

## Road To Zero - The Microgrid Management Game

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<b>1 Hierarchical Index</b>	<b>1</b>
1.1 Class Hierarchy	1
<b>2 Class Index</b>	<b>3</b>
2.1 Class List	3
<b>3 File Index</b>	<b>5</b>
3.1 File List	5
<b>4 Class Documentation</b>	<b>7</b>
4.1 AssetsManager Class Reference	7
4.1.1 Detailed Description	8
4.1.2 Constructor & Destructor Documentation	8
4.1.2.1 AssetsManager()	8
4.1.2.2 ~AssetsManager()	9
4.1.3 Member Function Documentation	9
4.1.3.1 __loadSoundBuffer()	9
4.1.3.2 clear()	10
4.1.3.3 getCurrentTrackKey()	11
4.1.3.4 getFont()	11
4.1.3.5 getSound()	12
4.1.3.6 getSoundBuffer()	12
4.1.3.7 getTexture()	13
4.1.3.8 getTrackStatus()	13
4.1.3.9 loadFont()	14
4.1.3.10 loadSound()	14
4.1.3.11 loadTexture()	15
4.1.3.12 loadTrack()	16
4.1.3.13 nextTrack()	17
4.1.3.14 pauseTrack()	17
4.1.3.15 playTrack()	17
4.1.3.16 previousTrack()	17
4.1.3.17 stopTrack()	18
4.1.4 Member Data Documentation	18
4.1.4.1 current_track	18
4.1.4.2 font_map	18
4.1.4.3 sound_map	18
4.1.4.4 soundbuffer_map	18
4.1.4.5 texture_map	19
4.1.4.6 track_map	19
4.2 ContextMenu Class Reference	19
4.2.1 Detailed Description	21
4.2.2 Constructor & Destructor Documentation	21

4.2.2.1 ContextMenu()	21
4.2.2.2 ~ContextMenu()	22
4.2.3 Member Function Documentation	22
4.2.3.1 __drawConsoleScreenFrame()	22
4.2.3.2 __drawConsoleText()	23
4.2.3.3 __drawVisualScreenFrame()	24
4.2.3.4 __handleKeyPressEvents()	24
4.2.3.5 __handleMouseButtonEvents()	25
4.2.3.6 __sendQuitGameMessage()	25
4.2.3.7 __sendRestartGameMessage()	26
4.2.3.8 __setConsoleState()	26
4.2.3.9 __setConsoleString()	26
4.2.3.10 __setUpConsoleScreen()	27
4.2.3.11 __setUpConsoleScreenFrame()	27
4.2.3.12 __setUpMenuFrame()	29
4.2.3.13 __setUpVisualScreen()	30
4.2.3.14 __setUpVisualScreenFrame()	30
4.2.3.15 draw()	32
4.2.3.16 processEvent()	32
4.2.3.17 processMessage()	32
4.2.4 Member Data Documentation	33
4.2.4.1 assets_manager_ptr	33
4.2.4.2 console_screen	33
4.2.4.3 console_screen_frame_bottom	34
4.2.4.4 console_screen_frame_left	34
4.2.4.5 console_screen_frame_right	34
4.2.4.6 console_screen_frame_top	34
4.2.4.7 console_state	34
4.2.4.8 console_string	34
4.2.4.9 console_string_changed	35
4.2.4.10 console_substring_idx	35
4.2.4.11 event_ptr	35
4.2.4.12 frame	35
4.2.4.13 game_menu_up	35
4.2.4.14 menu_frame	35
4.2.4.15 message_hub_ptr	36
4.2.4.16 position_x	36
4.2.4.17 position_y	36
4.2.4.18 render_window_ptr	36
4.2.4.19 visual_screen	36
4.2.4.20 visual_screen_frame_bottom	36
4.2.4.21 visual_screen_frame_left	37

4.2.4.22 visual_screen_frame_right . . . . .	37
4.2.4.23 visual_screen_frame_top . . . . .	37
4.3 DieselGenerator Class Reference . . . . .	37
4.3.1 Detailed Description . . . . .	39
4.3.2 Constructor & Destructor Documentation . . . . .	39
4.3.2.1 DieselGenerator() . . . . .	40
4.3.2.2 ~DieselGenerator() . . . . .	41
4.3.3 Member Function Documentation . . . . .	41
4.3.3.1 __breakdown() . . . . .	41
4.3.3.2 __computeProductionCosts() . . . . .	41
4.3.3.3 __drawProductionMenu() . . . . .	42
4.3.3.4 __handleKeyPressEvents() . . . . .	42
4.3.3.5 __handleMouseButtonEvents() . . . . .	43
4.3.3.6 __repair() . . . . .	44
4.3.3.7 __sendImprovementStateMessage() . . . . .	44
4.3.3.8 __setUpTileImprovementSpriteAnimated() . . . . .	45
4.3.3.9 __upgrade() . . . . .	45
4.3.3.10 advanceTurn() . . . . .	46
4.3.3.11 draw() . . . . .	46
4.3.3.12 getTileOptionsSubstring() . . . . .	48
4.3.3.13 processEvent() . . . . .	49
4.3.3.14 processMessage() . . . . .	50
4.3.3.15 setIsSelected() . . . . .	50
4.3.4 Member Data Documentation . . . . .	50
4.3.4.1 capacity_kW . . . . .	50
4.3.4.2 emissions_tonnes_CO2e . . . . .	50
4.3.4.3 fuel_cost . . . . .	51
4.3.4.4 max_production_MWh . . . . .	51
4.3.4.5 production_MWh . . . . .	51
4.3.4.6 smoke_da . . . . .	51
4.3.4.7 smoke_dx . . . . .	51
4.3.4.8 smoke_dy . . . . .	51
4.3.4.9 smoke_prob . . . . .	52
4.3.4.10 smoke_sprite_list . . . . .	52
4.4 EnergyStorageSystem Class Reference . . . . .	52
4.4.1 Detailed Description . . . . .	54
4.4.2 Constructor & Destructor Documentation . . . . .	54
4.4.2.1 EnergyStorageSystem() . . . . .	54
4.4.2.2 ~EnergyStorageSystem() . . . . .	55
4.4.3 Member Function Documentation . . . . .	55
4.4.3.1 __handleKeyPressEvents() . . . . .	55
4.4.3.2 __handleMouseButtonEvents() . . . . .	56

4.4.3.3 __setUpProductionMenu()	56
4.4.3.4 __setUpTileImprovementSpriteStatic()	57
4.4.3.5 __upgrade()	57
4.4.3.6 draw()	58
4.4.3.7 getTileOptionsSubstring()	58
4.4.3.8 processEvent()	59
4.4.3.9 processMessage()	59
4.4.3.10 setIsSelected()	59
4.4.4 Member Data Documentation	60
4.4.4.1 capacity_MWh	60
4.4.4.2 charge_MWh	60
4.5 Game Class Reference	60
4.5.1 Detailed Description	63
4.5.2 Constructor & Destructor Documentation	64
4.5.2.1 Game()	64
4.5.2.2 ~Game()	65
4.5.3 Member Function Documentation	65
4.5.3.1 __advanceTurn()	65
4.5.3.2 __checkTerminatingConditions()	66
4.5.3.3 __computeCurrentDemand()	66
4.5.3.4 __draw()	67
4.5.3.5 __drawFrameClockOverlay()	68
4.5.3.6 __drawHUD()	68
4.5.3.7 __drawLossCredits()	70
4.5.3.8 __drawLossDemand()	70
4.5.3.9 __drawLossEmissions()	71
4.5.3.10 __drawTurnSummary()	72
4.5.3.11 __drawVictory()	72
4.5.3.12 __handleImprovementStateMessage()	73
4.5.3.13 __handleKeyPressEvents()	74
4.5.3.14 __handleMouseButtonEvents()	74
4.5.3.15 __insufficientCreditsAlarm()	75
4.5.3.16 __processEvent()	76
4.5.3.17 __processMessage()	76
4.5.3.18 __sendCreditsEarnedMessage()	78
4.5.3.19 __sendGameStateMessage()	78
4.5.3.20 __sendTurnAdvanceMessage()	79
4.5.3.21 __summarizeTurn()	80
4.5.3.22 __toggleFrameClockOverlay()	81
4.5.3.23 run()	81
4.5.4 Member Data Documentation	83
4.5.4.1 assets_manager_ptr	83

4.5.4.2 <a href="#">check_terminating_conditions</a>	83
4.5.4.3 <a href="#">clock</a>	83
4.5.4.4 <a href="#">consecutive_zero_emissions_months</a>	83
4.5.4.5 <a href="#">context_menu_ptr</a>	83
4.5.4.6 <a href="#">credits</a>	84
4.5.4.7 <a href="#">cumulative_emissions_tonnes</a>	84
4.5.4.8 <a href="#">demand_MWh</a>	84
4.5.4.9 <a href="#">demand_remaining_MWh</a>	84
4.5.4.10 <a href="#">demand_served_MWh</a>	84
4.5.4.11 <a href="#">demand_vec_MWh</a>	84
4.5.4.12 <a href="#">dispatch_income</a>	85
4.5.4.13 <a href="#">event</a>	85
4.5.4.14 <a href="#">frame</a>	85
4.5.4.15 <a href="#">game_loop_broken</a>	85
4.5.4.16 <a href="#">game_phase</a>	85
4.5.4.17 <a href="#">hex_map_ptr</a>	85
4.5.4.18 <a href="#">message_deadlock</a>	86
4.5.4.19 <a href="#">message_deadlock_frame</a>	86
4.5.4.20 <a href="#">message_hub</a>	86
4.5.4.21 <a href="#">month</a>	86
4.5.4.22 <a href="#">net_credit_flow</a>	86
4.5.4.23 <a href="#">overproduction_MWh</a>	86
4.5.4.24 <a href="#">overproduction_penalty</a>	87
4.5.4.25 <a href="#">past_demand_MWh</a>	87
4.5.4.26 <a href="#">population</a>	87
4.5.4.27 <a href="#">quit_game</a>	87
4.5.4.28 <a href="#">render_window_ptr</a>	87
4.5.4.29 <a href="#">show_frame_clock_overlay</a>	87
4.5.4.30 <a href="#">show_tutorial</a>	88
4.5.4.31 <a href="#">substring_idx</a>	88
4.5.4.32 <a href="#">time_since_start_s</a>	88
4.5.4.33 <a href="#">turn</a>	88
4.5.4.34 <a href="#">turn_emissions_tonnes</a>	88
4.5.4.35 <a href="#">turn_end</a>	88
4.5.4.36 <a href="#">turn_fuel_cost</a>	89
4.5.4.37 <a href="#">turn_operation_maintenance_cost</a>	89
4.5.4.38 <a href="#">turn_summary_string</a>	89
4.5.4.39 <a href="#">turn_summary_text</a>	89
4.5.4.40 <a href="#">year</a>	89
4.6 <a href="#">HexMap Class Reference</a>	90
4.6.1 <a href="#">Detailed Description</a>	92
4.6.2 <a href="#">Constructor &amp; Destructor Documentation</a>	92

4.6.2.1 HexMap()	92
4.6.2.2 ~HexMap()	93
4.6.3 Member Function Documentation	93
4.6.3.1 __assembleHexMap()	94
4.6.3.2 __assessNeighbours()	94
4.6.3.3 __buildDrawOrderVector()	94
4.6.3.4 __enforceOceanContinuity()	95
4.6.3.5 __getMajorityTileType()	96
4.6.3.6 __getNeighboursVector()	97
4.6.3.7 __getNoise()	97
4.6.3.8 __getSelectedTile()	99
4.6.3.9 __getValidMapIndexPositions()	99
4.6.3.10 __handleKeyPressEvents()	100
4.6.3.11 __handleMouseButtonEvents()	101
4.6.3.12 __isLakeTouchingOcean()	101
4.6.3.13 __layTiles()	102
4.6.3.14 __procedurallyGenerateTileResources()	104
4.6.3.15 __procedurallyGenerateTileTypes()	104
4.6.3.16 __sendNoTileSelectedMessage()	105
4.6.3.17 __setUpGlassScreen()	105
4.6.3.18 __smoothTileTypes()	106
4.6.3.19 assess()	106
4.6.3.20 clear()	106
4.6.3.21 draw()	107
4.6.3.22 processEvent()	108
4.6.3.23 processMessage()	108
4.6.3.24 reroll()	109
4.6.3.25 toggleResourceOverlay()	109
4.6.4 Member Data Documentation	109
4.6.4.1 assets_manager_ptr	109
4.6.4.2 border_tiles_vec	110
4.6.4.3 event_ptr	110
4.6.4.4 frame	110
4.6.4.5 glass_screen	110
4.6.4.6 hex_draw_order_vec	110
4.6.4.7 hex_map	110
4.6.4.8 message_hub_ptr	111
4.6.4.9 n_layers	111
4.6.4.10 n_tiles	111
4.6.4.11 position_x	111
4.6.4.12 position_y	111
4.6.4.13 render_window_ptr	111



4.6.4.14 show_resource	112
4.6.4.15 tile_position_x_vec	112
4.6.4.16 tile_position_y_vec	112
4.6.4.17 tile_selected	112
4.7 HexTile Class Reference	112
4.7.1 Detailed Description	117
4.7.2 Constructor & Destructor Documentation	117
4.7.2.1 HexTile()	117
4.7.2.2 ~HexTile()	118
4.7.3 Member Function Documentation	118
4.7.3.1 __buildDieselGenerator()	118
4.7.3.2 __buildEnergyStorage()	119
4.7.3.3 __buildSettlement()	119
4.7.3.4 __buildSolarPV()	120
4.7.3.5 __buildTidalTurbine()	121
4.7.3.6 __buildWaveEnergyConverter()	121
4.7.3.7 __buildWindTurbine()	122
4.7.3.8 __clearDecoration()	122
4.7.3.9 __closeBuildMenu()	123
4.7.3.10 __getTileCoordsSubstring()	123
4.7.3.11 __getTileImprovementSubstring()	124
4.7.3.12 __getTileOptionsSubstring()	124
4.7.3.13 __getTileResourceSubstring()	125
4.7.3.14 __getTileTypeSubstring()	126
4.7.3.15 __handleKeyPressEvents()	127
4.7.3.16 __handleKeyReleaseEvents()	131
4.7.3.17 __handleMouseButtonEvents()	132
4.7.3.18 __isClicked()	132
4.7.3.19 __openBuildMenu()	133
4.7.3.20 __scrapImprovement()	133
4.7.3.21 __sendAssessNeighboursMessage()	134
4.7.3.22 __sendCreditsSpentMessage()	134
4.7.3.23 __sendGameStateRequest()	134
4.7.3.24 __sendInsufficientCreditsMessage()	135
4.7.3.25 __sendTileSelectedMessage()	135
4.7.3.26 __sendTileStateMessage()	136
4.7.3.27 __sendUpdateGamePhaseMessage()	136
4.7.3.28 __setIsSelected()	136
4.7.3.29 __setResourceText()	138
4.7.3.30 __setUpBuildMenu()	139
4.7.3.31 __setUpBuildOption()	140
4.7.3.32 __setUpDieselGeneratorBuildOption()	141

4.7.3.33 __setUpEnergyStorageSystemBuildOption()	141
4.7.3.34 __setUpMagnifyingGlassSprite()	142
4.7.3.35 __setUpNodeSprite()	142
4.7.3.36 __setUpResourceChipSprite()	143
4.7.3.37 __setUpSelectOutlineSprite()	143
4.7.3.38 __setUpSolarPVBuildOption()	143
4.7.3.39 __setUpTidalTurbineBuildOption()	144
4.7.3.40 __setUpTileExplosionReel()	144
4.7.3.41 __setUpTileSprite()	145
4.7.3.42 __setUpWaveEnergyConverterBuildOption()	145
4.7.3.43 __setUpWindTurbineBuildOption()	146
4.7.3.44 assess()	146
4.7.3.45 decorateTile()	147
4.7.3.46 draw()	148
4.7.3.47 processEvent()	149
4.7.3.48 processMessage()	149
4.7.3.49 setTileResource() [1/2]	150
4.7.3.50 setTileResource() [2/2]	151
4.7.3.51 setTileType() [1/2]	151
4.7.3.52 setTileType() [2/2]	152
4.7.3.53 toggleResourceOverlay()	153
4.7.4 Member Data Documentation	153
4.7.4.1 assets_manager_ptr	153
4.7.4.2 build_menu_backing	153
4.7.4.3 build_menu_backing_text	154
4.7.4.4 build_menu_open	154
4.7.4.5 build_menu_options_text_vec	154
4.7.4.6 build_menu_options_vec	154
4.7.4.7 credits	154
4.7.4.8 decoration_cleared	154
4.7.4.9 draw_explosion	155
4.7.4.10 event_ptr	155
4.7.4.11 explosion_frame	155
4.7.4.12 explosion_sprite_reel	155
4.7.4.13 frame	155
4.7.4.14 game_phase	155
4.7.4.15 has_improvement	156
4.7.4.16 is_selected	156
4.7.4.17 magnifying_glass_sprite	156
4.7.4.18 major_radius	156
4.7.4.19 message_hub_ptr	156
4.7.4.20 minor_radius	156

4.7.4.21 node_sprite . . . . .	157
4.7.4.22 position_x . . . . .	157
4.7.4.23 position_y . . . . .	157
4.7.4.24 render_window_ptr . . . . .	157
4.7.4.25 resource_assessed . . . . .	157
4.7.4.26 resource_assessment . . . . .	157
4.7.4.27 resource_chip_sprite . . . . .	158
4.7.4.28 resource_text . . . . .	158
4.7.4.29 scrap_improvement_frame . . . . .	158
4.7.4.30 select_outline_sprite . . . . .	158
4.7.4.31 show_node . . . . .	158
4.7.4.32 show_resource . . . . .	158
4.7.4.33 tile_decoration_sprite . . . . .	159
4.7.4.34 tile_improvement_ptr . . . . .	159
4.7.4.35 tile_resource . . . . .	159
4.7.4.36 tile_sprite . . . . .	159
4.7.4.37 tile_type . . . . .	159
4.8 Message Struct Reference . . . . .	159
4.8.1 Detailed Description . . . . .	160
4.8.2 Member Data Documentation . . . . .	160
4.8.2.1 bool_payload . . . . .	160
4.8.2.2 channel . . . . .	160
4.8.2.3 double_payload . . . . .	160
4.8.2.4 int_payload . . . . .	161
4.8.2.5 number_of_reads . . . . .	161
4.8.2.6 string_payload . . . . .	161
4.8.2.7 subject . . . . .	161
4.8.2.8 vector_payload . . . . .	161
4.9 MessageHub Class Reference . . . . .	161
4.9.1 Detailed Description . . . . .	162
4.9.2 Constructor & Destructor Documentation . . . . .	162
4.9.2.1 MessageHub() . . . . .	163
4.9.2.2 ~MessageHub() . . . . .	163
4.9.3 Member Function Documentation . . . . .	163
4.9.3.1 addChannel() . . . . .	163
4.9.3.2 clear() . . . . .	164
4.9.3.3 clearMessages() . . . . .	164
4.9.3.4 hasTraffic() . . . . .	164
4.9.3.5 incrementMessageRead() . . . . .	165
4.9.3.6 isEmpty() . . . . .	165
4.9.3.7 popMessage() . . . . .	166
4.9.3.8 printState() . . . . .	166

4.9.3.9	receiveMessage()	167
4.9.3.10	removeChannel()	168
4.9.3.11	sendMessage()	168
4.9.4	Member Data Documentation	169
4.9.4.1	message_map	169
4.10	Settlement Class Reference	169
4.10.1	Detailed Description	171
4.10.2	Constructor & Destructor Documentation	171
4.10.2.1	Settlement()	171
4.10.2.2	~Settlement()	172
4.10.3	Member Function Documentation	172
4.10.3.1	__handleKeyPressEvents()	172
4.10.3.2	__handleMouseButtonEvents()	173
4.10.3.3	__setUpCoinSprite()	173
4.10.3.4	__setUpTileImprovementSpriteStatic()	174
4.10.3.5	draw()	174
4.10.3.6	getTileOptionsSubstring()	175
4.10.3.7	processEvent()	176
4.10.3.8	processMessage()	176
4.10.3.9	setIsSelected()	176
4.10.4	Member Data Documentation	177
4.10.4.1	coin_sprite	177
4.10.4.2	draw_coin	177
4.10.4.3	smoke_da	177
4.10.4.4	smoke_dx	177
4.10.4.5	smoke_dy	177
4.10.4.6	smoke_prob	178
4.10.4.7	smoke_sprite_list	178
4.11	SolarPV Class Reference	178
4.11.1	Detailed Description	180
4.11.2	Constructor & Destructor Documentation	181
4.11.2.1	SolarPV()	181
4.11.2.2	~SolarPV()	182
4.11.3	Member Function Documentation	182
4.11.3.1	__breakdown()	182
4.11.3.2	__computeCapacityFactors()	183
4.11.3.3	__computeDispatch()	183
4.11.3.4	__computeProduction()	184
4.11.3.5	__computeProductionCosts()	184
4.11.3.6	__drawProductionMenu()	185
4.11.3.7	__drawUpgradeOptions()	185
4.11.3.8	__handleKeyPressEvents()	187

4.11.3.9	<a href="#">__handleMouseButtonEvents()</a>	187
4.11.3.10	<a href="#">__repair()</a>	188
4.11.3.11	<a href="#">__sendImprovementStateMessage()</a>	188
4.11.3.12	<a href="#">__setUpTileImprovementSpriteStatic()</a>	189
4.11.3.13	<a href="#">__upgradePowerCapacity()</a>	189
4.11.3.14	<a href="#">advanceTurn()</a>	190
4.11.3.15	<a href="#">draw()</a>	190
4.11.3.16	<a href="#">getTileOptionsSubstring()</a>	192
4.11.3.17	<a href="#">processEvent()</a>	193
4.11.3.18	<a href="#">processMessage()</a>	193
4.11.3.19	<a href="#">setIsSelected()</a>	193
4.11.3.20	<a href="#">update()</a>	194
4.11.4	<a href="#">Member Data Documentation</a>	194
4.11.4.1	<a href="#">capacity_factor_vec</a>	194
4.11.4.2	<a href="#">capacity_kW</a>	194
4.11.4.3	<a href="#">dispatch_MWh</a>	194
4.11.4.4	<a href="#">dispatch_vec_MWh</a>	195
4.11.4.5	<a href="#">dispatchable_MWh</a>	195
4.11.4.6	<a href="#">max_daily_production_MWh</a>	195
4.11.4.7	<a href="#">production_MWh</a>	195
4.11.4.8	<a href="#">production_vec_MWh</a>	195
4.12	<a href="#">TidalTurbine Class Reference</a>	196
4.12.1	<a href="#">Detailed Description</a>	198
4.12.2	<a href="#">Constructor &amp; Destructor Documentation</a>	198
4.12.2.1	<a href="#">TidalTurbine()</a>	198
4.12.2.2	<a href="#">~TidalTurbine()</a>	199
4.12.3	<a href="#">Member Function Documentation</a>	199
4.12.3.1	<a href="#">__breakdown()</a>	200
4.12.3.2	<a href="#">__computeCapacityFactors()</a>	200
4.12.3.3	<a href="#">__computeDispatch()</a>	200
4.12.3.4	<a href="#">__computeProduction()</a>	201
4.12.3.5	<a href="#">__computeProductionCosts()</a>	201
4.12.3.6	<a href="#">__drawProductionMenu()</a>	202
4.12.3.7	<a href="#">__drawUpgradeOptions()</a>	202
4.12.3.8	<a href="#">__handleKeyPressEvents()</a>	204
4.12.3.9	<a href="#">__handleMouseButtonEvents()</a>	205
4.12.3.10	<a href="#">__repair()</a>	205
4.12.3.11	<a href="#">__sendImprovementStateMessage()</a>	206
4.12.3.12	<a href="#">__setUpTileImprovementSpriteAnimated()</a>	206
4.12.3.13	<a href="#">__upgradePowerCapacity()</a>	207
4.12.3.14	<a href="#">advanceTurn()</a>	207
4.12.3.15	<a href="#">draw()</a>	208

