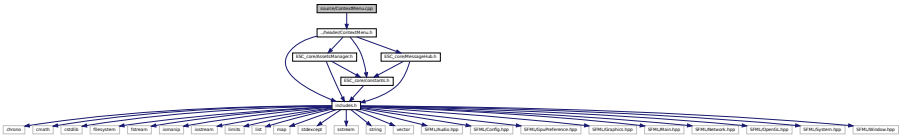
SETTLEMENT	A settlement.
SOLAR_PV	A solar PV array.
WIND_TURBINE	A wind turbine.
TIDAL_TURBINE	A tidal turbine.
WAVE_ENERGY_CONVERTER	A wave energy converter.
ENERGY_STORAGE_SYSTEM	An energy storage system.
N_TILE_IMPROVEMENT_TYPES	A simple hack to get the number of elements in TileImprovementType.

```
34                          {
35     SETTLEMENT,
36     SOLAR_PV,
37     WIND_TURBINE,
38     TIDAL_TURBINE,
39     WAVE_ENERGY_CONVERTER,
40     ENERGY_STORAGE_SYSTEM,
41     N_TILE_IMPROVEMENT_TYPES
42 };  /* TileImprovementType */
```

5.13 source/ContextMenu.cpp File Reference

Implementation file for the ContextMenu class.

`#include "../header/ContextMenu.h"`
Include dependency graph for ContextMenu.cpp:



5.13.1 Detailed Description

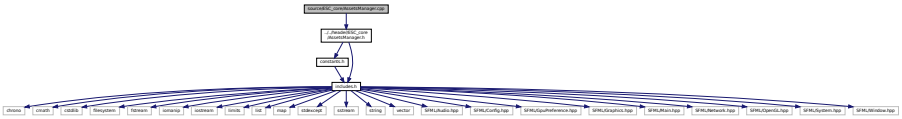
Implementation file for the ContextMenu class.

A class which defines a context menu for the game.

5.14 source/ESC_core/AssetsManager.cpp File Reference

Implementation file for the AssetsManager class.

`#include "../../header/ESC_core/AssetsManager.h"`
Include dependency graph for AssetsManager.cpp:



5.14.1 Detailed Description

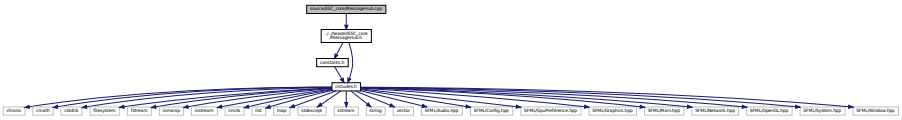
Implementation file for the AssetsManager class.

A class which manages visual and sound assets.

5.15 source/ESC_core/MessageHub.cpp File Reference

Implementation file for the MessageHub class.

```
#include "../../header/ESC_core/MessageHub.h"
```
Include dependency graph for MessageHub.cpp:



5.15.1 Detailed Description

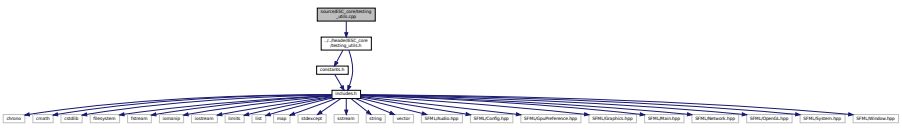
Implementation file for the MessageHub class.

A class which acts as a central hub for inter-object message traffic.

5.16 source/ESC_core/testing_utils.cpp File Reference

Implementation file for various testing utilities.

```
#include "../../header/ESC_core/testing_utils.h"
```
Include dependency graph for testing_utils.cpp:



Functions

- void printGreen (std::string input_str)

  A function that sends green text to std::cout.
- void printGold (std::string input_str)

  A function that sends gold text to std::cout.
- void printRed (std::string input_str)

  A function that sends red text to std::cout.
- void testFloatEquals (double x, double y, std::string file, int line)

  Tests for the equality of two floating point numbers x and y (to within FLOAT_TOLERANCE).
- void testGreaterThan (double x, double y, std::string file, int line)

  Tests if x > y.
- void testGreaterThanOrEqualTo (double x, double y, std::string file, int line)

  Tests if x >= y.
- void testLessThan (double x, double y, std::string file, int line)

  Tests if x < y.
- void testLessThanOrEqualTo (double x, double y, std::string file, int line)

  Tests if x <= y.
- void testTruth (bool statement, std::string file, int line)

  Tests if the given statement is true.
- void expectedErrorNotDetected (std::string file, int line)

  A utility function to print out a meaningful error message whenever an expected error fails to be thrown/caught/detected.