4.12.3.16	getTileOptionsSubstring()	209
4.12.3.17	processEvent()	210
4.12.3.18	processMessage()	211
4.12.3.19	setIsSelected()	211
4.12.3.20	update()	211
4.12.4	Member Data Documentation	212
4.12.4.1	bobbing_y	212
4.12.4.2	capacity_factor_vec	212
4.12.4.3	capacity_kW	212
4.12.4.4	dispatch_MWh	212
4.12.4.5	dispatch_vec_MWh	212
4.12.4.6	dispatchable_MWh	213
4.12.4.7	max_daily_production_MWh	213
4.12.4.8	production_MWh	213
4.12.4.9	production_vec_MWh	213
4.12.4.10	rotor_drotation	213
4.13	TileImprovement Class Reference	214
4.13.1	Detailed Description	218
4.13.2	Constructor & Destructor Documentation	218
4.13.2.1	TileImprovement()	218
4.13.2.2	~TileImprovement()	219
4.13.3	Member Function Documentation	219
4.13.3.1	__breakdown()	220
4.13.3.2	__closeProductionMenu()	220
4.13.3.3	__closeUpgradeMenu()	220
4.13.3.4	__drawDispatch()	221
4.13.3.5	__handleKeyPressEvents()	221
4.13.3.6	__handleMouseButtonEvents()	222
4.13.3.7	__openProductionMenu()	222
4.13.3.8	__openUpgradeMenu()	223
4.13.3.9	__repair()	223
4.13.3.10	__sendCreditsSpentMessage()	223
4.13.3.11	__sendGameStateRequest()	224
4.13.3.12	__sendInsufficientCreditsMessage()	224
4.13.3.13	__sendTileStateRequest()	224
4.13.3.14	__setUpDispatchIllustration()	225
4.13.3.15	__setUpProductionMenu()	225
4.13.3.16	__setUpUpgradeMenu()	226
4.13.3.17	__upgradeStorageCapacity()	226
4.13.3.18	advanceTurn()	227
4.13.3.19	draw()	227
4.13.3.20	getTileOptionsSubstring()	229

4.13.3.21 processEvent()	229
4.13.3.22 processMessage()	230
4.13.3.23 setIsSelected()	230
4.13.3.24 update()	230
4.13.4 Member Data Documentation	231
4.13.4.1 assets_manager_ptr	231
4.13.4.2 credits	231
4.13.4.3 demand_MWh	231
4.13.4.4 demand_vec_MWh	231
4.13.4.5 dispatch_backing	231
4.13.4.6 dispatch_text	232
4.13.4.7 event_ptr	232
4.13.4.8 frame	232
4.13.4.9 game_phase	232
4.13.4.10 health	232
4.13.4.11 is_broken	232
4.13.4.12 is_running	233
4.13.4.13 is_selected	233
4.13.4.14 just_built	233
4.13.4.15 just_upgraded	233
4.13.4.16 message_hub_ptr	233
4.13.4.17 month	233
4.13.4.18 operation_maintenance_cost	234
4.13.4.19 position_x	234
4.13.4.20 position_y	234
4.13.4.21 production_menu_backing	234
4.13.4.22 production_menu_backing_text	234
4.13.4.23 production_menu_open	234
4.13.4.24 render_window_ptr	235
4.13.4.25 storage_kWh	235
4.13.4.26 storage_level	235
4.13.4.27 storage_upgrade_sprite	235
4.13.4.28 storage_upgrade_sprite_vec	235
4.13.4.29 tile_improvement_sprite_animated	235
4.13.4.30 tile_improvement_sprite_static	236
4.13.4.31 tile_improvement_string	236
4.13.4.32 tile_improvement_type	236
4.13.4.33 tile_resource	236
4.13.4.34 tile_resource_scalar	236
4.13.4.35 upgrade_arrow_sprite	236
4.13.4.36 upgrade_frame	237
4.13.4.37 upgrade_level	237

4.13.4.38 upgrade_menu_backing	237
4.13.4.39 upgrade_menu_backing_text	237
4.13.4.40 upgrade_menu_open	237
4.13.4.41 upgrade_plus_sprite	237
4.14 WaveEnergyConverter Class Reference	238
4.14.1 Detailed Description	240
4.14.2 Constructor & Destructor Documentation	240
4.14.2.1 WaveEnergyConverter()	240
4.14.2.2 ~WaveEnergyConverter()	241
4.14.3 Member Function Documentation	241
4.14.3.1 __breakdown()	242
4.14.3.2 __computeCapacityFactors()	242
4.14.3.3 __computeDispatch()	242
4.14.3.4 __computeProduction()	243
4.14.3.5 __computeProductionCosts()	244
4.14.3.6 __drawProductionMenu()	244
4.14.3.7 __drawUpgradeOptions()	245
4.14.3.8 __handleKeyPressEvents()	246
4.14.3.9 __handleMouseButtonEvents()	247
4.14.3.10 __repair()	248
4.14.3.11 __sendImprovementStateMessage()	248
4.14.3.12 __setUpTileImprovementSpriteAnimated()	248
4.14.3.13 __upgradePowerCapacity()	249
4.14.3.14 advanceTurn()	249
4.14.3.15 draw()	250
4.14.3.16 getTileOptionsSubstring()	252
4.14.3.17 processEvent()	253
4.14.3.18 processMessage()	253
4.14.3.19 setIsSelected()	253
4.14.3.20 update()	254
4.14.4 Member Data Documentation	254
4.14.4.1 bobbing_y	254
4.14.4.2 capacity_factor_vec	254
4.14.4.3 capacity_kW	254
4.14.4.4 dispatch_MWh	255
4.14.4.5 dispatch_vec_MWh	255
4.14.4.6 dispatchable_MWh	255
4.14.4.7 max_daily_production_MWh	255
4.14.4.8 production_MWh	255
4.14.4.9 production_vec_MWh	255
4.15 WindTurbine Class Reference	256
4.15.1 Detailed Description	258



4.15.2 Constructor & Destructor Documentation	258
4.15.2.1 WindTurbine()	258
4.15.2.2 ~WindTurbine()	259
4.15.3 Member Function Documentation	259
4.15.3.1 __breakdown()	260
4.15.3.2 __computeCapacityFactors()	260
4.15.3.3 __computeDispatch()	260
4.15.3.4 __computeProduction()	261
4.15.3.5 __computeProductionCosts()	262
4.15.3.6 __drawProductionMenu()	262
4.15.3.7 __drawUpgradeOptions()	263
4.15.3.8 __handleKeyPressEvents()	264
4.15.3.9 __handleMouseButtonEvents()	265
4.15.3.10 __repair()	266
4.15.3.11 __sendImprovementStateMessage()	266
4.15.3.12 __setUpTileImprovementSpriteAnimated()	266
4.15.3.13 __upgradePowerCapacity()	267
4.15.3.14 advanceTurn()	267
4.15.3.15 draw()	268
4.15.3.16 getTileOptionsSubstring()	269
4.15.3.17 processEvent()	270
4.15.3.18 processMessage()	271
4.15.3.19 setIsSelected()	271
4.15.3.20 update()	271
4.15.4 Member Data Documentation	272
4.15.4.1 capacity_factor_vec	272
4.15.4.2 capacity_kW	272
4.15.4.3 dispatch_MWh	272
4.15.4.4 dispatch_vec_MWh	272
4.15.4.5 dispatchable_MWh	272
4.15.4.6 max_daily_production_MWh	273
4.15.4.7 production_MWh	273
4.15.4.8 production_vec_MWh	273
4.15.4.9 rotor_drotation	273
<b>5 File Documentation</b>	<b>275</b>
5.1 header/ContextMenu.h File Reference	275
5.1.1 Detailed Description	276
5.1.2 Enumeration Type Documentation	276
5.1.2.1 ConsoleState	276
5.2 header/DieselGenerator.h File Reference	276
5.2.1 Detailed Description	277

5.3 header/EnergyStorageSystem.h File Reference . . . . .	277
5.3.1 Detailed Description . . . . .	278
5.4 header/ESC_core/AssetsManager.h File Reference . . . . .	278
5.4.1 Detailed Description . . . . .	279
5.5 header/ESC_core/constants.h File Reference . . . . .	279
5.5.1 Detailed Description . . . . .	282
5.5.2 Function Documentation . . . . .	283
5.5.2.1 FOREST_GREEN() . . . . .	283
5.5.2.2 LAKE_BLUE() . . . . .	283
5.5.2.3 MENU_FRAME_GREY() . . . . .	283
5.5.2.4 MONOCHROME_SCREEN_BACKGROUND() . . . . .	283
5.5.2.5 MONOCHROME_TEXT_AMBER() . . . . .	284
5.5.2.6 MONOCHROME_TEXT_GREEN() . . . . .	284
5.5.2.7 MONOCHROME_TEXT_RED() . . . . .	284
5.5.2.8 MOUNTAINS_GREY() . . . . .	284
5.5.2.9 OCEAN_BLUE() . . . . .	284
5.5.2.10 PLAINS_YELLOW() . . . . .	285
5.5.2.11 RESOURCE_CHIP_GREY() . . . . .	285
5.5.2.12 VISUAL_SCREEN_FRAME_GREY() . . . . .	285
5.5.3 Variable Documentation . . . . .	285
5.5.3.1 BUILD_SETTLEMENT_COST . . . . .	285
5.5.3.2 CLEAR_FOREST_COST . . . . .	285
5.5.3.3 CLEAR_MOUNTAINS_COST . . . . .	286
5.5.3.4 CLEAR_PLAINS_COST . . . . .	286
5.5.3.5 COST_PER_LITRE_DIESEL . . . . .	286
5.5.3.6 CREDITS_PER_MWH_SERVED . . . . .	286
5.5.3.7 DAILY_TIDAL_CAPACITY_FACTOR . . . . .	286
5.5.3.8 DIESEL_GENERATOR_BUILD_COST . . . . .	286
5.5.3.9 DIESEL_OP_MAINT_COST_PER_MWH_PRODUCTION . . . . .	287
5.5.3.10 EMISSIONS_LIFETIME_LIMIT_TONNES . . . . .	287
5.5.3.11 ENERGY_STORAGE_SYSTEM_BUILD_COST . . . . .	287
5.5.3.12 FLOAT_TOLERANCE . . . . .	287
5.5.3.13 FRAMES_PER_SECOND . . . . .	287
5.5.3.14 GAME_CHANNEL . . . . .	287
5.5.3.15 GAME_HEIGHT . . . . .	288
5.5.3.16 GAME_STATE_CHANNEL . . . . .	288
5.5.3.17 GAME_WIDTH . . . . .	288
5.5.3.18 HEX_MAP_CHANNEL . . . . .	288
5.5.3.19 KG_CO2E_PER_LITRE_DIESEL . . . . .	288
5.5.3.20 LITRES_DIESEL_PER_MWH_PRODUCTION . . . . .	288
5.5.3.21 MAX_STORAGE_LEVELS . . . . .	289
5.5.3.22 MAX_UPGRADE_LEVELS . . . . .	289

5.5.3.23 MAXIMUM_DAILY_DEMAND_PER_CAPITA . . . . .	289
5.5.3.24 MEAN_DAILY_DEMAND_RATIOS . . . . .	289
5.5.3.25 MEAN_DAILY_SOLAR_CAPACITY_FACTORS . . . . .	289
5.5.3.26 MEAN_DAILY_WAVE_CAPACITY_FACTORS . . . . .	290
5.5.3.27 MEAN_DAILY_WIND_CAPACITY_FACTORS . . . . .	290
5.5.3.28 NO_TILE_SELECTED_CHANNEL . . . . .	290
5.5.3.29 POPULATION_MONTHLY_GROWTH_RATE . . . . .	290
5.5.3.30 RESOURCE_ASSESSMENT_COST . . . . .	290
5.5.3.31 SCRAP_COST . . . . .	291
5.5.3.32 SECONDS_PER_FRAME . . . . .	291
5.5.3.33 SECONDS_PER_MONTH . . . . .	291
5.5.3.34 SECONDS_PER_YEAR . . . . .	291
5.5.3.35 SETTLEMENT_CHANNEL . . . . .	291
5.5.3.36 SOLAR_OP_MAINT_COST_PER_MWH_PRODUCTION . . . . .	291
5.5.3.37 SOLAR_PV_BUILD_COST . . . . .	292
5.5.3.38 SOLAR_PV_WATER_BUILD_MULTIPLIER . . . . .	292
5.5.3.39 STARTING_CREDITS . . . . .	292
5.5.3.40 STARTING_POPULATION . . . . .	292
5.5.3.41 STDEV_DAILY_DEMAND_RATIOS . . . . .	292
5.5.3.42 STDEV_DAILY_SOLAR_CAPACITY_FACTORS . . . . .	293
5.5.3.43 STDEV_DAILY_WAVE_CAPACITY_FACTORS . . . . .	293
5.5.3.44 STDEV_DAILY_WIND_CAPACITY_FACTORS . . . . .	293
5.5.3.45 TIDAL_OP_MAINT_COST_PER_MWH_PRODUCTION . . . . .	293
5.5.3.46 TIDAL_TURBINE_BUILD_COST . . . . .	294
5.5.3.47 TILE_RESOURCE_CUMULATIVE_PROBABILITIES . . . . .	294
5.5.3.48 TILE_SELECTED_CHANNEL . . . . .	294
5.5.3.49 TILE_STATE_CHANNEL . . . . .	294
5.5.3.50 TILE_TYPE_CUMULATIVE_PROBABILITIES . . . . .	294
5.5.3.51 WAVE_ENERGY_CONVERTER_BUILD_COST . . . . .	295
5.5.3.52 WAVE_OP_MAINT_COST_PER_MWH_PRODUCTION . . . . .	295
5.5.3.53 WIND_OP_MAINT_COST_PER_MWH_PRODUCTION . . . . .	295
5.5.3.54 WIND_TURBINE_BUILD_COST . . . . .	295
5.5.3.55 WIND_TURBINE_WATER_BUILD_MULTIPLIER . . . . .	295
5.6 header/ESC_core/doxygen_cite.h File Reference . . . . .	295
5.6.1 Detailed Description . . . . .	295
5.7 header/ESC_core/includes.h File Reference . . . . .	296
5.7.1 Detailed Description . . . . .	296
5.8 header/ESC_core/MessageHub.h File Reference . . . . .	297
5.8.1 Detailed Description . . . . .	297
5.9 header/ESC_core/testing_utils.h File Reference . . . . .	297
5.9.1 Detailed Description . . . . .	298
5.9.2 Function Documentation . . . . .	298

5.9.2.1 expectedErrorNotDetected()	299
5.9.2.2 printGold()	299
5.9.2.3 printGreen()	299
5.9.2.4 printRed()	300
5.9.2.5 testFloatEquals()	300
5.9.2.6 testGreaterThan()	301
5.9.2.7 testGreaterThanOrEqualTo()	301
5.9.2.8 testLessThan()	302
5.9.2.9 testLessThanOrEqualTo()	303
5.9.2.10 testTruth()	303
5.10 header/Game.h File Reference	304
5.10.1 Enumeration Type Documentation	305
5.10.1.1 GamePhase	305
5.11 header/HexMap.h File Reference	305
5.11.1 Detailed Description	306
5.12 header/HexTile.h File Reference	306
5.12.1 Detailed Description	307
5.12.2 Enumeration Type Documentation	307
5.12.2.1 TileResource	307
5.12.2.2 TileType	308
5.13 header/Settlement.h File Reference	308
5.13.1 Detailed Description	309
5.14 header/SolarPV.h File Reference	309
5.14.1 Detailed Description	310
5.15 header/TidalTurbine.h File Reference	310
5.15.1 Detailed Description	311
5.16 header/TileImprovement.h File Reference	311
5.16.1 Detailed Description	312
5.16.2 Enumeration Type Documentation	312
5.16.2.1 TileImprovementType	312
5.17 header/WaveEnergyConverter.h File Reference	313
5.17.1 Detailed Description	314
5.18 header/WindTurbine.h File Reference	314
5.18.1 Detailed Description	315
5.19 source/ContextMenu.cpp File Reference	315
5.19.1 Detailed Description	315
5.20 source/DieselGenerator.cpp File Reference	315
5.20.1 Detailed Description	315
5.21 source/EnergyStorageSystem.cpp File Reference	316
5.21.1 Detailed Description	316
5.22 source/ESC_core/AssetsManager.cpp File Reference	316
5.22.1 Detailed Description	316

5.23 source/ESC_core/MessageHub.cpp File Reference . . . . .	316
5.23.1 Detailed Description . . . . .	317
5.24 source/ESC_core/testing_utils.cpp File Reference . . . . .	317
5.24.1 Detailed Description . . . . .	317
5.24.2 Function Documentation . . . . .	318
5.24.2.1 expectedErrorNotDetected() . . . . .	318
5.24.2.2 printGold() . . . . .	318
5.24.2.3 printGreen() . . . . .	318
5.24.2.4 printRed() . . . . .	319
5.24.2.5 testFloatEquals() . . . . .	319
5.24.2.6 testGreaterThan() . . . . .	320
5.24.2.7 testGreaterThanOrEqualTo() . . . . .	320
5.24.2.8 testLessThan() . . . . .	321
5.24.2.9 testLessThanOrEqualTo() . . . . .	322
5.24.2.10 testTruth() . . . . .	322
5.25 source/Game.cpp File Reference . . . . .	323
5.25.1 Detailed Description . . . . .	323
5.26 source/HexMap.cpp File Reference . . . . .	323
5.26.1 Detailed Description . . . . .	324
5.27 source/HexTile.cpp File Reference . . . . .	324
5.27.1 Detailed Description . . . . .	324
5.28 source/main.cpp File Reference . . . . .	324
5.28.1 Detailed Description . . . . .	325
5.28.2 Function Documentation . . . . .	325
5.28.2.1 constructRenderWindow() . . . . .	325
5.28.2.2 loadAssets() . . . . .	325
5.28.2.3 main() . . . . .	328
5.29 source/Settlement.cpp File Reference . . . . .	329
5.29.1 Detailed Description . . . . .	329
5.30 source/SolarPV.cpp File Reference . . . . .	329
5.30.1 Detailed Description . . . . .	330
5.31 source/TidalTurbine.cpp File Reference . . . . .	330
5.31.1 Detailed Description . . . . .	330
5.32 source/TileImprovement.cpp File Reference . . . . .	330
5.32.1 Detailed Description . . . . .	330
5.33 source/WaveEnergyConverter.cpp File Reference . . . . .	331
5.33.1 Detailed Description . . . . .	331
5.34 source/WindTurbine.cpp File Reference . . . . .	331
5.34.1 Detailed Description . . . . .	331
<b>Bibliography</b>	<b>333</b>
<b>Index</b>	<b>335</b>



# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

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

AssetsManager . . . . .	7
ContextMenu . . . . .	19
Game . . . . .	60
HexMap . . . . .	90
HexTile . . . . .	112
Message . . . . .	159
MessageHub . . . . .	161
TileImprovement . . . . .	214
DieselGenerator . . . . .	37
EnergyStorageSystem . . . . .	52
Settlement . . . . .	169
SolarPV . . . . .	178
TidalTurbine . . . . .	196
WaveEnergyConverter . . . . .	238
WindTurbine . . . . .	256





## Chapter 2

# Class Index

### 2.1 Class List

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

<a href="#">AssetsManager</a>	A class which manages visual and sound assets . . . . .	7
<a href="#">ContextMenu</a>	A class which defines a context menu for the game . . . . .	19
<a href="#">DieselGenerator</a>	A settlement class (child class of <a href="#">TileImprovement</a> ) . . . . .	37
<a href="#">EnergyStorageSystem</a>	A settlement class (child class of <a href="#">TileImprovement</a> ) . . . . .	52
<a href="#">Game</a>	A class which acts as the central class for the game, by containing all other classes and implementing the game loop . . . . .	60
<a href="#">HexMap</a>	A class which defines a hex map of hex tiles . . . . .	90
<a href="#">HexTile</a>	A class which defines a hex tile of the hex map . . . . .	112
<a href="#">Message</a>	A structure which defines a standard message format . . . . .	159
<a href="#">MessageHub</a>	A class which acts as a central hub for inter-object message traffic . . . . .	161
<a href="#">Settlement</a>	A settlement class (child class of <a href="#">TileImprovement</a> ) . . . . .	169
<a href="#">SolarPV</a>	A settlement class (child class of <a href="#">TileImprovement</a> ) . . . . .	178
<a href="#">TidalTurbine</a>	A settlement class (child class of <a href="#">TileImprovement</a> ) . . . . .	196
<a href="#">TileImprovement</a>	A base class for the tile improvement hierarchy . . . . .	214
<a href="#">WaveEnergyConverter</a>	A settlement class (child class of <a href="#">TileImprovement</a> ) . . . . .	238
<a href="#">WindTurbine</a>	A settlement class (child class of <a href="#">TileImprovement</a> ) . . . . .	256



## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

header/ <a href="#">ContextMenu.h</a>	
Header file for the <a href="#">ContextMenu</a> class . . . . .	275
header/ <a href="#">DieselGenerator.h</a>	
Header file for the <a href="#">DieselGenerator</a> class . . . . .	276
header/ <a href="#">EnergyStorageSystem.h</a>	
Header file for the <a href="#">EnergyStorageSystem</a> class . . . . .	277
header/ <a href="#">Game.h</a> . . . . .	304
header/ <a href="#">HexMap.h</a>	
Header file for the <a href="#">HexMap</a> class . . . . .	305
header/ <a href="#">HexTile.h</a>	
Header file for the <a href="#">Game</a> class . . . . .	306
header/ <a href="#">Settlement.h</a>	
Header file for the <a href="#">Settlement</a> class . . . . .	308
header/ <a href="#">SolarPV.h</a>	
Header file for the <a href="#">SolarPV</a> class . . . . .	309
header/ <a href="#">TidalTurbine.h</a>	
Header file for the <a href="#">TidalTurbine</a> class . . . . .	310
header/ <a href="#">TileImprovement.h</a>	
Header file for the <a href="#">TileImprovement</a> class . . . . .	311
header/ <a href="#">WaveEnergyConverter.h</a>	
Header file for the <a href="#">WaveEnergyConverter</a> class . . . . .	313
header/ <a href="#">WindTurbine.h</a>	
Header file for the <a href="#">WindTurbine</a> class . . . . .	314
header/ESC_core/ <a href="#">AssetsManager.h</a>	
Header file for the <a href="#">AssetsManager</a> class . . . . .	278
header/ESC_core/ <a href="#">constants.h</a>	
Header file for various constants . . . . .	279
header/ESC_core/ <a href="#">doxygen_cite.h</a>	
Header file which simply cites the doxygen tool . . . . .	295
header/ESC_core/ <a href="#">includes.h</a>	
Header file for various includes . . . . .	296
header/ESC_core/ <a href="#">MessageHub.h</a>	
Header file for the <a href="#">MessageHub</a> class . . . . .	297
header/ESC_core/ <a href="#">testing_utils.h</a>	
Header file for various testing utilities . . . . .	297

source/ <a href="#">ContextMenu.cpp</a>	Implementation file for the <a href="#">ContextMenu</a> class . . . . .	315
source/ <a href="#">DieselGenerator.cpp</a>	Implementation file for the <a href="#">DieselGenerator</a> class . . . . .	315
source/ <a href="#">EnergyStorageSystem.cpp</a>	Implementation file for the <a href="#">EnergyStorageSystem</a> class . . . . .	316
source/ <a href="#">Game.cpp</a>	Implementation file for the <a href="#">Game</a> class . . . . .	323
source/ <a href="#">HexMap.cpp</a>	Implementation file for the <a href="#">HexMap</a> class . . . . .	323
source/ <a href="#">HexTile.cpp</a>	Implementation file for the <a href="#">HexTile</a> class . . . . .	324
source/ <a href="#">main.cpp</a>	Implementation file for <a href="#">main()</a> for Road To Zero . . . . .	324
source/ <a href="#">Settlement.cpp</a>	Implementation file for the <a href="#">Settlement</a> class . . . . .	329
source/ <a href="#">SolarPV.cpp</a>	Implementation file for the <a href="#">SolarPV</a> class . . . . .	329
source/ <a href="#">TidalTurbine.cpp</a>	Implementation file for the <a href="#">TidalTurbine</a> class . . . . .	330
source/ <a href="#">TileImprovement.cpp</a>	Implementation file for the <a href="#">TileImprovement</a> class . . . . .	330
source/ <a href="#">WaveEnergyConverter.cpp</a>	Implementation file for the <a href="#">WaveEnergyConverter</a> class . . . . .	331
source/ <a href="#">WindTurbine.cpp</a>	Implementation file for the <a href="#">WindTurbine</a> class . . . . .	331
source/ESC_core/ <a href="#">AssetsManager.cpp</a>	Implementation file for the <a href="#">AssetsManager</a> class . . . . .	316
source/ESC_core/ <a href="#">MessageHub.cpp</a>	Implementation file for the <a href="#">MessageHub</a> class . . . . .	316
source/ESC_core/ <a href="#">testing_utils.cpp</a>	Implementation file for various testing utilities . . . . .	317

## 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.

```
142 {
143     //...
144
145     std::cout << "AssetsManager constructed at " << this << std::endl;
146
147     return;
148 } /* AssetsManager() */
```

### 4.1.2.2 ~AssetsManager()

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

Destructor for the [AssetsManager](#) class.

```
771 {
772     this->clear();
773
774     std::cout << "AssetsManager at " << this << " destroyed" << std::endl;
775
776     return;
777 } /* ~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

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

```
79 {
80     // 1. check key, throw error if already in use
81     if (this->soundbuffer_map.count(sound_key) > 0) {
82         std::string error_str = "ERROR AssetsManager::__loadSoundBuffer() sound key ";
83         error_str += sound_key;
84         error_str += " is already in use";
85
86         this->clear();
87
88         #ifdef _WIN32
89             std::cout << error_str << std::endl;
90         #endif /* _WIN32 */
91
92         throw std::runtime_error(error_str);
93     }
94
95
96     // 2. load from file, throw error on fail
97     sf::SoundBuffer* soundbuffer_ptr = new sf::SoundBuffer();
98
99     if (not soundbuffer_ptr->loadFromFile(path_2_sound)) {
100         std::string error_str = "ERROR AssetsManager::__loadSoundBuffer() could not load ";
101         error_str += "soundbuffer at ";
102         error_str += path_2_sound;
103
104         this->clear();
105
106         #ifdef _WIN32
107             std::cout << error_str << std::endl;
108         #endif /* _WIN32 */
109
110         throw std::runtime_error(error_str);
111     }
112
113 }
```

```

114 // 3. insert into soundbuffer map
115 this->soundbuffer_map.insert(
116     std::pair<std::string, sf::SoundBuffer*>(sound_key, soundbuffer_ptr)
117 );
118
119 std::cout << "SoundBuffer " << sound_key << " inserted into soundbuffer map" <<
120     std::endl;
121
122 return;
123 } /* __loadSoundBuffer() */

```

#### 4.1.3.2 clear()

```

void AssetsManager::clear (
    void )

```

Method to clear all loaded assets.

```

678 {
679     // 1. clear fonts
680     std::map<std::string, sf::Font*>::iterator font_iter;
681     for (
682         font_iter = this->font_map.begin();
683         font_iter != this->font_map.end();
684         font_iter++
685     ) {
686         delete font_iter->second;
687
688         std::cout << "Font " << font_iter->first << " deleted from font map" <<
689             std::endl;
690     }
691     this->font_map.clear();
692
693     // 2. clear textures
694     std::map<std::string, sf::Texture*>::iterator texture_iter;
695     for (
696         texture_iter = this->texture_map.begin();
697         texture_iter != this->texture_map.end();
698         texture_iter++
699     ) {
700         delete texture_iter->second;
701
702         std::cout << "Texture " << texture_iter->first << " deleted from texture map" <<
703             std::endl;
704     }
705     this->texture_map.clear();
706
707     // 3. clear sound buffers
708     std::map<std::string, sf::SoundBuffer*>::iterator soundbuffer_iter;
709     for (
710         soundbuffer_iter = this->soundbuffer_map.begin();
711         soundbuffer_iter != this->soundbuffer_map.end();
712         soundbuffer_iter++
713     ) {
714         delete soundbuffer_iter->second;
715
716         std::cout << "SoundBuffer " << soundbuffer_iter->first <<
717             " deleted from soundbuffer map" << std::endl;
718     }
719     this->soundbuffer_map.clear();
720
721     // 4. clear sounds
722     std::map<std::string, sf::Sound*>::iterator sound_iter;
723     for (
724         sound_iter = this->sound_map.begin();
725         sound_iter != this->sound_map.end();
726         sound_iter++
727     ) {
728         sound_iter->second->stop();
729         delete sound_iter->second;
730
731         std::cout << "Sound " << sound_iter->first << " deleted from sound map" <<
732             std::endl;
733     }
734     this->sound_map.clear();
735
736 }
737
738

```



```

739
740 // 5. clear tracks
741 std::map<std::string, sf::Music*>::iterator track_iter;
742 for (
743     track_iter = this->track_map.begin();
744     track_iter != this->track_map.end();
745     track_iter++)
746 {
747     track_iter->second->stop();
748     delete track_iter->second;
749
750     std::cout << "Track " << track_iter->first << " deleted from track map" <<
751         std::endl;
752 }
753 this->track_map.clear();
754
755 return;
756 } /* 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.

```

642 {
643     return this->current_track->first;
644 } /* getCurrentTrackKey() */

```

#### 4.1.3.4 getFont()

```

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

```

Method to get font associated with given font key.

##### Parameters

<i>font_key</i>	A key associated with the font (for indexing into the font map).
-----------------	--

##### Returns

A pointer to the corresponding font.

```

383 {
384     // 1. check key, throw error if not found
385     if (this->font_map.count(font_key) <= 0) {
386         std::string error_str = "ERROR AssetsManager::getFont() font key ";
387         error_str += font_key;
388         error_str += " is not contained in font map";
389
390         this->clear();
391
392         #ifdef _WIN32

```

```

393         std::cout << error_str << std::endl;
394     #endif /* _WIN32 */
395
396     throw std::runtime_error(error_str);
397 }
398
399 return this->font_map[font_key];
400 } /* getFont() */

```

#### 4.1.3.5 getSound()

```

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

```

Method to get sound associated with given sound key.

##### Parameters

<i>sound_key</i>	A key associated with the sound (for indexing into the sound map).
------------------	--

##### Returns

A pointer to the corresponding sound.

```

493 {
494     // 1. check key, throw error if not found
495     if (this->sound_map.count(sound_key) <= 0) {
496         std::string error_str = "ERROR AssetsManager::getSound() sound key ";
497         error_str += sound_key;
498         error_str += " is not contained in sound map";
499
500         this->clear();
501
502         #ifdef _WIN32
503             std::cout << error_str << std::endl;
504         #endif /* _WIN32 */
505
506         throw std::runtime_error(error_str);
507     }
508
509     return this->sound_map[sound_key];
510 } /* getSound() */

```

#### 4.1.3.6 getSoundBuffer()

```

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

```

Method to get soundbuffer associated with given sound key.

##### Parameters

<i>sound_key</i>	A key associated with the soundbuffer (for indexing into the soundbuffer map).
------------------	--

**Returns**

A pointer to the corresponding soundbuffer.

```

457 {
458     // 1. check key, throw error if not found
459     if (this->soundbuffer_map.count(sound_key) <= 0) {
460         std::string error_str = "ERROR AssetsManager::getSoundBuffer() sound key ";
461         error_str += sound_key;
462         error_str += " is not contained in soundbuffer map";
463
464         this->clear();
465
466         #ifdef _WIN32
467             std::cout << error_str << std::endl;
468         #endif /* _WIN32 */
469
470         throw std::runtime_error(error_str);
471     }
472
473     return this->soundbuffer_map[sound_key];
474 } /* getSoundBuffer() */

```

**4.1.3.7 getTexture()**

```

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

```

Method to get texture associated with given texture key.

**Parameters**

<i>texture_key</i>	A key associated with the texture (for indexing into the texture map).
--------------------	--

**Returns**

A pointer to the corresponding texture.

```

420 {
421     // 1. check key, throw error if not found
422     if (this->texture_map.count(texture_key) <= 0) {
423         std::string error_str = "ERROR AssetsManager::getTexture() texture key ";
424         error_str += texture_key;
425         error_str += " is not contained in texture map";
426
427         this->clear();
428
429         #ifdef _WIN32
430             std::cout << error_str << std::endl;
431         #endif /* _WIN32 */
432
433         throw std::runtime_error(error_str);
434     }
435
436     return this->texture_map[texture_key];
437 } /* 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.

```
661 {
662     return this->current_track->second->getStatus();
663 } /* 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**

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

```
167 {
168     // 1. check key, throw error if already in use
169     if (this->font_map.count(font_key) > 0) {
170         std::string error_str = "ERROR AssetsManager::loadFont() font key ";
171         error_str += font_key;
172         error_str += " is already in use";
173
174         this->clear();
175
176         #ifdef _WIN32
177             std::cout << error_str << std::endl;
178         #endif /* _WIN32 */
179
180         throw std::runtime_error(error_str);
181     }
182
183
184     // 2. load from file, throw error on fail
185     sf::Font* font_ptr = new sf::Font();
186
187     if (not font_ptr->loadFromFile(path_2_font)) {
188         std::string error_str = "ERROR AssetsManager::loadFont() could not load ";
189         error_str += "font at ";
190         error_str += path_2_font;
191
192         this->clear();
193
194         #ifdef _WIN32
195             std::cout << error_str << std::endl;
196         #endif /* _WIN32 */
197
198         throw std::runtime_error(error_str);
199     }
200
201
202     // 3. insert into font map
203     this->font_map.insert(std::pair<std::string, sf::Font*>(font_key, font_ptr));
204
205     std::cout << "Font " << font_key << " inserted into font map" << std::endl;
206
207     return;
208 } /* 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

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

```
291 {
292     // 1. create an associated sf::SoundBuffer
293     this->__loadSoundBuffer(path_2_sound, sound_key);
294
295     // 2. associate sf::Sound with sf::SoundBuffer
296     sf::Sound* sound_ptr = new sf::Sound();
297     sound_ptr->setBuffer(*(this->soundbuffer_map[sound_key]));
298
299     // 3. insert into sound map
300     this->sound_map.insert(std::pair<std::string, sf::Sound*>(sound_key, sound_ptr));
301
302     std::cout << "Sound " << sound_key << " inserted into sound map" << std::endl;
303
304     return;
305 } /* 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

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

```
228 {
229     // 1. check key, throw error if already in use
230     if (this->texture_map.count(texture_key) > 0) {
231         std::string error_str = "ERROR AssetsManager::loadTexture() texture key ";
232         error_str += texture_key;
233         error_str += " is already in use";
234
235         this->clear();
236
237         #ifdef _WIN32
238             std::cout << error_str << std::endl;
239         #endif /* _WIN32 */
240
241         throw std::runtime_error(error_str);
242     }
243
244     // 2. load from file, throw error on fail
245     sf::Texture* texture_ptr = new sf::Texture();
246
247     if (not texture_ptr->loadFromFile(path_2_texture)) {
248         std::string error_str = "ERROR AssetsManager::loadTexture() could not load ";
249         error_str += "texture at ";
250         error_str += path_2_texture;
251
252         this->clear();
253
254         #ifdef _WIN32
255             std::cout << error_str << std::endl;
256         #endif
```

```

257         #endif /* _WIN32 */
258
259         throw std::runtime_error(error_str);
260     }
261
262
263     // 3. insert into texture map
264     this->texture_map.insert(
265         std::pair<std::string, sf::Texture*>(texture_key, texture_ptr)
266     );
267
268     std::cout << "Texture " << texture_key << " inserted into texture map" << std::endl;
269
270     return;
271 } /* 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

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

```

324 {
325     // 1. check key, throw error if already in use
326     if (this->track_map.count(track_key) > 0) {
327         std::string error_str = "ERROR AssetsManager::loadTrack() track key ";
328         error_str += track_key;
329         error_str += " is already in use";
330
331         this->clear();
332
333         #ifdef _WIN32
334             std::cout << error_str << std::endl;
335         #endif /* _WIN32 */
336
337         throw std::runtime_error(error_str);
338     }
339
340     // 2. open from file, throw error on fail
341     sf::Music* track_ptr = new sf::Music();
342
343     if (not track_ptr->openFromFile(path_2_track)) {
344         std::string error_str = "ERROR AssetsManager::loadTrack() could not open ";
345         error_str += "track at ";
346         error_str += path_2_track;
347
348         this->clear();
349
350         #ifdef _WIN32
351             std::cout << error_str << std::endl;
352         #endif /* _WIN32 */
353
354         throw std::runtime_error(error_str);
355     }
356
357     // 3. insert into track map
358     this->track_map.insert(std::pair<std::string, sf::Music*>(track_key, track_ptr));
359     this->current_track = this->track_map.begin();
360
361     std::cout << "Track " << track_key << " inserted into track map" << std::endl;
362
363     return;
364 } /* 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.

```
583 {
584     // 1. stop current track
585     this->stopTrack();
586
587     // 2. increment current track
588     this->current_track++;
589
590     // 3. handle wrap around
591     if (this->current_track == this->track_map.end()) {
592         this->current_track = this->track_map.begin();
593     }
594
595     return;
596 } /* nextTrack() */
```

#### 4.1.3.14 pauseTrack()

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

Method to pause the current track.

```
544 {
545     this->current_track->second->pause();
546
547     return;
548 } /* pauseTrack() */
```

#### 4.1.3.15 playTrack()

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

Method to play the current track.

```
525 {
526     this->current_track->second->play();
527
528     return;
529 } /* 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.

```
612 {
613     // 1. stop current track
614     this->stopTrack();
615
616     // 2. handle wrap around
617     if (this->current_track == this->track_map.begin()) {
618         this->current_track = this->track_map.end();
619     }
620
621     // 3. decrement current track
622     this->current_track--;
623
624     return;
625 } /* previousTrack() */
```

#### 4.1.3.17 stopTrack()

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

Method to stop the current track.

```
563 {
564     this->current_track->second->stop();
565
566     return;
567 } /* 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 [console\\_string\\_changed](#)  
*Boolean which indicates if console string just changed.*
- bool [game\\_menu\\_up](#)  
*Indicates whether or not the game menu is up.*
- size\_t [console\\_substring\\_idx](#)  
*The current final index of the console string draw.*
- unsigned long long 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

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

```

849 {
850     // 1. set attributes
851
852     // 1.1. private
853     this->event_ptr = event_ptr;
854     this->render_window_ptr = render_window_ptr;
855
856     this->assets_manager_ptr = assets_manager_ptr;
857     this->message_hub_ptr = message_hub_ptr;
858
859     // 1.2. public
860     this->console_state = ConsoleState :: NONE_STATE;
861     this->__setConsoleState(ConsoleState :: READY);
862
863     this->console_string_changed = true;
864     this->game_menu_up = false;
865
866     this->frame = 0;
867
868     this->position_x = GAME_WIDTH;
869     this->position_y = 0;
870
871     // 2. set up and position drawable attributes
872     this->__setUpMenuFrame();
873     this->__setUpVisualScreen();
874     this->__setUpVisualScreenFrame();
875     this->__setUpConsoleScreen();
876     this->__setUpConsoleScreenFrame();
877
878     std::cout << "ContextMenu constructed at " << this << std::endl;
879
880     return;
881 } /* ContextMenu() */

```

## 4.2.2.2 ~ContextMenu()

```

ContextMenu::~~ContextMenu (
    void )

```

Destructor for the [ContextMenu](#) class.

```

1031 {
1032     std::cout << "ContextMenu at " << this << " destroyed" << std::endl;
1033
1034     return;
1035 } /* ~ContextMenu() */

```

## 4.2.3 Member Function Documentation

## 4.2.3.1 \_\_drawConsoleScreenFrame()

```

void ContextMenu::__drawConsoleScreenFrame (
    void ) [private]

```

Helper method to draw console screen frame.

```

467 {
468     this->render_window_ptr->draw(this->console_screen_frame_top);
469     this->render_window_ptr->draw(this->console_screen_frame_left);
470     this->render_window_ptr->draw(this->console_screen_frame_bottom);
471     this->render_window_ptr->draw(this->console_screen_frame_right);
472
473     return;
474 } /* __drawContextScreenFrame() */

```

#### 4.2.3.2 \_\_drawConsoleText()

```

void ContextMenu::__drawConsoleText (
    void ) [private]

```

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

```

590 {
591     // 1. set up console text (drawable)
592     sf::Text console_text;
593
594     if (this->console_string_changed) {
595         this->assets_manager_ptr->getSound("console string print")->play();
596
597         console_text.setString(this->console_string.substr(0, this->console_substring_idx));
598
599         this->console_substring_idx++;
600
601         while (
602             (this->console_string.substr(0, this->console_substring_idx).back() == ' ') or
603             (this->console_string.substr(0, this->console_substring_idx).back() == '\n')
604         ) {
605             this->console_substring_idx++;
606
607             if (this->console_substring_idx >= this->console_string.size()) {
608                 break;
609             }
610         }
611
612         if (this->console_substring_idx >= this->console_string.size()) {
613             this->console_string_changed = false;
614         }
615     }
616
617     else {
618         console_text.setString(this->console_string);
619     }
620
621     console_text.setFont(*(this->assets_manager_ptr->getFont("Glass_TTY_VT220")));
622     console_text.setCharacterSize(16);
623     console_text.setFillColor(MONOCROME_TEXT_GREEN);
624
625     console_text.setPosition(
626         this->position_x - 50 - 300 + 16,
627         this->position_y + GAME_HEIGHT - 50 - 340 + 16
628     );
629
630
631     // 2. draw console text
632     this->render_window_ptr->draw(console_text);
633
634
635     // 3. assemble and draw blinking console cursor
636     if ((this->frame % FRAMES_PER_SECOND) > FRAMES_PER_SECOND / 2) {
637         sf::RectangleShape console_cursor(sf::Vector2f(10, 16));
638
639         console_cursor.setFillColor(MONOCROME_TEXT_GREEN);
640
641         console_cursor.setPosition(
642             console_text.getPosition().x,
643             console_text.getPosition().y + console_text.getLocalBounds().height + 10
644         );
645
646         this->render_window_ptr->draw(console_cursor);
647     }
648
649     // 4. updating frame count if console is in menu state
650     if (this->console_state == ConsoleState::MENU) {
651         std::string frame_count_string = "FRAME: ";
652         frame_count_string += std::to_string(this->frame);

```

```

653
654     sf::Text frame_count_text(
655         frame_count_string,
656         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
657         16
658     );
659
660     frame_count_text.setFillColor(MONOCHROME_TEXT_GREEN);
661
662     frame_count_text.setPosition(
663         console_text.getPosition().x,
664         console_text.getPosition().y + console_text.getLocalBounds().height - 10
665     );
666
667     this->render_window_ptr->draw(frame_count_text);
668 }
669
670 return;
671 } /* __drawConsoleText() */

```

#### 4.2.3.3 \_\_drawVisualScreenFrame()

```

void ContextMenu::__drawVisualScreenFrame (
    void ) [private]

```

Helper method to draw visual screen frame.

```

242 {
243     this->render_window_ptr->draw(this->visual_screen_frame_top);
244     this->render_window_ptr->draw(this->visual_screen_frame_left);
245     this->render_window_ptr->draw(this->visual_screen_frame_bottom);
246     this->render_window_ptr->draw(this->visual_screen_frame_right);
247
248     return;
249 } /* __drawVisualScreenFrame() */

```

#### 4.2.3.4 \_\_handleKeyPressEvents()

```

void ContextMenu::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

686 {
687     switch (this->event_ptr->key.code) {
688         case (sf::Keyboard::Escape): {
689             if (this->console_state == ConsoleState :: MENU) {
690                 this->__setConsoleState(ConsoleState :: READY);
691             }
692
693             else {
694                 this->__setConsoleState(ConsoleState :: MENU);
695             }
696
697             break;
698         }
699
700         case (sf::Keyboard::Q): {
701             if (this->console_state == ConsoleState :: MENU) {
702                 this->__sendQuitGameMessage();
703             }
704         }
705
706         case (sf::Keyboard::R): {
707             if (this->console_state == ConsoleState :: MENU) {
708                 this->__sendRestartGameMessage();
709             }
710         }
711     }
712 }
713

```

```

714
715         default: {
716             // do nothing!
717
718             break;
719         }
720     }
721
722     return;
723 } /* __handleKeyPressEvents() */

```

#### 4.2.3.5 \_\_handleMouseButtonEvents()

```

void ContextMenu::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

738 {
739     switch (this->event_ptr->mouseButton.button) {
740         case (sf::Mouse::Left): {
741             //...
742
743             break;
744         }
745
746         case (sf::Mouse::Right): {
747             //...
748
749             break;
750         }
751     }
752
753     default: {
754         // do nothing!
755
756         break;
757     }
758 }
759
760
761 return;
762 } /* __handleMouseButtonEvents() */

```

#### 4.2.3.6 \_\_sendQuitGameMessage()

```

void ContextMenu::__sendQuitGameMessage (
    void ) [private]

```

Helper method to format and send a quit game message.

```

777 {
778     Message quit_game_message;
779
780     quit_game_message.channel = GAME_CHANNEL;
781     quit_game_message.subject = "quit game";
782
783     this->message_hub_ptr->sendMessage(quit_game_message);
784
785     std::cout << "Quit game message sent by " << this << std::endl;
786     return;
787 } /* __sendQuitGameMessage() */

```

#### 4.2.3.7 \_\_sendRestartGameMessage()

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

Helper method to format and send a restart game message.

```
802 {
803     Message restart_game_message;
804
805     restart_game_message.channel = GAME_CHANNEL;
806     restart_game_message.subject = "restart game";
807
808     this->message_hub_ptr->sendMessage(restart_game_message);
809
810     std::cout << "Restart game message sent by " << this << std::endl;
811     return;
812 } /* __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

<i>console_state</i>	The state (ConsoleState) to set the console to.
----------------------	---

```
491 {
492     // 1. if no change, do nothing
493     if (this->console_state == console_state) {
494         return;
495     }
496
497     // 2. update console state, set console string accordingly
498     this->console_state = console_state;
499     this->__setConsoleString();
500
501     return;
502 } /* __setConsoleState() */
```

#### 4.2.3.9 \_\_setConsoleString()

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

Helper method to set console string depending on console state.