5.16.1 Detailed Description

Implementation file for various testing utilities.

This is a library of utility functions used throughout the various test suites.

5.16.2 Function Documentation

5.16.2.1 expectedErrorNotDetected()

```
void expectedErrorNotDetected (
            std::string file,
            int line )
```

A utility function to print out a meaningful error message whenever an expected error fails to be thrown/caught/detected.

Parameters

file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
430 {
431     std::string error_str = "\n ERROR  failed to throw expected error prior to line ";
432     error_str += std::to_string(line);
```

```
433     error_str += " of ";
434     error_str += file;
435
436     #ifdef _WIN32
437         std::cout « error_str « std::endl;
438     #endif
439
440     throw std::runtime_error(error_str);
441     return;
442 }   /* expectedErrorNotDetected() */
```

5.16.2.2 printGold()

```
void printGold (
              std::string input_str )
```

A function that sends gold text to std::cout.

Parameters

input_str	The text of the string to be sent to std::cout.

```
82 {
83     std::cout « "\x1B[33m" « input_str « "\033[0m";
84     return;
85 }   /* printGold() */
```

5.16.2.3 printGreen()

```
void printGreen (
              std::string input_str )
```

A function that sends green text to std::cout.

Parameters

input_str	The text of the string to be sent to std::cout.

```
62 {
63     std::cout « "\x1B[32m" « input_str « "\033[0m";
64     return;
65 }   /* printGreen() */
```

5.16.2.4 printRed()

```
void printRed (
              std::string input_str )
```

A function that sends red text to std::cout.

Parameters

input_str	The text of the string to be sent to std::cout.

```
102 {
103     std::cout « "\x1B[31m" « input_str « "\033[0m";
104     return;
105 }   /* printRed() */
```

5.16.2.5 testFloatEquals()

```
void testFloatEquals (
              double x,
              double y,
              std::string file,
              int line )
```

Tests for the equality of two floating point numbers *x* and *y* (to within FLOAT_TOLERANCE).

Parameters

x	The first of two numbers to test.
y	The second of two numbers to test.
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
136 {
137     if (fabs(x - y) <= FLOAT_TOLERANCE) {
138         return;
139     }
140 
141     std::string error_str = "ERROR: testFloatEquals():\t in ";
142     error_str += file;
143     error_str += "\tline ";
144     error_str += std::to_string(line);
145     error_str += ":\t\n";
146     error_str += std::to_string(x);
147     error_str += " and ";
148     error_str += std::to_string(y);
149     error_str += " are not equal to within +/- ";
150     error_str += std::to_string(FLOAT_TOLERANCE);
151     error_str += "\n";
152 
153     #ifdef _WIN32
154         std::cout « error_str « std::endl;
155     #endif
156 
157     throw std::runtime_error(error_str);
158     return;
159 }   /* testFloatEquals() */
```

5.16.2.6 testGreaterThan()

```
void testGreaterThan (
              double x,
              double y,
              std::string file,
              int line )
```

Tests if x $>$ y.