```
517 {
518     this->console_string_changed = true;
519     this->console_substring_idx = 0;
520
521     this->console_string.clear();
522
523     switch (this->console_state) {
524     case (ConsoleState :: MENU): {
525         // 32 char x 17 line console "-----\n";
526         this->console_string = "          **** MENU ****\n";
527         this->console_string += "          \n";
528         this->console_string += "[ENTER]:  END TURN\n";
529         this->console_string += "          \n";
530         this->console_string += "[R]:    RESTART\n";
531     }
```



```

531         this->console_string += "\n";
532         this->console_string += "[TAB]: TOGGLE RESOURCE OVERLAY\n";
533         this->console_string += "[T]: TUTORIAL\n";
534         this->console_string += "\n";
535         this->console_string += "\n";
536         this->console_string += "\n";
537         this->console_string += "\n";
538         this->console_string += "\n";
539         this->console_string += "[Q]: QUIT\n";
540         this->console_string += "[ESC]: CLOSE MENU\n";
541         this->console_string += "\n";
542
543         break;
544     }
545
546     case (ConsoleState :: TILE): {
547         // take console string from tile state message
548
549         break;
550     }
551
552     default: {
553         // 32 char x 17 line console "-----\n";
554         this->console_string = " **** RTZ 64 CONTEXT V12 **** \n";
555         this->console_string += "\n";
556         this->console_string += "64K RAM SYSTEM 38911 BYTES FREE\n";
557         this->console_string += "\n";
558         this->console_string += "[TAB]: TOGGLE RESOURCE OVERLAY\n";
559         this->console_string += "\n";
560         this->console_string += "[ESC]: MENU\n";
561         this->console_string += "[LEFT CLICK]: TILE INFO/OPTIONS\n";
562         this->console_string += "[RIGHT CLICK]: CLEAR SELECTION\n";
563         this->console_string += "\n";
564         this->console_string += "[ENTER]: END TURN\n";
565         this->console_string += "\n";
566         this->console_string += "READY.\n";
567         this->console_string += "\n";
568         break;
569     }
570 }
571 }
572 }
573
574 return;
575 } /* __setConsoleString() */

```

#### 4.2.3.10 \_\_setUpConsoleScreen()

```

void ContextMenu::__setUpConsoleScreen (
    void ) [private]

```

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

```

264 {
265     this->console_screen.setSize(sf::Vector2f(300, 340));
266     this->console_screen.setOrigin(300, 340);
267     this->console_screen.setPosition(
268         this->position_x - 50,
269         this->position_y + GAME_HEIGHT - 50
270     );
271     this->console_screen.setFillColor(MONOCHROME_SCREEN_BACKGROUND);
272
273     return;
274 } /* __setUpConsoleScreen() */

```

#### 4.2.3.11 \_\_setUpConsoleScreenFrame()

```

void ContextMenu::__setUpConsoleScreenFrame (
    void ) [private]

```

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

```

289 {
290     int n_points = 4;
291
292     // 1. top framing
293     this->console_screen_frame_top.setPointCount(n_points);
294
295     this->console_screen_frame_top.setPoint(
296         0,
297         sf::Vector2f(
298             this->position_x - 50,
299             this->position_y + GAME_HEIGHT - 50 - 340
300         )
301     );
302     this->console_screen_frame_top.setPoint(
303         1,
304         sf::Vector2f(
305             this->position_x - 50 + 16,
306             this->position_y + GAME_HEIGHT - 50 - 340 - 16
307         )
308     );
309     this->console_screen_frame_top.setPoint(
310         2,
311         sf::Vector2f(
312             this->position_x - 350 - 16,
313             this->position_y + GAME_HEIGHT - 50 - 340 - 16
314         )
315     );
316     this->console_screen_frame_top.setPoint(
317         3,
318         sf::Vector2f(
319             this->position_x - 350,
320             this->position_y + GAME_HEIGHT - 50 - 340
321         )
322     );
323
324     this->console_screen_frame_top.setFill_color(VISUAL_SCREEN_FRAME_GREY);
325
326     this->console_screen_frame_top.setOutlineThickness(2);
327     this->console_screen_frame_top.setOutlineColor(sf::Color(0, 0, 0, 255));
328
329     this->console_screen_frame_top.move(0, -2);
330
331
332     // 2. left framing
333     this->console_screen_frame_left.setPointCount(n_points);
334
335     this->console_screen_frame_left.setPoint(
336         0,
337         sf::Vector2f(
338             this->position_x - 350,
339             this->position_y + GAME_HEIGHT - 50 - 340
340         )
341     );
342     this->console_screen_frame_left.setPoint(
343         1,
344         sf::Vector2f(
345             this->position_x - 350 - 16,
346             this->position_y + GAME_HEIGHT - 50 - 340 - 16
347         )
348     );
349     this->console_screen_frame_left.setPoint(
350         2,
351         sf::Vector2f(
352             this->position_x - 350 - 16,
353             this->position_y + GAME_HEIGHT - 50 + 16
354         )
355     );
356     this->console_screen_frame_left.setPoint(
357         3,
358         sf::Vector2f(
359             this->position_x - 350,
360             this->position_y + GAME_HEIGHT - 50
361         )
362     );
363
364     this->console_screen_frame_left.setFill_color(VISUAL_SCREEN_FRAME_GREY);
365
366     this->console_screen_frame_left.setOutlineThickness(2);
367     this->console_screen_frame_left.setOutlineColor(sf::Color(0, 0, 0, 255));
368
369     this->console_screen_frame_left.move(-2, 0);
370
371
372     // 3. bottom framing
373     this->console_screen_frame_bottom.setPointCount(n_points);
374

```

```

375     this->console_screen_frame_bottom.setPoint(
376         0,
377         sf::Vector2f(
378             this->position_x - 350,
379             this->position_y + GAME_HEIGHT - 50
380         )
381     );
382     this->console_screen_frame_bottom.setPoint(
383         1,
384         sf::Vector2f(
385             this->position_x - 350 - 16,
386             this->position_y + GAME_HEIGHT - 50 + 16
387         )
388     );
389     this->console_screen_frame_bottom.setPoint(
390         2,
391         sf::Vector2f(
392             this->position_x - 50 + 16,
393             this->position_y + GAME_HEIGHT - 50 + 16
394         )
395     );
396     this->console_screen_frame_bottom.setPoint(
397         3,
398         sf::Vector2f(
399             this->position_x - 50,
400             this->position_y + GAME_HEIGHT - 50
401         )
402     );
403
404     this->console_screen_frame_bottom.setFillColor(VISUAL_SCREEN_FRAME_GREY);
405
406     this->console_screen_frame_bottom.setOutlineThickness(2);
407     this->console_screen_frame_bottom.setOutlineColor(sf::Color(0, 0, 0, 255));
408
409     this->console_screen_frame_bottom.move(0, 2);
410
411     // 4. right framing
412     this->console_screen_frame_right.setPointCount(n_points);
413
414     this->console_screen_frame_right.setPoint(
415         0,
416         sf::Vector2f(
417             this->position_x - 50,
418             this->position_y + GAME_HEIGHT - 50
419         )
420     );
421
422     this->console_screen_frame_right.setPoint(
423         1,
424         sf::Vector2f(
425             this->position_x - 50 + 16,
426             this->position_y + GAME_HEIGHT - 50 + 16
427         )
428     );
429     this->console_screen_frame_right.setPoint(
430         2,
431         sf::Vector2f(
432             this->position_x - 50 + 16,
433             this->position_y + GAME_HEIGHT - 50 - 340 - 16
434         )
435     );
436     this->console_screen_frame_right.setPoint(
437         3,
438         sf::Vector2f(
439             this->position_x - 50,
440             this->position_y + GAME_HEIGHT - 50 - 340
441         )
442     );
443
444     this->console_screen_frame_right.setFillColor(VISUAL_SCREEN_FRAME_GREY);
445
446     this->console_screen_frame_right.setOutlineThickness(2);
447     this->console_screen_frame_right.setOutlineColor(sf::Color(0, 0, 0, 255));
448
449     this->console_screen_frame_right.move(2, 0);
450
451     return;
452 } /* __setUpConsoleScreenFrame() */

```

#### 4.2.3.12 \_\_setUpMenuFrame()

```
void ContextMenu::__setUpMenuFrame (
```

```
void ) [private]
```

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

```
68 {
69     this->menu_frame.setSize(sf::Vector2f(400, GAME_HEIGHT));
70     this->menu_frame.setOrigin(400, 0);
71     this->menu_frame.setPosition(this->position_x, this->position_y);
72     this->menu_frame.setFillColor(MENU_FRAME_GREY);
73
74     return;
75 } /* __setUpMenuFrame() */
```

#### 4.2.3.13 \_\_setUpVisualScreen()

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

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

```
90 {
91     this->visual_screen.setSize(sf::Vector2f(300, 300));
92     this->visual_screen.setOrigin(300, 0);
93     this->visual_screen.setPosition(this->position_x - 50, this->position_y + 50);
94     this->visual_screen.setFillColor(MONochrome_SCREEN_BACKGROUND);
95
96     return;
97 } /* __setUpVisualScreen() */
```

#### 4.2.3.14 \_\_setUpVisualScreenFrame()

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

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

```
112 {
113     int n_points = 4;
114
115     // 1. top framing
116     this->visual_screen_frame_top.setPointCount(n_points);
117
118     this->visual_screen_frame_top.setPoint(
119         0,
120         sf::Vector2f(this->position_x - 50, this->position_y + 50)
121     );
122     this->visual_screen_frame_top.setPoint(
123         1,
124         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 50 - 16)
125     );
126     this->visual_screen_frame_top.setPoint(
127         2,
128         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 50 - 16)
129     );
130     this->visual_screen_frame_top.setPoint(
131         3,
132         sf::Vector2f(this->position_x - 350, this->position_y + 50)
133     );
134
135     this->visual_screen_frame_top.setFillColor(VISUAL_SCREEN_FRAME_GREY);
136
137     this->visual_screen_frame_top.setOutlineThickness(2);
138     this->visual_screen_frame_top.setOutlineColor(sf::Color(0, 0, 0, 255));
139
140     this->visual_screen_frame_top.move(0, -2);
141
142
143     // 2. left framing
144     this->visual_screen_frame_left.setPointCount(n_points);
145
146     this->visual_screen_frame_left.setPoint(
```

```

147         0,
148         sf::Vector2f(this->position_x - 350, this->position_y + 50)
149     );
150     this->visual_screen_frame_left.setPoint(
151         1,
152         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 50 - 16)
153     );
154     this->visual_screen_frame_left.setPoint(
155         2,
156         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 350 + 16)
157     );
158     this->visual_screen_frame_left.setPoint(
159         3,
160         sf::Vector2f(this->position_x - 350, this->position_y + 350)
161     );
162
163     this->visual_screen_frame_left.setFillColor(VISUAL_SCREEN_FRAME_GREY);
164
165     this->visual_screen_frame_left.setOutlineThickness(2);
166     this->visual_screen_frame_left.setOutlineColor(sf::Color(0, 0, 0, 255));
167
168     this->visual_screen_frame_left.move(-2, 0);
169
170
171     // 3. bottom framing
172     this->visual_screen_frame_bottom.setPointCount(n_points);
173
174     this->visual_screen_frame_bottom.setPoint(
175         0,
176         sf::Vector2f(this->position_x - 350, this->position_y + 350)
177     );
178     this->visual_screen_frame_bottom.setPoint(
179         1,
180         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 350 + 16)
181     );
182     this->visual_screen_frame_bottom.setPoint(
183         2,
184         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 350 + 16)
185     );
186     this->visual_screen_frame_bottom.setPoint(
187         3,
188         sf::Vector2f(this->position_x - 50, this->position_y + 350)
189     );
190
191     this->visual_screen_frame_bottom.setFillColor(VISUAL_SCREEN_FRAME_GREY);
192
193     this->visual_screen_frame_bottom.setOutlineThickness(2);
194     this->visual_screen_frame_bottom.setOutlineColor(sf::Color(0, 0, 0, 255));
195
196     this->visual_screen_frame_bottom.move(0, 2);
197
198
199     // 4. right framing
200     this->visual_screen_frame_right.setPointCount(n_points);
201
202     this->visual_screen_frame_right.setPoint(
203         0,
204         sf::Vector2f(this->position_x - 50, this->position_y + 350)
205     );
206     this->visual_screen_frame_right.setPoint(
207         1,
208         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 350 + 16)
209     );
210     this->visual_screen_frame_right.setPoint(
211         2,
212         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 50 - 16)
213     );
214     this->visual_screen_frame_right.setPoint(
215         3,
216         sf::Vector2f(this->position_x - 50, this->position_y + 50)
217     );
218
219     this->visual_screen_frame_right.setFillColor(VISUAL_SCREEN_FRAME_GREY);
220
221     this->visual_screen_frame_right.setOutlineThickness(2);
222     this->visual_screen_frame_right.setOutlineColor(sf::Color(0, 0, 0, 255));
223
224     this->visual_screen_frame_right.move(2, 0);
225
226     return;
227 } /* __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.

```
1001 {
1002     // 1. menu frame
1003     this->render_window_ptr->draw(this->menu_frame);
1004
1005     // 2. visual screen
1006     this->render_window_ptr->draw(this->visual_screen);
1007     this->__drawVisualScreenFrame();
1008
1009     // 3. console screen
1010     this->render_window_ptr->draw(this->console_screen);
1011     this->__drawConsoleScreenFrame();
1012     this->__drawConsoleText();
1013
1014     this->frame++;
1015     return;
1016 } /* draw() */
```

#### 4.2.3.16 processEvent()

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

Method to processEvent [ContextMenu](#). To be called once per event.

```
896 {
897     if (this->event_ptr->type == sf::Event::KeyPressed) {
898         this->__handleKeyPressEvents();
899     }
900
901     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
902         this->__handleMouseButtonEvents();
903     }
904
905     return;
906 } /* processEvent() */
```

#### 4.2.3.17 processMessage()

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

Method to processMessage [ContextMenu](#). To be called once per message.

```
921 {
922     switch (this->console_state) {
923         case (ConsoleState :: TILE): {
924             // process no tile selected
925             if (not this->message_hub_ptr->isEmpty(NO_TILE_SELECTED_CHANNEL)) {
926                 Message no_tile_selected_message = this->message_hub_ptr->receiveMessage(
927                     NO_TILE_SELECTED_CHANNEL
928                 );
929
930                 if (no_tile_selected_message.subject == "no tile selected") {
931                     this->__setConsoleState(ConsoleState :: READY);
932
933                     std::cout << "No tile selected message received by " << this <<
934                         std::endl;
935                     this->message_hub_ptr->popMessage(NO_TILE_SELECTED_CHANNEL);
936                 }
937             }
938
939             // process tile state
```

```

940         if (not this->message_hub_ptr->isEmpty(TILE_STATE_CHANNEL)) {
941             Message tile_state_message = this->message_hub_ptr->receiveMessage(
942                 TILE_STATE_CHANNEL
943             );
944
945             if (tile_state_message.subject == "tile state") {
946                 this->console_string = tile_state_message.string_payload["console string"];
947
948                 this->console_string_changed = true;
949                 this->console_substring_idx = 0;
950
951                 std::cout << "Tile state message received by " << this << std::endl;
952                 this->message_hub_ptr->popMessage(TILE_STATE_CHANNEL);
953             }
954         }
955
956         // process tile selected (subsequent left clicks causing program to hang)
957         if (not this->message_hub_ptr->isEmpty(TILE_SELECTED_CHANNEL)) {
958             this->message_hub_ptr->popMessage(TILE_SELECTED_CHANNEL);
959         }
960
961         break;
962     }
963
964     default: {
965         // process tile selected
966         if (not this->message_hub_ptr->isEmpty(TILE_SELECTED_CHANNEL)) {
967             Message tile_selected_message = this->message_hub_ptr->receiveMessage(
968                 TILE_SELECTED_CHANNEL
969             );
970
971             if (tile_selected_message.subject == "tile selected") {
972                 this->__setConsoleState(ConsoleState :: TILE);
973
974                 std::cout << "Tile selected message received by " << this <<
975                     std::endl;
976                 this->message_hub_ptr->popMessage(TILE_SELECTED_CHANNEL);
977             }
978         }
979
980         break;
981     }
982 }
983
984 return;
985 } /* 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 console\_string\_changed

```
bool ContextMenu::console_string_changed
```

Boolean which indicates if console string just changed.

#### 4.2.4.10 console\_substring\_idx

```
size_t ContextMenu::console_substring_idx
```

The current final index of the console string draw.

#### 4.2.4.11 event\_ptr

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

A pointer to the event class.

#### 4.2.4.12 frame

```
unsigned long long int ContextMenu::frame
```

The current frame of this object.

#### 4.2.4.13 game\_menu\_up

```
bool ContextMenu::game_menu_up
```

Indicates whether or not the game menu is up.

#### 4.2.4.14 menu\_frame

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

The frame of the context menu.

#### 4.2.4.15 message\_hub\_ptr

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

A pointer to the message hub.

#### 4.2.4.16 position\_x

```
double ContextMenu::position_x
```

The position of the object.

#### 4.2.4.17 position\_y

```
double ContextMenu::position_y
```

The position of the object.

#### 4.2.4.18 render\_window\_ptr

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

A pointer to the render window.

#### 4.2.4.19 visual\_screen

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

The context menu screen for visuals.

#### 4.2.4.20 visual\_screen\_frame\_bottom

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

The bottom framing of the visual screen.

#### 4.2.4.21 visual\_screen\_frame\_left

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

The left framing of the visual screen.

#### 4.2.4.22 visual\_screen\_frame\_right

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

The right framing of the visual screen.

#### 4.2.4.23 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 DieselGenerator Class Reference

A settlement class (child class of [TileImprovement](#)).

```
#include <DieselGenerator.h>
```

Inheritance diagram for DieselGenerator:



Collaboration diagram for DieselGenerator:



## Public Member Functions

- [DieselGenerator](#) (double, double, int, sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor for the [DieselGenerator](#) class.*
- std::string [getTileOptionsSubstring](#) (void)  
*Helper method to assemble and return tile options substring.*
- void [setIsSelected](#) (bool)  
*Method to set the is selected attribute.*
- void [advanceTurn](#) (void)  
*Method to handle turn advance.*
- void [processEvent](#) (void)  
*Method to process [DieselGenerator](#). To be called once per event.*
- void [processMessage](#) (void)  
*Method to process [DieselGenerator](#). 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 [~DieselGenerator](#) (void)  
*Destructor for the [DieselGenerator](#) class.*

## Public Attributes

- int [capacity\\_kW](#)  
*The rated production capacity [kW] of the diesel generator.*
- int [production\\_MWh](#)  
*The current production [MWh] of the diesel generator.*
- int [max\\_production\\_MWh](#)  
*The maximum production [MWh] for this turn.*
- double [smoke\\_da](#)  
*The per frame delta in smoke particle alpha value.*

- double [smoke\\_dx](#)  
*The per frame delta in smoke particle x position.*
- double [smoke\\_dy](#)  
*The per frame delta in smoke particle y position.*
- double [smoke\\_prob](#)  
*The probability of spawning a new smoke prob in any given frame.*
- std::list< sf::Sprite > [smoke\\_sprite\\_list](#)  
*A list of smoke sprite (for exhaust animation).*
- int [fuel\\_cost](#)  
*The fuel costs for this turn.*
- int [emissions\\_tonnes\\_CO2e](#)  
*The emissions for this turn.*

## Private Member Functions

- void [\\_\\_setUpTileImprovementSpriteAnimated](#) (void)  
*Helper method to set up tile improvement sprite (static).*
- void [\\_\\_drawProductionMenu](#) (void)  
*Helper method to draw production menu assets.*
- void [\\_\\_upgrade](#) (void)  
*Helper method to upgrade the diesel generator.*
- void [\\_\\_computeProductionCosts](#) (void)  
*Helper method to compute production costs (fuel, O&M, emissions) based on current production level.*
- void [\\_\\_breakdown](#) (void)  
*Helper method to trigger an equipment breakdown.*
- void [\\_\\_repair](#) (void)  
*Helper method to repair the diesel generator.*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*
- void [\\_\\_sendImprovementStateMessage](#) (void)  
*Helper method to format and sent improvement state message.*

## Additional Inherited Members

### 4.3.1 Detailed Description

A settlement class (child class of [TileImprovement](#)).

### 4.3.2 Constructor & Destructor Documentation

### 4.3.2.1 DieselGenerator()

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

Constructor for the [DieselGenerator](#) class.

Ref: [Wikipedia \[2023\]](#)

#### Parameters

<i>position_x</i>	The x position of the tile.
<i>position_y</i>	The y position of the tile.
<i>tile_resource</i>	The renewable resource quality of the tile.
<i>event_ptr</i>	Pointer to the event class.
<i>render_window_ptr</i>	Pointer to the render window.
<i>assets_manager_ptr</i>	Pointer to the assets manager.
<i>message_hub_ptr</i>	Pointer to the message hub.

```
502 :
503 TileImprovement (
504     position_x,
505     position_y,
506     tile_resource,
507     event_ptr,
508     render_window_ptr,
509     assets_manager_ptr,
510     message_hub_ptr
511 )
512 {
513     // 1. set attributes
514
515     // 1.1. private
516     //...
517
518     // 1.2. public
519     this->tile_improvement_type = TileImprovementType :: DIESEL_GENERATOR;
520
521     this->is_running = false;
522
523     this->health = 100;
524
525     this->capacity_kW = 100;
526     this->upgrade_level = 1;
527
528     this->production_MWh = 0;
529     this->max_production_MWh = 72;
530
531     this->smoke_da = 1e-8 * SECONDS_PER_FRAME;
532     this->smoke_dx = 5 * SECONDS_PER_FRAME;
533     this->smoke_dy = -10 * SECONDS_PER_FRAME;
534     this->smoke_prob = 16 * SECONDS_PER_FRAME;
535
536     this->smoke_sprite_list = {};
537
538     this->fuel_cost = 0;
539     this->emissions_tonnes_CO2e = 0;
540
541     this->tile_improvement_string = "DIESEL GEN";
542
543     this->__setUpTileImprovementSpriteAnimated();
544
545     std::cout << "DieselGenerator constructed at " << this << std::endl;
546
547     return;
```

```
548 }    /* DieselGenerator() */
```

#### 4.3.2.2 ~DieselGenerator()

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

Destructor for the [DieselGenerator](#) class.

```
930 {
931     std::cout << "DieselGenerator at " << this << " destroyed" << std::endl;
932
933     return;
934 }    /* ~DieselGenerator() */
```

### 4.3.3 Member Function Documentation

#### 4.3.3.1 \_\_breakdown()

```
void DieselGenerator::__breakdown (
    void ) [private]
```

Helper method to trigger an equipment breakdown.

```
264 {
265     TileImprovement :: __breakdown();
266
267     this->production_MWh = 0;
268     this->fuel_cost = 0;
269     this->operation_maintenance_cost = 0;
270     this->emissions_tonnes_CO2e = 0;
271
272     return;
273 }    /* __breakdown() */
```

#### 4.3.3.2 \_\_computeProductionCosts()

```
void DieselGenerator::__computeProductionCosts (
    void ) [private]
```

Helper method to compute production costs (fuel, O&M, emissions) based on current production level.

```
233 {
234     double litres_diesel = this->production_MWh * LITRES_DIESEL_PER_MWH_PRODUCTION;
235
236     double fuel_cost = (litres_diesel * COST_PER_LITRE_DIESEL) / 1000;
237     this->fuel_cost = round(fuel_cost);
238
239     double emissions_tonnes_CO2e = (litres_diesel * KG_CO2E_PER_LITRE_DIESEL) / 1000;
240     this->emissions_tonnes_CO2e = round(emissions_tonnes_CO2e);
241
242     double operation_maintenance_cost =
243         (this->production_MWh * DIESEL_OP_MAINT_COST_PER_MWH_PRODUCTION) / 1000;
244     this->operation_maintenance_cost = round(operation_maintenance_cost);
245
246     this->__sendTileStateRequest();
247
248     return;
249 }    /* __computeProductionCosts() */
```

#### 4.3.3.3 \_\_drawProductionMenu()

```
void DieselGenerator::__drawProductionMenu (
    void ) [private]
```

Helper method to draw production menu assets.

```
114 {
115     // 1. draw animated sprite (in off state)
116     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
117         sf::Vector2f initial_position = this->tile_improvement_sprite_animated[i].getPosition();
118         this->tile_improvement_sprite_animated[i].setPosition(400 - 138, 400 + 16);
119
120         sf::Color initial_colour = this->tile_improvement_sprite_animated[i].getColor();
121         this->tile_improvement_sprite_animated[i].setColor(sf::Color(255, 255, 255, 255));
122
123         sf::Vector2f initial_scale = this->tile_improvement_sprite_animated[i].getScale();
124         this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1, 1));
125
126         this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
127
128         this->tile_improvement_sprite_animated[i].setPosition(initial_position);
129         this->tile_improvement_sprite_animated[i].setColor(initial_colour);
130         this->tile_improvement_sprite_animated[i].setScale(initial_scale);
131     }
132
133     // 2. draw production text
134     std::string production_string = "[W]: INCREASE PRODUCTION\n";
135     production_string += "[S]: DECREASE PRODUCTION\n";
136     production_string += "\n";
137
138     production_string += "PRODUCTION: ";
139     production_string += std::to_string(this->production_MWh);
140     production_string += " MWh (MAX ";
141     production_string += std::to_string(this->max_production_MWh);
142     production_string += ")\n";
143
144     production_string += "FUEL COST: ";
145     production_string += std::to_string(this->fuel_cost);
146     production_string += " K\n";
147
148     production_string += "O&M COST: ";
149     production_string += std::to_string(this->operation_maintenance_cost);
150     production_string += " K\n";
151
152     production_string += "EMISSIONS: ";
153     production_string += std::to_string(this->emissions_tonnes_CO2e);
154     production_string += " tonnes (CO2e)\n";
155
156     sf::Text production_text(
157         production_string,
158         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
159         16
160     );
161
162     production_text.setOrigin(production_text.getLocalBounds().width / 2, 0);
163     production_text.setFillColor(MONochrome_TEXT_GREEN);
164
165     production_text.setPosition(400 + 30, 400 - 55);
166
167     this->render_window_ptr->draw(production_text);
168
169     return;
170 } /* __drawProductionMenu() */
```

#### 4.3.3.4 \_\_handleKeyPressEvents()

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

Helper method to handle key press events.

```
321 {
322     if (this->just_built) {
323         return;
324     }
325 }
```



```

326
327     switch (this->event_ptr->key.code) {
328         case (sf::Keyboard::U): {
329             this->__upgrade();
330
331             break;
332         }
333
334
335         case (sf::Keyboard::W): {
336             if (this->production_menu_open) {
337                 this->production_MWh++;
338
339                 if (this->production_MWh > this->max_production_MWh) {
340                     this->production_MWh = 0;
341                 }
342
343                 this->__computeProductionCosts();
344                 this->assets_manager_ptr->getSound("interface click")->play();
345             }
346
347             break;
348         }
349
350
351         case (sf::Keyboard::S): {
352             if (this->production_menu_open) {
353                 this->production_MWh--;
354
355                 if (this->production_MWh < 0) {
356                     this->production_MWh = this->max_production_MWh;
357                 }
358
359                 this->__computeProductionCosts();
360                 this->assets_manager_ptr->getSound("interface click")->play();
361             }
362
363             break;
364         }
365
366         default: {
367             // do nothing!
368
369             break;
370         }
371     }
372 }
373
374
375 return;
376 } /* __handleKeyPressEvents() */

```

#### 4.3.3.5 \_\_handleMouseButtonEvents()

```

void DieselGenerator::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

391 {
392     if (this->just_built) {
393         return;
394     }
395
396     switch (this->event_ptr->mouseButton.button) {
397         case (sf::Mouse::Left): {
398             //...
399
400             break;
401         }
402
403
404         case (sf::Mouse::Right): {
405             //...
406
407             break;
408         }
409     }
410

```

```

411         default: {
412             // do nothing!
413
414             break;
415         }
416     }
417
418     return;
419 } /* __handleMouseButtonEvents() */

```

#### 4.3.3.6 \_\_repair()

```

void DieselGenerator::__repair (
    void ) [private], [virtual]

```

Helper method to repair the diesel generator.

Reimplemented from [TileImprovement](#).

```

288 {
289     if (this->credits < DIESEL_GENERATOR_BUILD_COST) {
290         std::cout << "Cannot repair diesel generator: insufficient credits (need "
291             << DIESEL_GENERATOR_BUILD_COST << " K)" << std::endl;
292
293         this->__sendInsufficientCreditsMessage();
294         return;
295     }
296
297     TileImprovement :: __repair();
298
299     this->just_upgraded = true;
300
301     this->__sendCreditsSpentMessage(DIESEL_GENERATOR_BUILD_COST);
302     this->__sendTileStateRequest();
303     this->__sendGameStateRequest();
304
305     return;
306 } /* __repair() */

```

#### 4.3.3.7 \_\_sendImprovementStateMessage()

```

void DieselGenerator::__sendImprovementStateMessage (
    void ) [private]

```

Helper method to format and sent improvement state message.

```

434 {
435     Message improvement_state_message;
436
437     improvement_state_message.channel = GAME_CHANNEL;
438     improvement_state_message.subject = "improvement state";
439
440     improvement_state_message.int_payload["dispatch_MWh"] = this->production_MWh;
441     improvement_state_message.int_payload["fuel_cost"] = this->fuel_cost;
442     improvement_state_message.int_payload["operation_maintenance_cost"] =
443         this->operation_maintenance_cost;
444     improvement_state_message.int_payload["emissions_tonnes_CO2e"] =
445         this->emissions_tonnes_CO2e;
446
447     this->message_hub_ptr->sendMessage(improvement_state_message);
448
449     std::cout << "Improvement state message sent by " << this << std::endl;
450
451     return;
452 } /* __sendImprovementStateMessage() */

```

#### 4.3.3.8 \_\_setUpTileImprovementSpriteAnimated()

```
void DieselGenerator::__setUpTileImprovementSpriteAnimated (
    void ) [private]
```

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

```
68 {
69     sf::Sprite diesel_generator_sheet (
70         *(this->assets_manager_ptr->getTexture("diesel generator"))
71     );
72
73     int n_elements = diesel_generator_sheet.getLocalBounds().height / 64;
74
75     for (int i = 0; i < n_elements; i++) {
76         this->tile_improvement_sprite_animated.push_back(
77             sf::Sprite(
78                 *(this->assets_manager_ptr->getTexture("diesel generator")),
79                 sf::IntRect(0, i * 64, 64, 64)
80             )
81         );
82
83         this->tile_improvement_sprite_animated.back().setOrigin(
84             this->tile_improvement_sprite_animated.back().getLocalBounds().width / 2,
85             this->tile_improvement_sprite_animated.back().getLocalBounds().height
86         );
87
88         this->tile_improvement_sprite_animated.back().setPosition(
89             this->position_x,
90             this->position_y - 32
91         );
92
93         this->tile_improvement_sprite_animated.back().setColor(
94             sf::Color(255, 255, 255, 0)
95         );
96     }
97
98     return;
99 } /* __setUpTileImprovementSpriteAnimated() */
```

#### 4.3.3.9 \_\_upgrade()

```
void DieselGenerator::__upgrade (
    void ) [private]
```

Helper method to upgrade the diesel generator.

```
185 {
186     if (this->credits < DIESEL_GENERATOR_BUILD_COST) {
187         std::cout << "Cannot upgrade diesel generator: insufficient credits (need "
188             << DIESEL_GENERATOR_BUILD_COST << " K)" << std::endl;
189
190         this->__sendInsufficientCreditsMessage();
191         return;
192     }
193
194     if (this->upgrade_level >= MAX_UPGRADE_LEVELS) {
195         return;
196     }
197
198     this->is_running = false;
199
200     TileImprovement :: __repair();
201
202     this->capacity_kW += 100;
203     this->upgrade_level++;
204
205     this->production_MWh = 0;
206     this->max_production_MWh += 72;
207
208     this->just_upgraded = true;
209
210     this->assets_manager_ptr->getSound("upgrade")->play();
211
212     this->__sendCreditsSpentMessage(DIESEL_GENERATOR_BUILD_COST);
213     this->__sendTileStateRequest();
214     this->__sendGameStateRequest();
215
216     return;
217 } /* __upgrade() */
```

#### 4.3.3.10 advanceTurn()

```
void DieselGenerator::advanceTurn (
    void ) [virtual]
```

Method to handle turn advance.

Reimplemented from [TileImprovement](#).

```
658 {
659     // 1. send improvement state message
660     this->__sendImprovementStateMessage();
661
662     // 2. handle start/stop
663     if ((not this->is_running) and (this->production_MWh > 0)) {
664         this->is_running = true;
665         this->assets_manager_ptr->getSound("diesel start")->play();
666     }
667
668     else if (this->is_running and (this->production_MWh <= 0)) {
669         this->is_running = false;
670         this->tile_improvement_sprite_animated[1].setScale(sf::Vector2f(1, 1));
671     }
672
673     // 3. handle equipment health
674     if (this->is_running) {
675         this->health--;
676
677         if (this->health <= 0) {
678             this->__breakdown();
679         }
680     }
681
682     // 4. close menus
683     if (this->production_menu_open) {
684         this->__closeProductionMenu();
685     }
686
687     if (this->upgrade_menu_open) {
688         this->__closeUpgradeMenu();
689     }
690
691     // 5. send tile state request (if selected)
692     if (this->is_selected) {
693         this->__sendTileStateRequest();
694     }
695
696     return;
697 } /* advanceTurn() */
```

#### 4.3.3.11 draw()

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

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

Reimplemented from [TileImprovement](#).

```
761 {
762     // 1. if just built, call base method and return
763     if (this->just_built) {
764         TileImprovement::draw();
765
766         return;
767     }
768
769     // 2. handle upgrade effects
770     if (this->just_upgraded) {
771         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
772             this->tile_improvement_sprite_animated[i].setColor(
773                 sf::Color(
774                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
775                     255,
776                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
```

```

777         255
778     )
779 );
780
781     this->tile_improvement_sprite_animated[i].setScale(
782         sf::Vector2f(
783             1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
784             1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2)
785         )
786     );
787 }
788
789     this->upgrade_frame++;
790 }
791
792     if (this->upgrade_frame >= 2 * FRAMES_PER_SECOND) {
793         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
794             this->tile_improvement_sprite_animated[i].setColor(
795                 sf::Color(255,255,255,255)
796             );
797
798             this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1,1));
799         }
800
801         this->just_upgraded = false;
802         this->upgrade_frame = 0;
803     }
804
805
806     // 3. draw first element of animated sprite
807     this->render_window_ptr->draw(this->tile_improvement_sprite_animated[0]);
808
809
810     // 4. draw second element of animated sprite
811     double move_x = 0;
812     double move_y = 0;
813
814     if (this->is_running) {
815         this->tile_improvement_sprite_animated[1].setScale(
816             sf::Vector2f(
817                 1 + 0.05 * pow(cos((6 * M_PI * this->frame) / FRAMES_PER_SECOND), 2),
818                 1 + 0.05 * pow(cos((6 * M_PI * this->frame) / FRAMES_PER_SECOND), 2)
819             )
820         );
821
822         move_x = 1 * ((double)rand() / RAND_MAX) - 0.5;
823         move_y = 1 * ((double)rand() / RAND_MAX) - 0.5;
824
825         this->tile_improvement_sprite_animated[1].move(move_x, move_y);
826     }
827
828     this->render_window_ptr->draw(this->tile_improvement_sprite_animated[1]);
829
830     if (this->is_running) {
831         this->tile_improvement_sprite_animated[1].move(-1 * move_x, -1 * move_y);
832     }
833
834
835     // 5. draw smoke effects
836     if (this->is_running) {
837         if ((double)rand() / RAND_MAX < smoke_prob) {
838             this->smoke_sprite_list.push_back(
839                 sf::Sprite(*(this->assets_manager_ptr->getTexture("emissions")))
840             );
841
842             this->smoke_sprite_list.back().setOrigin(
843                 this->smoke_sprite_list.back().getLocalBounds().width / 2,
844                 this->smoke_sprite_list.back().getLocalBounds().height / 2
845             );
846
847             this->smoke_sprite_list.back().setPosition(
848                 this->position_x + 9 + 4 * ((double)rand() / RAND_MAX) - 2,
849                 this->position_y - 33
850             );
851         }
852     }
853
854     std::list<sf::Sprite>::iterator iter = this->smoke_sprite_list.begin();
855
856     double alpha = 255;
857
858     while (iter != this->smoke_sprite_list.end()) {
859         this->render_window_ptr->draw(*iter);
860
861         alpha = (*iter).getColor().a;
862
863         alpha -= this->smoke_da;

```

```

864
865     if (alpha <= 0) {
866         iter = this->smoke_sprite_list.erase(iter);
867         continue;
868     }
869
870     (*iter).setColor(sf::Color(255, 255, 255, alpha));
871
872     (*iter).move(
873         this->smoke_dx + 2 * (((double)rand() / RAND_MAX) - 1) / FRAMES_PER_SECOND,
874         this->smoke_dy
875     );
876
877     (*iter).rotate((((double)rand() / RAND_MAX)));
878
879     iter++;
880 }
881
882
883 // 6. handle dispatch illustration
884 if (this->production_MWh > 0) {
885     this->dispatch_text.setString(std::to_string(this->production_MWh));
886     this->__drawDispatch();
887 }
888
889
890 // 7. draw production menu
891 if (this->production_menu_open) {
892     this->render_window_ptr->draw(this->production_menu_backing);
893     this->render_window_ptr->draw(this->production_menu_backing_text);
894
895     this->__drawProductionMenu();
896 }
897
898
899 // 8. handle broken effects
900 if (this->is_broken) {
901     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
902         this->tile_improvement_sprite_animated[i].setColor(
903             sf::Color(
904                 255,
905                 255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
906                 255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
907                 255
908             )
909         );
910     }
911 }
912
913 this->frame++;
914 return;
915 } /* draw() */

```

#### 4.3.3.12 getTileOptionsSubstring()

```

std::string DieselGenerator::getTileOptionsSubstring (
    void ) [virtual]

```

Helper method to assemble and return tile options substring.

#### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```

565 {
566     int upgrade_cost = DIESEL_GENERATOR_BUILD_COST;
567
568     // 32 char x 17 line console "-----\n";
569     std::string options_substring = "CAPACITY: ";
570     options_substring += std::to_string(this->capacity_kW);
571     options_substring += " kW (level ";
572     options_substring += std::to_string(this->upgrade_level);
573     options_substring += ")\n";

```

```

574
575 options_substring      += "PRODUCTION: ";
576 options_substring      += std::to_string(this->production_MWh);
577 options_substring      += " MWh (MAX ";
578 options_substring      += std::to_string(this->max_production_MWh);
579 options_substring      += ")\n";
580
581 options_substring      += "HEALTH: ";
582 options_substring      += std::to_string(this->health);
583 options_substring      += "/100";
584
585 if (this->health <= 0) {
586     options_substring      += " ** BROKEN! **\n";
587 }
588
589 else {
590     options_substring      += "\n";
591 }
592
593 options_substring      += "
594 options_substring      += " **** DIESEL GEN OPTIONS ****
595 options_substring      += "
596
597 if (this->is_broken) {
598     options_substring      += " [R]: REPAIR (";
599     options_substring      += std::to_string(DIESEL_GENERATOR_BUILD_COST);
600     options_substring      += " K)\n";
601 }
602
603 else {
604     options_substring      += " [E]: OPEN PRODUCTION MENU \n";
605 }
606
607 if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
608     options_substring      += " [U]: + 100 kW (";
609     options_substring      += std::to_string(upgrade_cost);
610     options_substring      += " K)\n";
611 }
612
613 options_substring      += "HOLD [P]: SCRAP (";
614 options_substring      += std::to_string(SCRAP_COST);
615 options_substring      += " K)";
616
617 return options_substring;
618 } /* getTileOptionsSubstring() */

```

#### 4.3.3.13 processEvent()

```

void DieselGenerator::processEvent (
    void ) [virtual]

```

Method to process [DieselGenerator](#). To be called once per event.

Reimplemented from [TileImprovement](#).

```

712 {
713     TileImprovement :: processEvent ();
714
715     if (this->event_ptr->type == sf::Event::KeyPressed) {
716         this->__handleKeyPressEvents ();
717     }
718
719     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
720         this->__handleMouseButtonEvents ();
721     }
722
723     return;
724 } /* processEvent() */

```

#### 4.3.3.14 processMessage()

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

Method to process [DieselGenerator](#). To be called once per message.

Reimplemented from [TileImprovement](#).

```
739 {
740     TileImprovement :: processMessage ();
741
742     //...
743
744     return;
745 } /* processMessage() */
```

#### 4.3.3.15 setIsSelected()

```
void DieselGenerator::setIsSelected (
    bool is_selected ) [virtual]
```

Method to set the is selected attribute.

##### Parameters

<i>is_selected</i>	The value to set the is selected attribute to.
--------------------	--

Reimplemented from [TileImprovement](#).

```
635 {
636     TileImprovement :: setIsSelected(is_selected);
637
638     if (this->is_running and this->is_selected) {
639         this->assets_manager_ptr->getSound("diesel running")->play();
640     }
641
642     return;
643 } /* setIsSelected() */
```

### 4.3.4 Member Data Documentation

#### 4.3.4.1 capacity\_kW

```
int DieselGenerator::capacity_kW
```

The rated production capacity [kW] of the diesel generator.

#### 4.3.4.2 emissions\_tonnes\_CO2e

```
int DieselGenerator::emissions_tonnes_CO2e
```

The emissions for this turn.



#### 4.3.4.3 fuel\_cost

```
int DieselGenerator::fuel_cost
```

The fuel costs for this turn.

#### 4.3.4.4 max\_production\_MWh

```
int DieselGenerator::max_production_MWh
```

The maximum production [MWh] for this turn.

#### 4.3.4.5 production\_MWh

```
int DieselGenerator::production_MWh
```

The current production [MWh] of the diesel generator.

#### 4.3.4.6 smoke\_da

```
double DieselGenerator::smoke_da
```

The per frame delta in smoke particle alpha value.

#### 4.3.4.7 smoke\_dx

```
double DieselGenerator::smoke_dx
```

The per frame delta in smoke particle x position.

#### 4.3.4.8 smoke\_dy

```
double DieselGenerator::smoke_dy
```

The per frame delta in smoke particle y position.

#### 4.3.4.9 smoke\_prob

```
double DieselGenerator::smoke_prob
```

The probability of spawning a new smoke prob in any given frame.

#### 4.3.4.10 smoke\_sprite\_list

```
std::list<sf::Sprite> DieselGenerator::smoke_sprite_list
```

A list of smoke sprite (for exhaust animation).