Parameters

x	The first of two numbers to test.
y	The second of two numbers to test.
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
189 {
190     if (x > y) {
191         return;
192     }
193
194     std::string error_str = "ERROR: testGreaterThan():\t in ";
195     error_str += file;
196     error_str += "\tline ";
197     error_str += std::to_string(line);
198     error_str += ":\t\n";
199     error_str += std::to_string(x);
200     error_str += " is not greater than ";
201     error_str += std::to_string(y);
202     error_str += "\n";
203
204     #ifdef _WIN32
205         std::cout « error_str « std::endl;
206     #endif
207
208     throw std::runtime_error(error_str);
209     return;
210 }   /* testGreaterThan() */
```

5.16.2.7 testGreaterThanOrEqualTo()

```
void testGreaterThanOrEqualTo (
              double x,
              double y,
              std::string file,
              int line )
```

Tests if x >= y.

Parameters

x	The first of two numbers to test.
y	The second of two numbers to test.
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
240 {
241     if (x >= y) {
242         return;
243     }
244
245     std::string error_str = "ERROR: testGreaterThanOrEqualTo():\t in ";
246     error_str += file;
247     error_str += "\tline ";
248     error_str += std::to_string(line);
249     error_str += ":\t\n";
250     error_str += std::to_string(x);
251     error_str += " is not greater than or equal to ";
252     error_str += std::to_string(y);
253     error_str += "\n";
254
255     #ifdef _WIN32
256         std::cout « error_str « std::endl;
257     #endif
258
259     throw std::runtime_error(error_str);
```

```
260     return;
261 }   /* testGreaterThanOrEqualTo() */
```

5.16.2.8 testLessThan()

```
void testLessThan (
            double x,
            double y,
            std::string file,
            int line )
```

Tests if x < y.

Parameters

x	The first of two numbers to test.
y	The second of two numbers to test.
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
291 {
292     if (x < y) {
293         return;
294     }
295 
296     std::string error_str = "ERROR: testLessThan():\t in ";
297     error_str += file;
298     error_str += "\tline ";
299     error_str += std::to_string(line);
300     error_str += ":\t\n";
301     error_str += std::to_string(x);
302     error_str += " is not less than ";
303     error_str += std::to_string(y);
304     error_str += "\n";
305 
306     #ifdef _WIN32
307         std::cout « error_str « std::endl;
308     #endif
309 
310     throw std::runtime_error(error_str);
311     return;
312 }   /* testLessThan() */
```

5.16.2.9 testLessThanOrEqualTo()

```
void testLessThanOrEqualTo (
            double x,
            double y,
            std::string file,
            int line )
```

Tests if x <= y.

Parameters

x	The first of two numbers to test.
y	The second of two numbers to test.
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
342 {
343     if (x <= y) {
344         return;
345     }
346 
347     std::string error_str = "ERROR: testLessThanOrEqualTo():\t in ";
348     error_str += file;
349     error_str += "\tline ";
350     error_str += std::to_string(line);
351     error_str += ":\t\n";
352     error_str += std::to_string(x);
353     error_str += " is not less than or equal to ";
354     error_str += std::to_string(y);
355     error_str += "\n";
356 
357     #ifdef _WIN32
358         std::cout « error_str « std::endl;
359     #endif
360 
361     throw std::runtime_error(error_str);
362     return;
363 }   /* testLessThanOrEqualTo() */
```

5.16.2.10 testTruth()

```
void testTruth (
              bool statement,
              std::string file,
              int line )
```

Tests if the given statement is true.

Parameters

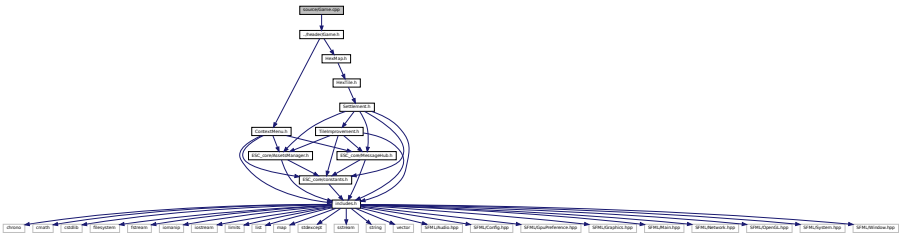
statement	The statement whose truth is to be tested ("1 == 0", for example).
file	The file in which the test is applied (you should be able to just pass in "__FILE__").
line	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
390 {
391     if (statement) {
392         return;
393     }
394 
395     std::string error_str = "ERROR: testTruth():\t in ";
396     error_str += file;
397     error_str += "\tline ";
398     error_str += std::to_string(line);
399     error_str += ":\t\n";
400     error_str += "Given statement is not true";
401 
402     #ifdef _WIN32
403         std::cout « error_str « std::endl;
404     #endif
405 
406     throw std::runtime_error(error_str);
407     return;
408 }   /* testTruth() */
```

5.17 source/Game.cpp File Reference

Implementation file for the Game class.