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

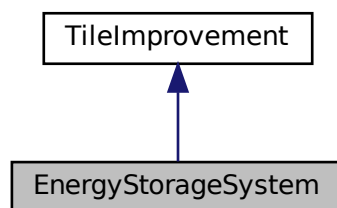
- header/[DieselGenerator.h](#)
- source/[DieselGenerator.cpp](#)

## 4.4 EnergyStorageSystem Class Reference

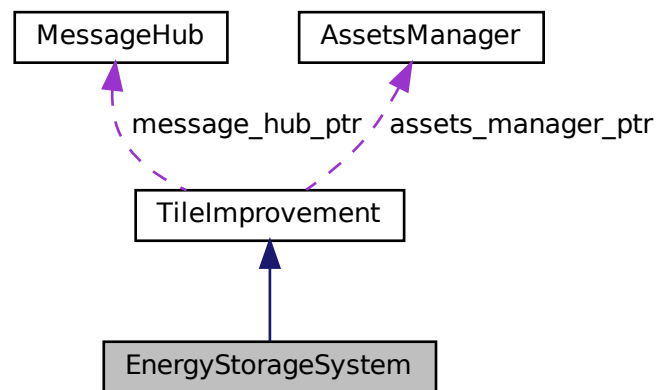
A settlement class (child class of [TileImprovement](#)).

```
#include <EnergyStorageSystem.h>
```

Inheritance diagram for EnergyStorageSystem:



Collaboration diagram for EnergyStorageSystem:



## Public Member Functions

- [EnergyStorageSystem](#) (double, double, sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor for the [EnergyStorageSystem](#) class.*
- void [setIsSelected](#) (bool)  
*Method to set the is selected attribute.*
- std::string [getTileOptionsSubstring](#) (void)  
*Helper method to assemble and return tile options substring.*
- void [processEvent](#) (void)  
*Method to process [EnergyStorageSystem](#). To be called once per event.*
- void [processMessage](#) (void)  
*Method to process [EnergyStorageSystem](#). 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 [~EnergyStorageSystem](#) (void)  
*Destructor for the [EnergyStorageSystem](#) class.*

## Public Attributes

- int [capacity\\_MWh](#)  
*The rated energy capacity [MWh] of the energy storage system.*
- int [charge\\_MWh](#)  
*The charge [MWh] in the energy storage system.*

## Private Member Functions

- void [\\_\\_setUpTileImprovementSpriteStatic](#) (void)  
*Helper method to set up tile improvement sprite (static).*
- void [\\_\\_setUpProductionMenu](#) (void)  
*Helper method to set up and position production menu assets (drawable).*
- void [\\_\\_upgrade](#) (void)  
*Helper method to upgrade the diesel generator.*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*

## Additional Inherited Members

### 4.4.1 Detailed Description

A settlement class (child class of [TileImprovement](#)).

### 4.4.2 Constructor & Destructor Documentation

#### 4.4.2.1 EnergyStorageSystem()

```
EnergyStorageSystem::EnergyStorageSystem (
    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 [EnergyStorageSystem](#) class.

Ref: [Wikipedia \[2023\]](#)

#### Parameters

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

```
291 :
292 TileImprovement (
```

```

293     position_x,
294     position_y,
295     event_ptr,
296     render_window_ptr,
297     assets_manager_ptr,
298     message_hub_ptr
299 )
300 {
301     // 1. set attributes
302
303     // 1.1. private
304     //...
305
306     // 1.2. public
307     this->tile_improvement_type = TileImprovementType :: ENERGY_STORAGE_SYSTEM;
308
309     this->is_running = false;
310
311     this->health = 100;
312
313     this->capacity_MWh = 1;
314     this->upgrade_level = 1;
315
316     this->charge_MWh = 0;
317
318     this->tile_improvement_string = "ENERGY STORAGE";
319
320     this->__setUpTileImprovementSpriteStatic();
321     this->__setUpProductionMenu();
322
323     std::cout << "EnergyStorageSystem constructed at " << this << std::endl;
324
325     return;
326 } /* EnergyStorageSystem() */

```

#### 4.4.2.2 ~EnergyStorageSystem()

```

EnergyStorageSystem::~EnergyStorageSystem (
    void ) [virtual]

```

Destructor for the [EnergyStorageSystem](#) class.

```

504 {
505     std::cout << "EnergyStorageSystem at " << this << " destroyed" << std::endl;
506
507     return;
508 } /* ~EnergyStorageSystem() */

```

### 4.4.3 Member Function Documentation

#### 4.4.3.1 \_\_handleKeyPressEvents()

```

void EnergyStorageSystem::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

179 {
180     if (this->just_built) {
181         return;
182     }
183
184     switch (this->event_ptr->key.code) {
185         case (sf::Keyboard::U): {
186             if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
187                 this->__upgrade();
188             }
189         }
190     }
191 }

```

```

189
190         break;
191     }
192
193     default: {
194         // do nothing!
195
196         break;
197     }
198 }
199
200
201 return;
202 } /* __handleKeyPressEvents() */

```

#### 4.4.3.2 \_\_handleMouseButtonEvents()

```

void EnergyStorageSystem::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

217 {
218     if (this->just_built) {
219         return;
220     }
221
222     switch (this->event_ptr->mouseButton.button) {
223     case (sf::Mouse::Left): {
224         //...
225
226         break;
227     }
228
229     case (sf::Mouse::Right): {
230         //...
231
232         break;
233     }
234
235     default: {
236         // do nothing!
237
238         break;
239     }
240 }
241
242 return;
243 } /* __handleMouseButtonEvents() */

```

#### 4.4.3.3 \_\_setUpProductionMenu()

```

void EnergyStorageSystem::__setUpProductionMenu (
    void ) [private]

```

Helper method to set up and position production menu assets (drawable).

```

103 {
104     // 1. modify production menu text
105     this->production_menu_backing_text.setString("**** DISCHARGE MENU ****");
106     this->production_menu_backing_text.setFont (
107         *(this->assets_manager_ptr->getFont ("Glass_TTY_VT220"))
108     );
109     this->production_menu_backing_text.setCharacterSize(16);
110     this->production_menu_backing_text.setFillColor(MONochrome_TEXT_GREEN);
111     this->production_menu_backing_text.setOrigin(
112         this->production_menu_backing_text.getLocalBounds().width / 2, 0
113     );
114     this->production_menu_backing_text.setPosition(400, 400 - 128 + 4);
115
116     return;
117 } /* __setUpProductionMenu() */

```

#### 4.4.3.4 \_\_setUpTileImprovementSpriteStatic()

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

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

```
68 {
69     this->tile_improvement_sprite_static.setTexture(
70         *(this->assets_manager_ptr->getTexture("energy storage system"))
71     );
72
73     this->tile_improvement_sprite_static.setOrigin(
74         this->tile_improvement_sprite_static.getLocalBounds().width / 2,
75         this->tile_improvement_sprite_static.getLocalBounds().height
76     );
77
78     this->tile_improvement_sprite_static.setPosition(
79         this->position_x,
80         this->position_y - 32
81     );
82
83     this->tile_improvement_sprite_static.setColor(
84         sf::Color(255, 255, 255, 0)
85     );
86
87     return;
88 } /* __setUpTileImprovementSpriteStatic() */
```

#### 4.4.3.5 \_\_upgrade()

```
void EnergyStorageSystem::__upgrade (
    void ) [private]
```

Helper method to upgrade the diesel generator.

```
132 {
133     /*
134     int upgrade_cost = DIESEL_GENERATOR_BUILD_COST;
135
136     if (this->credits < upgrade_cost) {
137         std::cout << "Cannot upgrade diesel generator: insufficient credits (need "
138             << upgrade_cost << " K)" << std::endl;
139
140         this->__sendInsufficientCreditsMessage();
141         return;
142     }
143
144     this->is_running = false;
145
146     this->health = 100;
147
148     this->capacity_kW += 100;
149     this->upgrade_level++;
150
151     this->production_MWh = 0;
152     this->max_production_MWh += 72;
153
154     this->just_upgraded = true;
155
156     this->assets_manager_ptr->getSound("upgrade")->play();
157
158     this->__sendCreditsSpentMessage(upgrade_cost);
159     this->__sendTileStateRequest();
160     this->__sendGameStateRequest();
161     */
162
163     return;
164 } /* __upgrade() */
```

#### 4.4.3.6 draw()

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

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

Reimplemented from [TileImprovement](#).

```
466 {
467     // 1. if just built, call base method and return
468     if (this->just_built) {
469         TileImprovement :: draw();
470
471         return;
472     }
473
474     // 2. draw static sprite
475     this->render_window_ptr->draw(this->tile_improvement_sprite_static);
476
477     // 3. draw production menu
478     if (this->production_menu_open) {
479         this->render_window_ptr->draw(this->production_menu_backing);
480         this->render_window_ptr->draw(this->production_menu_backing_text);
481
482         //...
483     }
484
485     this->frame++;
486     return;
487 } /* draw() */
```

#### 4.4.3.7 getTileOptionsSubstring()

```
std::string EnergyStorageSystem::getTileOptionsSubstring (
    void ) [virtual]
```

Helper method to assemble and return tile options substring.

#### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```
368 {
369     int upgrade_cost = ENERGY_STORAGE_SYSTEM_BUILD_COST;
370
371     // 32 char x 17 line console "-----\n";
372     std::string options_substring = "CAPACITY: ";
373     options_substring += std::to_string(this->capacity_MWh);
374     options_substring += " MWh (level ";
375     options_substring += std::to_string(this->upgrade_level);
376     options_substring += ")\n";
377
378     options_substring += "CHARGE: ";
379     options_substring += std::to_string(this->charge_MWh);
380     options_substring += " MWh\n";
381
382     options_substring += "HEALTH: ";
383     options_substring += std::to_string(this->health);
384     options_substring += "/100\n";
385
386     options_substring += "
387     options_substring += "**** ENERGY STORAGE OPTIONS ****\n";
388     options_substring += "
389     options_substring += " [E]: OPEN DISCHARGE MENU \n";
390
391     if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
392         options_substring += " [U]: UPGRADE (";
```



```

393         options_substring          += std::to_string(upgrade_cost);
394         options_substring          += " K)\n";
395     }
396
397     options_substring               += "HOLD [P]:  SCRAP (";
398     options_substring               += std::to_string(SCRAP_COST);
399     options_substring               += " K)";
400
401     return options_substring;
402 } /* getTileOptionsSubstring() */

```

#### 4.4.3.8 processEvent()

```

void EnergyStorageSystem::processEvent (
    void ) [virtual]

```

Method to process [EnergyStorageSystem](#). To be called once per event.

Reimplemented from [TileImprovement](#).

```

417 {
418     TileImprovement :: processEvent();
419
420     if (this->event_ptr->type == sf::Event::KeyPressed) {
421         this->__handleKeyPressEvents();
422     }
423
424     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
425         this->__handleMouseButtonEvents();
426     }
427
428     return;
429 } /* processEvent() */

```

#### 4.4.3.9 processMessage()

```

void EnergyStorageSystem::processMessage (
    void ) [virtual]

```

Method to process [EnergyStorageSystem](#). To be called once per message.

Reimplemented from [TileImprovement](#).

```

444 {
445     TileImprovement :: processMessage();
446
447     //...
448
449     return;
450 } /* processMessage() */

```

#### 4.4.3.10 setIsSelected()

```

void EnergyStorageSystem::setIsSelected (
    bool is_selected ) [virtual]

```

Method to set the is selected attribute.

## Parameters

<i>is_selected</i>	The value to set the is selected attribute to.
--------------------	--

Reimplemented from [TileImprovement](#).

```

343 {
344     TileImprovement :: setIsSelected(is_selected);
345
346     if (this->is_selected) {
347         this->assets_manager_ptr->getSound("energy storage system")->play();
348     }
349
350     return;
351 } /* setIsSelected() */

```

## 4.4.4 Member Data Documentation

### 4.4.4.1 capacity\_MWh

```
int EnergyStorageSystem::capacity_MWh
```

The rated energy capacity [MWh] of the energy storage system.

### 4.4.4.2 charge\_MWh

```
int EnergyStorageSystem::charge_MWh
```

The charge [MWh] in the energy storage system.

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

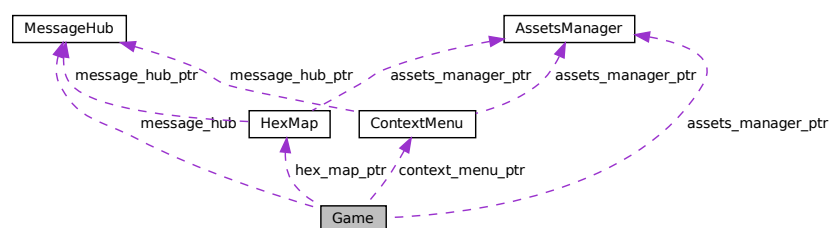
- header/[EnergyStorageSystem.h](#)
- source/[EnergyStorageSystem.cpp](#)

## 4.5 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.*
- bool [check\\_terminating\\_conditions](#)  
*Boolean indicating whether or not to check terminating conditions.*
- bool [message\\_deadlock](#)  
*A boolean indicating whether a message deadlock has been detected.*
- bool [show\\_tutorial](#)  
*A boolean indicating whether or not to show the tutorial.*
- bool [turn\\_end](#)  
*A boolean indicating a turn end.*
- 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).*
- int [past\\_demand\\_MWh](#)  
*The demand in the previous turn.*
- int [demand\\_served\\_MWh](#)  
*The demand served at the end of a turn.*
- int [demand\\_remaining\\_MWh](#)  
*The demand remaining at the end of a turn.*
- int [overproduction\\_MWh](#)

- *The amount of overproduction at the end of a turn.*
- int [turn\\_fuel\\_cost](#)  
*The cost of fuel at the end of a turn.*
- int [turn\\_operation\\_maintenance\\_cost](#)  
*The cost of operation and maintenance at the end of a turn.*
- int [turn\\_emissions\\_tonnes](#)  
*The amount of emissions at the end of a turn.*
- int [dispatch\\_income](#)  
*The amount earned from dispatch at the end of a turn.*
- int [overproduction\\_penalty](#)  
*The penalty for overproduction.*
- int [net\\_credit\\_flow](#)  
*The net credit flow at the end of a turn.*
- int [consecutive\\_zero\\_emissions\\_months](#)  
*The number of recent, consecutive zero emission months.*
- size\_t [substring\\_idx](#)  
*The index of the turn summary substring.*
- std::string [turn\\_summary\\_string](#)  
*A string representation of the end of turn summary.*
- sf::Text [turn\\_summary\\_text](#)  
*A text representation (drawable) of the end of turn summary.*
- int [message\\_deadlock\\_frame](#)  
*A frame counter for detecting message deadlock.*
- int [turn](#) = 0  
*The current game turn.*
- std::vector< double > [demand\\_vec\\_MWh](#)  
*A vector of daily demands [MWh] for the current month.*
- 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 [\\_\\_checkTerminatingConditions](#) (void)  
*Helper method to check terminating conditions (i.e., loss or victory conditions).*
- void [\\_\\_advanceTurn](#) (void)  
*Helper method to advance turn.*
- void [\\_\\_computeCurrentDemand](#) (void)  
*Helper method to compute current energy demand.*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*

- void `__handleMouseButtonEvents` (void)  
*Helper method to handle mouse button events.*
- void `__handleImprovementStateMessage` (Message)  
*Helper method to handle improvement state messages.*
- 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 `__sendTurnAdvanceMessage` (void)  
*Helper method to format and send a turn advance message.*
- void `__sendCreditsEarnedMessage` (void)  
*Helper method to format and send a credits earned message.*
- void `__insufficientCreditsAlarm` (void)  
*Helper method to sound and display and insufficient credits alarm.*
- void `__summarizeTurn` (void)  
*Helper method to generate end of turn summary.*
- void `__drawLossDemand` (void)  
*Helper method to draw loss (demand) pop-up.*
- void `__drawLossCredits` (void)  
*Helper method to draw loss (credits) pop-up.*
- void `__drawLossEmissions` (void)  
*Helper method to draw loss (emissions) pop-up.*
- void `__drawVictory` (void)  
*Helper method to draw victory pop-up.*
- void `__drawTurnSummary` (void)  
*Helper method to draw turn summary.*
- 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.*

### 4.5.1 Detailed Description

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

## 4.5.2 Constructor & Destructor Documentation

### 4.5.2.1 Game()

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

Constructor for the [Game](#) class.

```
1435 {
1436     // 1. set attributes
1437
1438     // 1.1. private
1439     this->render_window_ptr = render_window_ptr;
1440
1441     this->assets_manager_ptr = assets_manager_ptr;
1442
1443     // 1.2. public
1444     this->game_phase = GamePhase :: BUILD_SETTLEMENT;
1445
1446     this->quit_game = false;
1447     this->game_loop_broken = false;
1448     this->show_frame_clock_overlay = false;
1449     this->check_terminating_conditions = false;
1450     this->show_tutorial = false;
1451     this->turn_end = false;
1452
1453     this->frame = 0;
1454     this->time_since_start_s = 0;
1455
1456     this->message_deadlock = false;
1457     this->message_deadlock_frame = 0;
1458
1459     double seconds_since_epoch = time(NULL);
1460     double years_since_epoch = seconds_since_epoch / SECONDS_PER_YEAR;
1461
1462     this->year = 1970 + (int)years_since_epoch;
1463     this->month = (years_since_epoch - (int)years_since_epoch) * 12 + 1;
1464     while (this->month > 12) {
1465         this->month -= 12;
1466     }
1467
1468     this->population = 0;
1469     this->credits = STARTING_CREDITS;
1470     this->demand_MWh = 0;
1471     this->cumulative_emissions_tonnes = 0;
1472
1473     this->past_demand_MWh = 0;
1474
1475     this->demand_vec_MWh.resize(30, 0);
1476
1477     this->demand_served_MWh = 0;
1478     this->demand_remaining_MWh = 0;
1479     this->overproduction_MWh = 0;
1480     this->turn_fuel_cost = 0;
1481     this->turn_operation_maintenance_cost = 0;
1482     this->turn_emissions_tonnes = 0;
1483
1484     this->overproduction_penalty = 0;
1485     this->dispatch_income = 0;
1486     this->net_credit_flow = 0;
1487
1488     this->consecutive_zero_emissions_months = 0;
1489
1490     this->substring_idx = 0;
1491     this->turn_summary_string = "";
1492
1493     this->turn_summary_text.setFont(
1494         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220"))
1495     );
1496     this->turn_summary_text.setCharacterSize(16);
1497     this->turn_summary_text.setFillColor(MONOCROME_TEXT_GREEN);
1498     this->turn_summary_text.setPosition(GAME_WIDTH - 400 + 64, 64);
1499
1500     this->hex_map_ptr = new HexMap(
1501         6,
1502         &(this->event),
```

```

1503         this->render_window_ptr,
1504         this->assets_manager_ptr,
1505         &(this->message_hub)
1506     );
1507
1508     this->context_menu_ptr = new ContextMenu(
1509         &(this->event),
1510         this->render_window_ptr,
1511         this->assets_manager_ptr,
1512         &(this->message_hub)
1513     );
1514
1515     // 2. add message channel(s)
1516     this->message_hub.addChannel(GAME_CHANNEL);
1517     this->message_hub.addChannel(GAME_STATE_CHANNEL);
1518
1519     this->__sendGameStateMessage();
1520
1521     std::cout << "Game constructed at " << this << std::endl;
1522
1523     return;
1524 } /* Game() */

```

#### 4.5.2.2 ~Game()

```

Game::~~Game (
    void )

```

Destructor for the [Game](#) class.

```

1650 {
1651     // 1. clean up attributes
1652     delete this->hex_map_ptr;
1653     delete this->context_menu_ptr;
1654
1655     std::cout << "Game at " << this << " destroyed" << std::endl;
1656
1657     return;
1658 } /* ~Game() */

```

### 4.5.3 Member Function Documentation

#### 4.5.3.1 \_\_advanceTurn()

```

void Game::__advanceTurn (
    void ) [private]

```

Helper method to advance turn.

```

137 {
138     // 1. advance turn, raise turn end flag
139     this->turn++;
140     this->turn_end = true;
141
142     // 2. reset turn summary attributes
143     this->demand_served_MWh = 0;
144     this->demand_remaining_MWh = 0;
145     this->overproduction_MWh = 0;
146     this->turn_fuel_cost = 0;
147     this->turn_operation_maintenance_cost = 0;
148     this->turn_emissions_tonnes = 0;
149
150     this->overproduction_penalty = 0;
151     this->dispatch_income = 0;
152     this->net_credit_flow = 0;
153
154     // 3. advance month/year

```

```

155     this->month++;
156     if (this->month > 12) {
157         this->year++;
158         this->month = 1;
159     }
160
161     // 4. update population
162     if (this->turn == 1) {
163         this->population = STARTING_POPULATION;
164     }
165
166     else {
167         this->population = ceil(this->population * POPULATION_MONTHLY_GROWTH_RATE);
168     }
169
170     // 5. update demand
171     this->__computeCurrentDemand();
172
173     // 6. send turn advance message
174     this->__sendTurnAdvanceMessage();
175     this->__sendGameStateMessage();
176
177 } /* __advanceTurn() */

```

#### 4.5.3.2 \_\_checkTerminatingConditions()

```

void Game::__checkTerminatingConditions (
    void ) [private]

```

Helper method to check terminating conditions (i.e., loss or victory conditions).

```

94 {
95     std::cout << "Game :: __checkTerminatingConditions()" << std::endl;
96
97     // 1. loss emissions
98     if (this->cumulative_emissions_tonnes >= EMISSIONS_LIFETIME_LIMIT_TONNES) {
99         this->assets_manager_ptr->getSound("loss")->play();
100         this->game_phase = GamePhase :: LOSS_EMISSIONS;
101     }
102
103     // 2. loss demand
104     else if (this->demand_remaining_MWh > 0) {
105         this->assets_manager_ptr->getSound("loss")->play();
106         this->game_phase = GamePhase :: LOSS_DEMAND;
107     }
108
109     // 3. loss credits
110     else if (this->credits < 0) {
111         this->assets_manager_ptr->getSound("loss")->play();
112         this->game_phase = GamePhase :: LOSS_CREDITS;
113     }
114
115     // 4. victory
116     else if (this->consecutive_zero_emissions_months >= 12) {
117         this->assets_manager_ptr->getSound("victory")->play();
118         this->game_phase = GamePhase :: VICTORY;
119     }
120
121     return;
122 } /* __checkTerminatingConditions() */

```

#### 4.5.3.3 \_\_computeCurrentDemand()

```

void Game::__computeCurrentDemand (
    void ) [private]

```

Helper method to compute current energy demand.

```

192 {
193     this->past_demand_MWh = this->demand_MWh;
194

```



```

195     unsigned seed = std::chrono::system_clock::now().time_since_epoch().count();
196     std::default_random_engine generator(seed);
197
198     std::normal_distribution<double> normal_dist(
199         MEAN_DAILY_DEMAND_RATIOS[this->month - 1],
200         STDEV_DAILY_DEMAND_RATIOS[this->month - 1]
201     );
202
203     double demand_MWh = 0;
204
205     for (int i = 0; i < 30; i++) {
206         this->demand_vec_MWh[i] =
207             normal_dist(generator) * MAXIMUM_DAILY_DEMAND_PER_CAPITA * this->population;
208
209         demand_MWh += this->demand_vec_MWh[i];
210     }
211
212     this->demand_MWh = round(demand_MWh);
213
214     return;
215 } /* __computeCurrentDemand() */

```

#### 4.5.3.4 \_\_draw()

```

void Game::__draw (
    void ) [private]

```

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

```

1358 {
1359     this->__drawHUD();
1360
1361     if (this->show_frame_clock_overlay) {
1362         this->__drawFrameClockOverlay();
1363     }
1364
1365     if (this->show_tutorial) {
1366
1367     }
1368
1369     else if (not this->turn_summary_string.empty()) {
1370         this->__drawTurnSummary();
1371     }
1372
1373     switch (this->game_phase) {
1374         case (GamePhase :: LOSS_DEMAND): {
1375             this->__drawLossDemand();
1376
1377             break;
1378         }
1379
1380
1381         case (GamePhase :: LOSS_CREDITS): {
1382             this->__drawLossCredits();
1383
1384             break;
1385         }
1386
1387
1388         case (GamePhase :: LOSS_EMISSIONS): {
1389             this->__drawLossEmissions();
1390
1391             break;
1392         }
1393
1394
1395         case (GamePhase :: VICTORY): {
1396             this->__drawVictory();
1397
1398             break;
1399         }
1400
1401
1402         default: {
1403             // do nothing!
1404
1405             break;
1406         }
1407     }

```

```

1408
1409     return;
1410 } /* draw() */

```

#### 4.5.3.5 \_\_drawFrameClockOverlay()

```

void Game::__drawFrameClockOverlay (
    void ) [private]

```

Helper method to draw frame clock overlay.

```

1181 {
1182     std::string frame_clock_string = "FRAME: ";
1183     frame_clock_string += std::to_string(this->frame);
1184     frame_clock_string += "\nTIME SINCE START [s]: ";
1185     frame_clock_string += std::to_string(this->time_since_start_s);
1186
1187     sf::Text frame_clock_text(
1188         frame_clock_string,
1189         *(this->assets_manager_ptr->getFont("DroidSansMono")),
1190         16
1191     );
1192
1193     sf::RectangleShape frame_clock_backing(
1194         sf::Vector2f(
1195             1.02 * frame_clock_text.getLocalBounds().width,
1196             1.20 * frame_clock_text.getLocalBounds().height
1197         )
1198     );
1199     frame_clock_backing.setFillColor(sf::Color(0, 0, 0, 255));
1200
1201     this->render_window_ptr->draw(frame_clock_backing);
1202     this->render_window_ptr->draw(frame_clock_text);
1203
1204     return;
1205 } /* __drawFrameClockOverlay() */

```

#### 4.5.3.6 \_\_drawHUD()

```

void Game::__drawHUD (
    void ) [private]

```

Helper method to heads-up display (HUD).

```

1220 {
1221     // 1. first line (top)
1222     std::string HUD_string = "YEAR: ";
1223     HUD_string += std::to_string(this->year);
1224
1225     HUD_string += "    MONTH: ";
1226     HUD_string += std::to_string(this->month);
1227
1228     HUD_string += "    POPULATION: ";
1229     HUD_string += std::to_string(this->population);
1230
1231     HUD_string += "    CREDITS: ";
1232     HUD_string += std::to_string(this->credits);
1233     HUD_string += " K";
1234
1235     HUD_string += "    CURRENT DEMAND: ";
1236     HUD_string += std::to_string(this->demand_MWh);
1237     HUD_string += " MWh";
1238
1239     sf::Text HUD_text(
1240         HUD_string,
1241         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
1242         16
1243     );
1244
1245     HUD_text.setPosition(
1246         (800 - HUD_text.getLocalBounds().width) / 2,

```

```
1247         8
1248     );
1249
1250     HUD_text.setFillColor(MONOCROME_TEXT_GREEN);
1251
1252     this->render_window_ptr->draw(HUD_text);
1253
1254
1255     // 2. second line (top)
1256     HUD_string = "CUMULATIVE EMISSIONS: ";
1257     HUD_string += std::to_string(this->cumulative_emissions_tonnes);
1258     HUD_string += " tonnes (CO2e)";
1259
1260     HUD_string += "      LIFETIME LIMIT: ";
1261     HUD_string += std::to_string(EMISSIONS_LIFETIME_LIMIT_TONNES);
1262     HUD_string += " tonnes (CO2e)";
1263
1264     HUD_text.setString(HUD_string);
1265
1266     HUD_text.setPosition(
1267         (800 - HUD_text.getLocalBounds().width) / 2,
1268         35
1269     );
1270
1271     this->render_window_ptr->draw(HUD_text);
1272
1273
1274     // 3. third line (bottom)
1275     HUD_string = "GAME PHASE: ";
1276
1277     switch (this->game_phase) {
1278     case (GamePhase :: BUILD_SETTLEMENT): {
1279         HUD_string += "BUILD SETTLEMENT";
1280
1281         break;
1282     }
1283
1284     case (GamePhase :: SYSTEM_MANAGEMENT): {
1285         HUD_string += "SYSTEM MANAGEMENT";
1286
1287         break;
1288     }
1289
1290     case (GamePhase :: LOSS_EMISSIONS): {
1291         HUD_string += "LOSS (EMISSIONS)";
1292
1293         break;
1294     }
1295
1296     case (GamePhase :: LOSS_DEMAND): {
1297         HUD_string += "LOSS (DEMAND)";
1298
1299         break;
1300     }
1301
1302     case (GamePhase :: LOSS_CREDITS): {
1303         HUD_string += "LOSS (CREDITS)";
1304
1305         break;
1306     }
1307
1308     case (GamePhase :: VICTORY): {
1309         HUD_string += "VICTORY";
1310
1311         break;
1312     }
1313
1314     default: {
1315         HUD_string += "???";
1316
1317         break;
1318     }
1319
1320     }
1321
1322     HUD_string += "      TURN: ";
1323     HUD_string += std::to_string(this->turn);
1324
1325     HUD_string += "      CONSECUTIVE ZERO EMISSIONS MONTHS: ";
1326     HUD_string += std::to_string(this->consecutive_zero_emissions_months);
1327
1328     HUD_text.setString(HUD_string);
1329
1330
1331
1332
1333
```

```

1334
1335     HUD_text.setPosition(
1336         (800 - HUD_text.getLocalBounds().width) / 2,
1337         GAME_HEIGHT - 35
1338     );
1339
1340     this->render_window_ptr->draw(HUD_text);
1341
1342     return;
1343 } /* __drawHUD() */

```

#### 4.5.3.7 \_\_drawLossCredits()

```

void Game::__drawLossCredits (
    void ) [private]

```

Helper method to draw loss (credits) pop-up.

```

951 {
952     // 1. construct loss text and backing rectangle
953     std::string loss_credits_string = "    LOSS! - RAN OUT OF CREDITS    \n";
954     loss_credits_string += "    press any key to restart    ";
955
956     sf::Text loss_credits_text(
957         loss_credits_string,
958         (*this->assets_manager_ptr->getFont("DroidSansMono")),
959         32
960     );
961
962     loss_credits_text.setOrigin(
963         loss_credits_text.getLocalBounds().width / 2,
964         loss_credits_text.getLocalBounds().height / 2
965     );
966
967     loss_credits_text.setPosition(400, GAME_HEIGHT / 2);
968
969     sf::RectangleShape backing_rectangle(
970         sf::Vector2f(
971             1.1 * loss_credits_text.getLocalBounds().width,
972             1.5 * loss_credits_text.getLocalBounds().height
973         )
974     );
975
976     backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
977
978     backing_rectangle.setOrigin(
979         backing_rectangle.getLocalBounds().width / 2,
980         backing_rectangle.getLocalBounds().height / 2
981     );
982
983     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
984
985     // 3. colour cycle and draw
986     if (this->frame % FRAMES_PER_SECOND <= FRAMES_PER_SECOND / 2) {
987         loss_credits_text.setFillColor(MONochrome_TEXT_RED);
988     }
989
990     else {
991         loss_credits_text.setFillColor(sf::Color(255, 255, 255, 255));
992     }
993
994     this->render_window_ptr->draw(backing_rectangle);
995     this->render_window_ptr->draw(loss_credits_text);
996
997     return;
998 } /* __drawLossCredits() */

```

#### 4.5.3.8 \_\_drawLossDemand()

```

void Game::__drawLossDemand (
    void ) [private]

```

Helper method to draw loss (demand) pop-up.

```

889 {
890     // 1. construct alarm text and backing rectangle
891     std::string loss_demand_string = "    LOSS! - FAILED TO MEET DEMAND    \n";
892     loss_demand_string += "    press any key to restart    ";
893
894     sf::Text loss_demand_text(
895         loss_demand_string,
896         (*(this->assets_manager_ptr->getFont("DroidSansMono"))),
897         32
898     );
899
900     loss_demand_text.setOrigin(
901         loss_demand_text.getLocalBounds().width / 2,
902         loss_demand_text.getLocalBounds().height / 2
903     );
904
905     loss_demand_text.setPosition(400, GAME_HEIGHT / 2);
906
907     sf::RectangleShape backing_rectangle(
908         sf::Vector2f(
909             1.1 * loss_demand_text.getLocalBounds().width,
910             1.5 * loss_demand_text.getLocalBounds().height
911         )
912     );
913
914     backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
915
916     backing_rectangle.setOrigin(
917         backing_rectangle.getLocalBounds().width / 2,
918         backing_rectangle.getLocalBounds().height / 2
919     );
920
921     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
922
923     // 3. colour cycle and draw
924     if (this->frame % FRAMES_PER_SECOND <= FRAMES_PER_SECOND / 2) {
925         loss_demand_text.setFillColor(MONOCHROME_TEXT_RED);
926     }
927
928     else {
929         loss_demand_text.setFillColor(sf::Color(255, 255, 255, 255));
930     }
931
932     this->render_window_ptr->draw(backing_rectangle);
933     this->render_window_ptr->draw(loss_demand_text);
934
935     return;
936 } /* __drawLossDemand() */

```

#### 4.5.3.9 \_\_drawLossEmissions()

```

void Game::__drawLossEmissions (
    void ) [private]

```

Helper method to draw loss (emissions) pop-up.

```

1013 {
1014     // 1. construct loss text and backing rectangle
1015     std::string loss_emissions_string = "    LOSS! - EXCESSIVE EMISSIONS    \n";
1016     loss_emissions_string += "    press any key to restart    ";
1017
1018     sf::Text loss_emissions_text(
1019         loss_emissions_string,
1020         (*(this->assets_manager_ptr->getFont("DroidSansMono"))),
1021         32
1022     );
1023
1024     loss_emissions_text.setOrigin(
1025         loss_emissions_text.getLocalBounds().width / 2,
1026         loss_emissions_text.getLocalBounds().height / 2
1027     );
1028
1029     loss_emissions_text.setPosition(400, GAME_HEIGHT / 2);
1030
1031     sf::RectangleShape backing_rectangle(
1032         sf::Vector2f(
1033             1.1 * loss_emissions_text.getLocalBounds().width,
1034             1.5 * loss_emissions_text.getLocalBounds().height

```

```

1035     )
1036   );
1037
1038   backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
1039
1040   backing_rectangle.setOrigin(
1041     backing_rectangle.getLocalBounds().width / 2,
1042     backing_rectangle.getLocalBounds().height / 2
1043   );
1044
1045   backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
1046
1047   // 3. colour cycle and draw
1048   if (this->frame % FRAMES_PER_SECOND <= FRAMES_PER_SECOND / 2) {
1049     loss_emissions_text.setFillColor(MONOCROME_TEXT_RED);
1050   }
1051
1052   else {
1053     loss_emissions_text.setFillColor(sf::Color(255, 255, 255, 255));
1054   }
1055
1056   this->render_window_ptr->draw(backing_rectangle);
1057   this->render_window_ptr->draw(loss_emissions_text);
1058
1059   return;
1060 } /* __drawLossEmissions() */

```

#### 4.5.3.10 \_\_drawTurnSummary()

```

void Game::__drawTurnSummary (
    void ) [private]

```

Helper method to draw turn summary.

```

1137 {
1138     if (this->substring_idx < this->turn_summary_string.size()) {
1139         this->assets_manager_ptr->getSound("console string print")->play();
1140
1141         this->turn_summary_text.setString(
1142             this->turn_summary_string.substr(0, this->substring_idx)
1143         );
1144
1145         while (
1146             (this->turn_summary_string.substr(0, this->substring_idx).back() == ' ') or
1147             (this->turn_summary_string.substr(0, this->substring_idx).back() == '\n')
1148         ) {
1149             this->substring_idx++;
1150
1151             if (this->substring_idx == this->turn_summary_string.size() - 1) {
1152                 this->turn_summary_text.setString(
1153                     this->turn_summary_string.substr(0, this->substring_idx)
1154                 );
1155
1156                 break;
1157             }
1158         }
1159
1160         this->substring_idx++;
1161     }
1162
1163     this->render_window_ptr->draw(this->turn_summary_text);
1164
1165     return;
1166 } /* __drawTurnSummary() */

```

#### 4.5.3.11 \_\_drawVictory()

```

void Game::__drawVictory (
    void ) [private]

```

Helper method to draw victory pop-up.

```

1075 {
1076     // 1. construct victory text and backing rectangle
1077     std::string victory_string = "      **** VICTORY! ****      \n";
1078     victory_string += "      press any key to restart      ";
1079
1080     sf::Text victory_text(
1081         victory_string,
1082         (*(this->assets_manager_ptr->getFont("DroidSansMono"))),
1083         32
1084     );
1085
1086     victory_text.setOrigin(
1087         victory_text.getLocalBounds().width / 2,
1088         victory_text.getLocalBounds().height / 2
1089     );
1090
1091     victory_text.setPosition(400, GAME_HEIGHT / 2);
1092
1093     sf::RectangleShape backing_rectangle(
1094         sf::Vector2f(
1095             1.1 * victory_text.getLocalBounds().width,
1096             1.5 * victory_text.getLocalBounds().height
1097         )
1098     );
1099
1100     backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
1101
1102     backing_rectangle.setOrigin(
1103         backing_rectangle.getLocalBounds().width / 2,
1104         backing_rectangle.getLocalBounds().height / 2
1105     );
1106
1107     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
1108
1109     // 3. colour cycle and draw
1110     if (this->frame % FRAMES_PER_SECOND <= FRAMES_PER_SECOND / 2) {
1111         victory_text.setFillColor(MONOCHROME_TEXT_GREEN);
1112     }
1113
1114     else {
1115         victory_text.setFillColor(sf::Color(255, 255, 255, 255));
1116     }
1117
1118     this->render_window_ptr->draw(backing_rectangle);
1119     this->render_window_ptr->draw(victory_text);
1120
1121     return;
1122 } /* __drawVictory() */

```

#### 4.5.3.12 \_\_handleImprovementStateMessage()

```

void Game::__handleImprovementStateMessage (
    Message improvement_state_message ) [private]

```

Helper method to handle improvement state messages.

```

317 {
318     // 1. dispatch
319     if (improvement_state_message.int_payload.count("dispatch_MWh") > 0) {
320         this->demand_served_MWh += improvement_state_message.int_payload["dispatch_MWh"];
321     }
322
323     // 2. fuel costs
324     if (improvement_state_message.int_payload.count("fuel_cost") > 0) {
325         this->turn_fuel_cost += improvement_state_message.int_payload["fuel_cost"];
326     }
327
328     // 3. operation and maintenance costs
329     if (improvement_state_message.int_payload.count("operation_maintenance_cost") > 0) {
330         this->turn_operation_maintenance_cost +=
331             improvement_state_message.int_payload["operation_maintenance_cost"];
332     }
333
334     // 4. emissions
335     if (improvement_state_message.int_payload.count("emissions_tonnes_CO2e") > 0) {
336         double emissions_tonnes_CO2e =
337             improvement_state_message.int_payload["emissions_tonnes_CO2e"];
338     }

```

```

339         this->cumulative_emissions_tonnes += emissions_tonnes_CO2e;
340         this->turn_emissions_tonnes += emissions_tonnes_CO2e;
341     }
342
343     return;
344 } /* __handleImprovementStateMessage() */

```

#### 4.5.3.13 \_\_handleKeyPressEvents()

```

void Game::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

230 {
231     switch (this->event.key.code) {
232         case (sf::Keyboard::Enter): {
233             if (this->game_phase == GamePhase :: SYSTEM_MANAGEMENT) {
234                 this->__advanceTurn();
235             }
236
237             break;
238         }
239
240         case (sf::Keyboard::Tilde): {
241             this->__toggleFrameClockOverlay();
242
243             break;
244         }
245
246         case (sf::Keyboard::Tab): {
247             this->hex_map_ptr->toggleResourceOverlay();
248
249             break;
250         }
251
252         default: {
253             // do nothing!
254
255             break;
256         }
257     }
258
259     return;
260 } /* __handleKeyPressEvents() */

```

#### 4.5.3.14 \_\_handleMouseButtonEvents()

```

void Game::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

278 {
279     switch (this->event.mouseButton.button) {
280         case (sf::Mouse::Left): {
281             //...
282
283             break;
284         }
285
286         case (sf::Mouse::Right): {
287             //...
288
289             break;
290         }
291     }
292

```



```

293
294         default: {
295             // do nothing!
296
297             break;
298         }
299     }
300
301     return;
302 } /* __handleMouseButtonEvents() */

```

#### 4.5.3.15 \_\_insufficientCreditsAlarm()

```

void Game::__insufficientCreditsAlarm (
    void ) [private]

```

Helper method to sound and display and insufficient credits alarm.

```

659 {
660     // 1. sound buzzer
661     this->assets_manager_ptr->getSound("insufficient credits")->play();
662
663     // 2. construct alarm text and backing rectangle
664     sf::Text insufficient_credits_text(
665         "INSUFFICIENT CREDITS",
666         (*this->assets_manager_ptr->getFont("DroidSansMono")),
667         32
668     );
669
670     insufficient_credits_text.setOrigin(
671         insufficient_credits_text.getLocalBounds().width / 2,
672         insufficient_credits_text.getLocalBounds().height / 2
673     );
674
675     insufficient_credits_text.setPosition(400, GAME_HEIGHT / 2);
676
677     sf::RectangleShape backing_rectangle(
678         sf::Vector2f(
679             1.1 * insufficient_credits_text.getLocalBounds().width,
680             1.5 * insufficient_credits_text.getLocalBounds().height
681         )
682     );
683
684     backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
685
686     backing_rectangle.setOrigin(
687         backing_rectangle.getLocalBounds().width / 2,
688         backing_rectangle.getLocalBounds().height / 2
689     );
690
691     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
692
693     // 3. display loop (blocking ~3 seconds)
694     bool red_flag = true;
695     int alarm_frame = 0;
696     double time_since_alarm_s = 0;
697
698     sf::Clock alarm_clock;
699
700     while (alarm_frame < 2.5 * FRAMES_PER_SECOND) {
701
702         time_since_alarm_s = alarm_clock.getElapsedTime().asSeconds();
703
704         if (time_since_alarm_s >= (alarm_frame + 1) * SECONDS_PER_FRAME) {
705             while (this->render_window_ptr->pollEvent(this->event)) {
706                 // do nothing!
707             }
708
709             this->render_window_ptr->clear();
710
711             this->hex_map_ptr->draw();
712             this->context_menu_ptr->draw();
713             this->__draw();
714
715             if (alarm_frame % (FRAMES_PER_SECOND / 3) == 0) {
716                 if (red_flag) {
717                     red_flag = false;
718                 }
719             }

```

```

720
721         else {
722             red_flag = true;
723         }
724     }
725
726     if (red_flag) {
727         insufficient_credits_text.setFillColor(MONOCROME_TEXT_RED);
728     }
729
730     else {
731         insufficient_credits_text.setFillColor(sf::Color(255, 255, 255));
732     }
733
734     this->render_window_ptr->draw(backing_rectangle);
735     this->render_window_ptr->draw(insufficient_credits_text);
736
737     this->render_window_ptr->display();
738
739     alarm_frame++;
740     this->frame++;
741 }
742
743 // check track status, move to next if stopped
744 if (this->assets_manager_ptr->getTrackStatus() == sf::SoundSource::Stopped) {
745     this->assets_manager_ptr->nextTrack();
746     this->assets_manager_ptr->playTrack();
747 }
748 }
749
750 return;
751 } /* __insufficientCreditsAlarm( */

```

#### 4.5.3.16 \_\_processEvent()

```

void Game::__processEvent (
    void ) [private]

```

Helper method to process [Game](#). To be called once per event.

```

359 {
360     if (this->event.type == sf::Event::Closed) {
361         this->quit_game = true;
362         this->game_loop_broken = true;
363     }
364
365     if (this->event.type == sf::Event::KeyPressed) {
366         this->__handleKeyPressEvents();
367     }
368
369     if (this->event.type == sf::Event::MouseButtonPressed) {
370         this->__handleMouseButtonEvents();
371     }
372
373     return;
374 } /* __processEvent() */

```

#### 4.5.3.17 \_\_processMessage()

```

void Game::__processMessage (
    void ) [private]

```

Helper method to process [Game](#). To be called once per message.

```

530 {
531     if (not this->message_hub.isEmpty(GAME_CHANNEL)) {
532         Message game_channel_message = this->message_hub.receiveMessage(GAME_CHANNEL);
533
534         if (game_channel_message.subject == "quit game") {
535             this->quit_game = true;
536             this->game_loop_broken = true;

```

```

537
538         std::cout << "Quit game message received by " << this << std::endl;
539         this->message_hub.popMessage(GAME_CHANNEL);
540     }
541
542     if (game_channel_message.subject == "restart game") {
543         this->game_loop_broken = true;
544
545         std::cout << "Restart game message received by " << this << std::endl;
546         this->message_hub.popMessage(GAME_CHANNEL);
547     }
548
549     if (game_channel_message.subject == "state request") {
550         std::cout << "Game state request message received by " << this << std::endl;
551
552         this->__sendGameStateMessage();
553         this->message_hub.popMessage(GAME_CHANNEL);
554     }
555
556     if (game_channel_message.subject == "credits spent") {
557         this->credits -= game_channel_message.int_payload["credits spent"];
558
559         std::cout << "Credits spent message (" <<
560             game_channel_message.int_payload["credits spent"] << ") received by "
561             << this << std::endl;
562
563         std::cout << "Current credits (Game): " << this->credits << " K" <<
564             std::endl;
565
566         this->message_hub.popMessage(GAME_CHANNEL);
567     }
568
569     if (game_channel_message.subject == "insufficient credits") {
570         std::cout << "Insufficient credits message received by " << this <<
571             std::endl;
572
573         this->__insufficientCreditsAlarm();
574
575         this->message_hub.popMessage(GAME_CHANNEL);
576     }
577
578     if (game_channel_message.subject == "update game phase") {
579         std::cout << "Update game phase message received by " << this << std::endl;
580
581         if (
582             game_channel_message.string_payload["game phase"] == "system management"
583         ) {
584             this->game_phase = GamePhase :: SYSTEM_MANAGEMENT;
585             this->__advanceTurn();
586         }
587
588         else if (
589             game_channel_message.string_payload["game phase"] == "loss emissions"
590         ) {
591             this->game_phase = GamePhase :: LOSS_EMISSIONS;
592         }
593
594         else if (
595             game_channel_message.string_payload["game phase"] == "loss demand"
596         ) {
597             this->game_phase = GamePhase :: LOSS_DEMAND;
598         }
599
600         else if (
601             game_channel_message.string_payload["game phase"] == "loss credits"
602         ) {
603             this->game_phase = GamePhase :: LOSS_CREDITS;
604         }
605
606         else if (
607             game_channel_message.string_payload["game phase"] == "victory"
608         ) {
609             this->game_phase = GamePhase :: VICTORY;
610         }
611
612         this->message_hub.popMessage(GAME_CHANNEL);
613     }
614
615     if (game_channel_message.subject == "improvement state") {
616         std::cout << "Improvement state message received by " << this << std::endl;
617
618         this->__handleImprovementStateMessage(game_channel_message);
619
620         this->message_hub.popMessage(GAME_CHANNEL);
621     }
622 }
623