```
#include "../header/Game.h"
```
Include dependency graph for Game.cpp:



5.17.1 Detailed Description

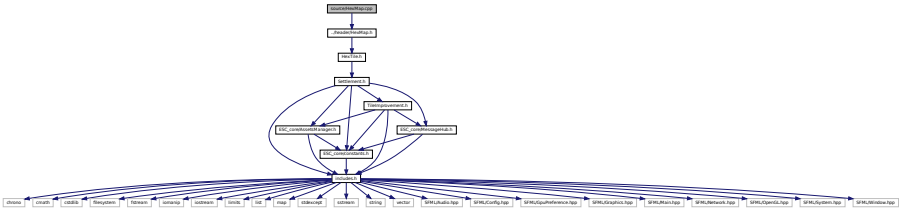
Implementation file for the Game class.

A class which defines a tile of a hex map.

5.18 source/HexMap.cpp File Reference

Implementation file for the HexMap class.

```
#include "../header/HexMap.h"
```
Include dependency graph for HexMap.cpp:



5.18.1 Detailed Description

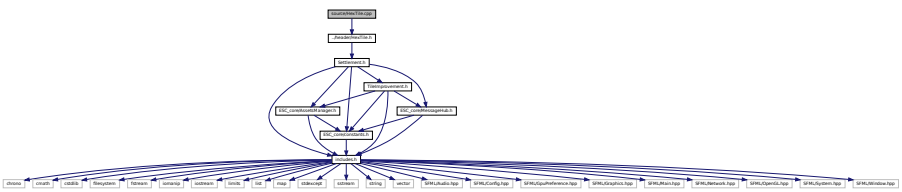
Implementation file for the HexMap class.

A class which defines a hex map of hex tiles.

5.19 source/HexTile.cpp File Reference

Implementation file for the HexTile class.

```
#include "../header/HexTile.h"
```
Include dependency graph for HexTile.cpp:



5.19.1 Detailed Description

Implementation file for the HexTile class.

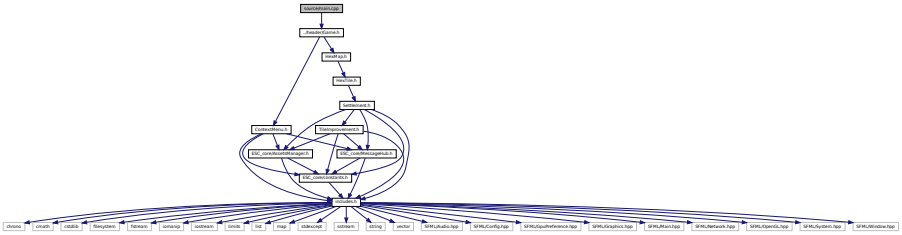
A class which defines a tile of a hex map.

5.20 source/main.cpp File Reference

Implementation file for main() for Road To Zero.

```
#include "../header/Game.h"
```

Include dependency graph for main.cpp:



Functions

- void loadAssets (AssetsManager *assets_manager_ptr)

  Helper function to load game assets.
- sf::RenderWindow * constructRenderWindow (void)

  Helper function to construct render window.
- int main (int argc, char **argv)

5.20.1 Detailed Description

Implementation file for main() for Road To Zero.

5.20.2 Function Documentation

5.20.2.1 constructRenderWindow()

```
sf::RenderWindow * constructRenderWindow (
            void  )
```

Helper function to construct render window.

Returns

Pointer to the render window.

```
103 {
104     sf::RenderWindow* render_window_ptr = new sf::RenderWindow(
105         sf::VideoMode(GAME_WIDTH, GAME_HEIGHT),
106         "Road To Zero"
107     );
108 
109     return render_window_ptr;
110 }   /* constructRenderWindow() */
```

5.20.2.2 loadAssets()

```
void loadAssets (
            AssetsManager * assets_manager_ptr )
```

Helper function to load game assets.

Parameters

assets_manager_ptr	Pointer to the assets manager.

```
32 {
33     //  1. load font assets
34     assets_manager_ptr->loadFont("assets/fonts/DroidSansMono.ttf", "DroidSansMono");
35     assets_manager_ptr->loadFont("assets/fonts/Glass_TTY_VT220.ttf", "Glass_TTY_VT220");
36
37
38     //  2. load tile sheets
39     assets_manager_ptr->loadTexture(
40         "assets/tile_sheets/pine_tree_64x64_1.png",
41         "pine_tree_64x64_1"
42     );
43
44     assets_manager_ptr->loadTexture(
45         "assets/tile_sheets/wheat_64x64_1.png",
46         "wheat_64x64_1"
47     );
48
49     assets_manager_ptr->loadTexture(
50         "assets/tile_sheets/mountain_64x64_1.png",
51         "mountain_64x64_1"
52     );
53
54     assets_manager_ptr->loadTexture(
55         "assets/tile_sheets/water_waves_64x64_1.png",
56         "water_waves_64x64_1"
57     );
58
59     assets_manager_ptr->loadTexture(
60         "assets/tile_sheets/water_shimmer_64x64_1.png",
61         "water_shimmer_64x64_1"
62     );
63
64     assets_manager_ptr->loadTexture(
65         "assets/tile_sheets/brick_house_64x64_1.png",
66         "brick_house_64x64_1"
67     );
68
69     assets_manager_ptr->loadTexture(
70         "assets/tile_sheets/magnifying_glass_64x64_1.png",
71         "magnifying_glass_64x64_1"
72     );
73
74
75     //  3. load sounds
76     assets_manager_ptr->loadSound(
77         "assets/audio/samples/mixkit-apartment-buzzer-bell-press-932.ogg",
78         "insufficient credits"
79     );
80
81     assets_manager_ptr->loadSound(
82         "assets/audio/samples/mixkit-sci-fi-click-900.ogg",
83         "resource assessment"
84     );
85
86     return;
87 }   /* loadAssets() */
```

5.20.2.3 main()

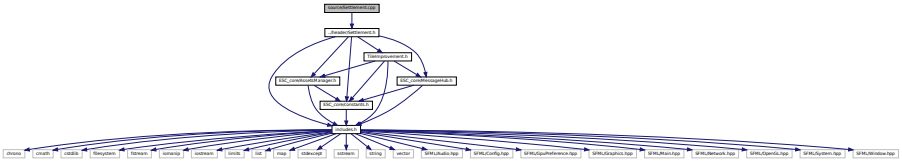
```
int main (
            int argc,
            char ** argv )
```

```
119 {
120     //  1. load assets
121     AssetsManager assets_manager;
122     loadAssets(&assets_manager);
123 
124     //  2. construct render window
125     sf::RenderWindow* render_window_ptr = constructRenderWindow();
126 
127     //  3. start game loop
128     bool quit_game = false;
129 
130     while (not quit_game) {
131         Game game(render_window_ptr, &assets_manager);
132         quit_game = game.run();
133     }
134 
135     //  4. clean up
136     render_window_ptr->close();
137     delete render_window_ptr;
138 
139     return 0;
140 }   /* main() */
```

5.21 source/Settlement.cpp File Reference

Implementation file for the Settlement class.

`#include "../header/Settlement.h"`
Include dependency graph for Settlement.cpp:



5.21.1 Detailed Description

Implementation file for the Settlement class.

A base class for the tile improvement hierarchy.

5.22 source/TileImprovement.cpp File Reference

Implementation file for the TileImprovement class.

`#include "../header/TileImprovement.h"`
Include dependency graph for TileImprovement.cpp:

5.22.1 Detailed Description

Implementation file for the TileImprovement class.

A base class for the tile improvement hierarchy.

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