```

```

624     if (not this->message_hub.isEmpty(GAME_STATE_CHANNEL)) {
625         Message game_state_message =
626             this->message_hub.receiveMessage(GAME_STATE_CHANNEL);
627
628         if (game_state_message.subject == "turn advance") {
629             if (game_state_message.number_of_reads > 0) {
630                 std::cout << "Turn advance message received by " << this << std::endl;
631                 this->message_hub.popMessage(GAME_STATE_CHANNEL);
632             }
633         }
634
635         if (game_state_message.subject == "game state") {
636             if (game_state_message.number_of_reads > 0) {
637                 std::cout << "Game state message received by " << this << std::endl;
638                 this->message_hub.popMessage(GAME_STATE_CHANNEL);
639             }
640         }
641     }
642
643     return;
644 } /* __processMessage() */

```

#### 4.5.3.18 \_\_sendCreditsEarnedMessage()

```

void Game::__sendCreditsEarnedMessage (
    void ) [private]

```

Helper method to format and send a credits earned message.

```

505 {
506     Message credits_earned_message;
507
508     credits_earned_message.channel = SETTLEMENT_CHANNEL;
509     credits_earned_message.subject = "credits earned";
510
511     this->message_hub.sendMessage(credits_earned_message);
512
513     std::cout << "Credits earned message sent by " << this << std::endl;
514     return;
515 } /* __sendCreditsEarnedMessage() */

```

#### 4.5.3.19 \_\_sendGameStateMessage()

```

void Game::__sendGameStateMessage (
    void ) [private]

```

Helper method to format and send a game state message.

```

389 {
390     Message game_state_message;
391
392     game_state_message.channel = GAME_STATE_CHANNEL;
393     game_state_message.subject = "game state";
394
395     game_state_message.int_payload["year"] = this->year;
396     game_state_message.int_payload["month"] = this->month;
397     game_state_message.int_payload["population"] = this->population;
398     game_state_message.int_payload["credits"] = this->credits;
399     game_state_message.int_payload["demand_MWh"] = this->demand_MWh;
400     game_state_message.int_payload["cumulative_emissions_tonnes"] =
401         this->cumulative_emissions_tonnes;
402
403     game_state_message.int_payload["reads"] = 0;
404
405     switch (this->game_phase) {
406         case (GamePhase :: BUILD_SETTLEMENT): {
407             game_state_message.string_payload["game phase"] = "build settlement";
408
409             break;
410         }
411     }

```

```

412
413     case (GamePhase :: SYSTEM_MANAGEMENT): {
414         game_state_message.string_payload["game phase"] = "system management";
415         break;
416     }
417
418
419
420     case (GamePhase :: LOSS_EMISSIONS): {
421         game_state_message.string_payload["game phase"] = "loss emissions";
422         break;
423     }
424
425
426
427     case (GamePhase :: LOSS_DEMAND): {
428         game_state_message.string_payload["game phase"] = "loss demand";
429         break;
430     }
431
432
433
434     case (GamePhase :: LOSS_CREDITS): {
435         game_state_message.string_payload["game phase"] = "loss credits";
436         break;
437     }
438
439
440
441     case (GamePhase :: VICTORY): {
442         game_state_message.string_payload["game phase"] = "victory";
443         break;
444     }
445
446
447
448     default: {
449         // do nothing!
450         break;
451     }
452 }
453
454
455 game_state_message.vector_payload["demand_vec_MWh"] = this->demand_vec_MWh;
456
457 this->message_hub.sendMessage(game_state_message);
458
459 std::cout << "Game state message sent by " << this << std::endl;
460 return;
461 } /* __sendGameStateMessage() */

```

#### 4.5.3.20 \_\_sendTurnAdvanceMessage()

```

void Game::__sendTurnAdvanceMessage (
    void ) [private]

```

Helper method to format and send a turn advance message.

```

476 {
477     Message turn_advance_message;
478
479     turn_advance_message.channel = GAME_STATE_CHANNEL;
480     turn_advance_message.subject = "turn advance";
481
482     turn_advance_message.int_payload["credits"] = this->credits;
483     turn_advance_message.int_payload["month"] = this->month;
484     turn_advance_message.int_payload["demand_MWh"] = this->demand_MWh;
485
486     this->message_hub.sendMessage(turn_advance_message);
487
488     std::cout << "Turn advance message sent by " << this << std::endl;
489     return;
490 } /* __sendTurnAdvanceMessage() */

```

#### 4.5.3.21 \_\_summarizeTurn()

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

Helper method to generate end of turn summary.

```
766 {
767     if (this->turn - 1 == 0) {
768         return;
769     }
770
771     this->substring_idx = 0;
772
773     // 1. handle dispatch and demand
774     if (this->demand_served_MWh > this->past_demand_MWh) {
775         this->overproduction_MWh = this->demand_served_MWh - this->past_demand_MWh;
776         this->demand_served_MWh -= this->overproduction_MWh;
777
778         this->overproduction_penalty =
779             round(CREDITS_PER_MWH_SERVED * this->overproduction_MWh);
780     }
781
782     else if (this->demand_served_MWh < this->past_demand_MWh) {
783         this->demand_remaining_MWh = this->past_demand_MWh - this->demand_served_MWh;
784     }
785
786     // 2. compute dispatch income
787     this->dispatch_income = round(CREDITS_PER_MWH_SERVED * this->demand_served_MWh);
788
789     if (this->dispatch_income > 0) {
790         this->__sendCreditsEarnedMessage();
791     }
792
793     // 3. compute net credit flow
794     this->net_credit_flow = this->dispatch_income -
795         this->overproduction_penalty -
796         this->turn_fuel_cost -
797         this->turn_operation_maintenance_cost;
798
799     this->credits += this->net_credit_flow;
800
801     // 4. assemble turn summary string
802     this->turn_summary_string.clear();
803
804     //16 line x 32 char console
805     this->turn_summary_string = "          **** TURN ";
806     this->turn_summary_string += std::to_string(this->turn - 1);
807     this->turn_summary_string += " SUMMARY **** ";
808     this->turn_summary_string += " ";
809
810     this->turn_summary_string += "DEMAND: ";
811     this->turn_summary_string += std::to_string(this->past_demand_MWh);
812     this->turn_summary_string += " MWh\n";
813
814     this->turn_summary_string += "DEMAND SERVED: ";
815     this->turn_summary_string += std::to_string(this->demand_served_MWh);
816     this->turn_summary_string += " MWh\n";
817
818     if (this->overproduction_MWh > 0) {
819         this->turn_summary_string += "OVERPRODUCTION: ";
820         this->turn_summary_string += std::to_string(this->overproduction_MWh);
821         this->turn_summary_string += " MWh\n";
822     }
823
824     else if (this->demand_remaining_MWh > 0) {
825         this->turn_summary_string += "DEMAND REMAINING: ";
826         this->turn_summary_string += std::to_string(this->demand_remaining_MWh);
827         this->turn_summary_string += " MWh\n";
828     }
829
830     this->turn_summary_string += " ";
831     this->turn_summary_string += " ";
832
833     this->turn_summary_string += "DISPATCH INCOME: +";
834     this->turn_summary_string += std::to_string(this->dispatch_income);
835     this->turn_summary_string += " K\n";
836
837     this->turn_summary_string += "FUEL COST: -";
838     this->turn_summary_string += std::to_string(this->turn_fuel_cost);
839     this->turn_summary_string += " K\n";
840
841     this->turn_summary_string += "OP & MAINT COST: -";
842     this->turn_summary_string += std::to_string(this->turn_operation_maintenance_cost);
843     this->turn_summary_string += " K\n";
```

```

844
845     this->turn_summary_string += "OVERPRODUCTION:  -";
846     this->turn_summary_string += std::to_string(this->overproduction_penalty);
847     this->turn_summary_string += " K\n";
848
849     this->turn_summary_string += "-----\n";
850
851     this->turn_summary_string += "NET:                ";
852
853     if (this->net_credit_flow > 0) {
854         this->turn_summary_string += "+";
855     }
856
857     this->turn_summary_string += std::to_string(this->net_credit_flow);
858     this->turn_summary_string += " K\n";
859
860     this->turn_summary_string += "                                \n";
861
862     this->turn_summary_string += "EMISSIONS: ";
863     this->turn_summary_string += std::to_string(this->turn_emissions_tonnes);
864     this->turn_summary_string += " tonnes CO2e\n";
865
866     if (this->turn_emissions_tonnes <= 0) {
867         this->consecutive_zero_emissions_months++;
868     }
869
870     else {
871         this->consecutive_zero_emissions_months = 0;
872     }
873
874     return;
875 } /* __summarizeTurn() */

```

#### 4.5.3.22 \_\_toggleFrameClockOverlay()

```

void Game::__toggleFrameClockOverlay (
    void ) [private]

```

Helper method to toggle frame clock overlay.

```

68 {
69     if (this->show_frame_clock_overlay) {
70         this->show_frame_clock_overlay = false;
71     }
72
73     else {
74         this->show_frame_clock_overlay = true;
75     }
76
77     return;
78 } /* __toggleFrameClockOverlay() */

```

#### 4.5.3.23 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).

```

1542 {
1543     // 1. play brand animation
1544     //...
1545
1546     // 2. show splash screen
1547     //...
1548
1549     // 3. start game loop
1550     while (not this->game_loop_broken) {
1551         this->time_since_start_s = this->clock.getElapsedTime().asSeconds();
1552
1553         if (this->time_since_start_s >= (this->frame + 1) * SECONDS_PER_FRAME) {
1554             // 6.1. process events
1555             while (this->render_window_ptr->pollEvent(this->event)) {
1556                 if {
1557                     (this->game_phase == GamePhase::BUILD_SETTLEMENT) or
1558                     (this->game_phase == GamePhase::SYSTEM_MANAGEMENT)
1559                 } {
1560                     this->hex_map_ptr->processEvent();
1561                     this->context_menu_ptr->processEvent();
1562                     this->__processEvent();
1563                 }
1564                 else {
1565                     if (this->event.type == sf::Event::KeyPressed) {
1566                         this->game_loop_broken = true;
1567                     }
1568                 }
1569             }
1570         }
1571
1572         // 6.2. process messages
1573         while (this->message_hub.hasTraffic()) {
1574             this->hex_map_ptr->processMessage();
1575             this->context_menu_ptr->processMessage();
1576             this->__processMessage();
1577
1578             this->check_terminating_conditions = true;
1579
1580             if (not this->message_deadlock) {
1581                 this->message_deadlock_frame++;
1582
1583                 if (this->message_deadlock_frame > 5 * FRAMES_PER_SECOND) {
1584                     this->message_hub.printState();
1585                     this->message_deadlock = true;
1586                 }
1587             }
1588         }
1589         this->message_deadlock = false;
1590         this->message_deadlock_frame = 0;
1591
1592         // 6.3. handle turn end summary
1593         if (this->turn_end) {
1594             std::cout << "**** END OF TURN " << std::to_string(this->turn - 1) <<
1595                 " ****" << std::endl;
1596
1597             this->__summarizeTurn();
1598
1599             this->turn_end = false;
1600         }
1601
1602         // 6.4. check terminating conditions
1603         if (this->check_terminating_conditions) {
1604             this->__checkTerminatingConditions();
1605             this->check_terminating_conditions = false;
1606         }
1607
1608         // 6.5. draw frame
1609         this->render_window_ptr->clear();
1610
1611         this->hex_map_ptr->draw();
1612         this->context_menu_ptr->draw();
1613         this->__draw();
1614
1615         this->render_window_ptr->display();
1616
1617         // 6.6. increment frame
1618         this->frame++;
1619     }
1620 }
1621
1622
1623
1624
1625

```



```
1626         // check track status, move to next if stopped
1627         if (this->assets_manager_ptr->getTrackStatus() == sf::SoundSource::Stopped) {
1628             this->assets_manager_ptr->nextTrack();
1629             this->assets_manager_ptr->playTrack();
1630         }
1631     }
1632 }
1633
1634     return this->quit_game;
1635 } /* run() */
```

## 4.5.4 Member Data Documentation

### 4.5.4.1 assets\_manager\_ptr

`AssetsManager*` Game::assets\_manager\_ptr [private]

A pointer to the assets manager.

### 4.5.4.2 check\_terminating\_conditions

`bool` Game::check\_terminating\_conditions

Boolean indicating whether or not to check terminating conditions.

### 4.5.4.3 clock

`sf::Clock` Game::clock

The game clock.

### 4.5.4.4 consecutive\_zero\_emissions\_months

`int` Game::consecutive\_zero\_emissions\_months

The number of recent, consecutive zero emission months.

### 4.5.4.5 context\_menu\_ptr

`ContextMenu*` Game::context\_menu\_ptr

Pointer to the context menu.

#### 4.5.4.6 credits

```
int Game::credits
```

Current balance of credits.

#### 4.5.4.7 cumulative\_emissions\_tonnes

```
int Game::cumulative_emissions_tonnes
```

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

#### 4.5.4.8 demand\_MWh

```
int Game::demand_MWh
```

Current energy demand [MWh].

#### 4.5.4.9 demand\_remaining\_MWh

```
int Game::demand_remaining_MWh
```

The demand remaining at the end of a turn.

#### 4.5.4.10 demand\_served\_MWh

```
int Game::demand_served_MWh
```

The demand served at the end of a turn.

#### 4.5.4.11 demand\_vec\_MWh

```
std::vector<double> Game::demand_vec_MWh
```

A vector of daily demands [MWh] for the current month.

#### 4.5.4.12 dispatch\_income

```
int Game::dispatch_income
```

The amount earned from dispatch at the end of a turn.

#### 4.5.4.13 event

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

The game events class.

#### 4.5.4.14 frame

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

The current frame of the game.

#### 4.5.4.15 game\_loop\_broken

```
bool Game::game_loop_broken
```

Boolean indicating whether or not the game loop is broken.

#### 4.5.4.16 game\_phase

```
GamePhase Game::game_phase
```

The current phase of the game.

#### 4.5.4.17 hex\_map\_ptr

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

Pointer to the hex map (defines game world).

#### 4.5.4.18 message\_deadlock

```
bool Game::message_deadlock
```

A boolean indicating whether a message deadlock has been detected.

#### 4.5.4.19 message\_deadlock\_frame

```
int Game::message_deadlock_frame
```

A frame counter for detecting message deadlock.

#### 4.5.4.20 message\_hub

```
MessageHub Game::message_hub
```

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

#### 4.5.4.21 month

```
int Game::month
```

Current game month.

#### 4.5.4.22 net\_credit\_flow

```
int Game::net_credit_flow
```

The net credit flow at the end of a turn.

#### 4.5.4.23 overproduction\_MWh

```
int Game::overproduction_MWh
```

The amount of overproduction at the end of a turn.

#### 4.5.4.24 overproduction\_penalty

```
int Game::overproduction_penalty
```

The penalty for overproduction.

#### 4.5.4.25 past\_demand\_MWh

```
int Game::past_demand_MWh
```

The demand in the previous turn.

#### 4.5.4.26 population

```
int Game::population
```

Current population.

#### 4.5.4.27 quit\_game

```
bool Game::quit_game
```

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

#### 4.5.4.28 render\_window\_ptr

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

A pointer to the render window.

#### 4.5.4.29 show\_frame\_clock\_overlay

```
bool Game::show_frame_clock_overlay
```

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

#### 4.5.4.30 show\_tutorial

```
bool Game::show_tutorial
```

A boolean indicating whether or not to show the tutorial.

#### 4.5.4.31 substring\_idx

```
size_t Game::substring_idx
```

The index of the turn summary substring.

#### 4.5.4.32 time\_since\_start\_s

```
double Game::time_since_start_s
```

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

#### 4.5.4.33 turn

```
int Game::turn = 0
```

The current game turn.

#### 4.5.4.34 turn\_emissions\_tonnes

```
int Game::turn_emissions_tonnes
```

The amount of emissions at the end of a turn.

#### 4.5.4.35 turn\_end

```
bool Game::turn_end
```

A boolean indicating a turn end.

#### 4.5.4.36 turn\_fuel\_cost

```
int Game::turn_fuel_cost
```

The cost of fuel at the end of a turn.

#### 4.5.4.37 turn\_operation\_maintenance\_cost

```
int Game::turn_operation_maintenance_cost
```

The cost of operation and maintenance at the end of a turn.

#### 4.5.4.38 turn\_summary\_string

```
std::string Game::turn_summary_string
```

A string representation of the end of turn summary.

#### 4.5.4.39 turn\_summary\_text

```
sf::Text Game::turn_summary_text
```

A text representation (drawable) of the end of turn summary.

#### 4.5.4.40 year

```
int Game::year
```

Current game year.

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

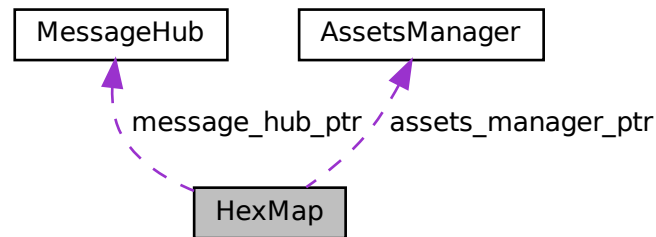
- header/[Game.h](#)
- source/[Game.cpp](#)

## 4.6 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 [show\\_resource](#)  
*A boolean which indicates whether or not to show resource value.*
- 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.*
- unsigned long long 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 [\\_\\_procedurallyGenerateTileTypes](#) (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 [\\_\\_procedurallyGenerateTileResources](#) (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.*

### 4.6.1 Detailed Description

A class which defines a hex map of hex tiles.

### 4.6.2 Constructor & Destructor Documentation

#### 4.6.2.1 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

<i>n_layers</i>	The number of layers in the <a href="#">HexMap</a> .
<i>event_ptr</i>	Pointer to the event class.
<i>render_window_ptr</i>	Pointer to the render window.
<i>assets_manager_ptr</i>	Pointer to the assets manager.
<i>message_hub_ptr</i>	Pointer to the message hub.

```

1116 {
1117     // 1. set attributes
1118
1119     // 1.1. private
1120     this->event_ptr = event_ptr;
1121     this->render_window_ptr = render_window_ptr;
1122
1123     this->assets_manager_ptr = assets_manager_ptr;
1124     this->message_hub_ptr = message_hub_ptr;
1125
1126     // 1.2. public
1127     this->show_resource = false;
1128     this->tile_selected = false;
1129
1130     this->frame = 0;
1131
1132     this->n_layers = n_layers;
1133     if (this->n_layers < 0) {
1134         this->n_layers = 0;
1135     }
1136
1137     this->position_x = 400;
1138     this->position_y = 400;
1139
1140     // 2. assemble n layer hex map
1141     this->__assembleHexMap();
1142
1143     // 3. set up and position drawable attributes
1144     this->__setUpGlassScreen();
1145
1146     // 4. add message channel(s)
1147     this->message_hub_ptr->addChannel(TILE_SELECTED_CHANNEL);
1148     this->message_hub_ptr->addChannel(NO_TILE_SELECTED_CHANNEL);
1149     this->message_hub_ptr->addChannel(TILE_STATE_CHANNEL);
1150     this->message_hub_ptr->addChannel(HEX_MAP_CHANNEL);
1151
1152     std::cout << "HexMap constructed at " << this << std::endl;
1153
1154     return;
1155 } /* HexMap(), intended */

```

## 4.6.2.2 ~HexMap()

```

HexMap::~HexMap (
    void )

```

Destructor for the [HexMap](#) class.

```

1449 {
1450     this->clear();
1451
1452     std::cout << "HexMap at " << this << " destroyed" << std::endl;
1453
1454     return;
1455 } /* ~HexMap() */

```

## 4.6.3 Member Function Documentation

#### 4.6.3.1 \_\_assembleHexMap()

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

Helper method to assemble the hex map.

```
875 {
876     // 1. seed RNG (using milliseconds since 1 Jan 1970)
877     unsigned long long int milliseconds_since_epoch =
878         std::chrono::duration_cast<std::chrono::milliseconds>(
879             std::chrono::system_clock::now().time_since_epoch()
880         ).count();
881     srand(milliseconds_since_epoch);
882
883     // 2. lay tiles
884     this->__layTiles();
885     this->__buildDrawOrderVector();
886
887     // 3. procedurally generate types
888     this->__procedurallyGenerateTileTypes();
889
890     // 4. procedurally generate resources
891     this->__procedurallyGenerateTileResources();
892
893     return;
894 } /* __assembleHexMap() */
```

#### 4.6.3.2 \_\_assessNeighbours()

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

Helper method to assess all neighbours of the given tile.

##### Parameters

<i>Pointer</i>	to the tile whose neighbours are to be assessed.
----------------	--

```
1067 {
1068     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
1069
1070     for (size_t i = 0; i < neighbours_vec.size(); i++) {
1071         neighbours_vec[i]->assess();
1072     }
1073
1074     return;
1075 } /* __assessNeighbours() */
```

#### 4.6.3.3 \_\_buildDrawOrderVector()

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

Helper method to build tile drawing order vector.

```
273 {
274     // 1. build temp list of tiles
275     std::list<HexTile*> temp_list;
276
277     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
278     std::map<double, HexTile*>::iterator hex_map_iter_y;
279     for (
280         hex_map_iter_x = this->hex_map.begin();
```

```

281     hex_map_iter_x != this->hex_map.end();
282     hex_map_iter_x++
283 } {
284     for (
285         hex_map_iter_y = hex_map_iter_x->second.begin();
286         hex_map_iter_y != hex_map_iter_x->second.end();
287         hex_map_iter_y++
288     ) {
289         temp_list.push_back(hex_map_iter_y->second);
290     }
291 }
292
293 // 2. move elements from temp list to drawing order vector
294 double min_position_y = 0;
295 std::list<HexTile*>::iterator list_iter;
296
297 while (not temp_list.empty()) {
298     // 2.1. determine min y position
299     min_position_y = std::numeric_limits<double>::infinity();
300
301     for (
302         list_iter = temp_list.begin();
303         list_iter != temp_list.end();
304         list_iter++
305     ) {
306         if ((*list_iter)->position_y < min_position_y) {
307             min_position_y = (*list_iter)->position_y;
308         }
309     }
310
311     // 2.2 move min y list elements to drawing order vec
312     list_iter = temp_list.begin();
313     while (list_iter != temp_list.end()) {
314         if ((*list_iter)->position_y == min_position_y) {
315             this->hex_draw_order_vec.push_back((*list_iter));
316             list_iter = temp_list.erase(list_iter);
317         }
318         else {
319             list_iter++;
320         }
321     }
322 }
323 }
324
325 return;
326 } /* __buildDrawOrderVector() */

```

#### 4.6.3.4 \_\_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.

```

786 {
787     std::cout << "enforcing ocean continuity ..." << std::endl;
788
789     bool tile_changed = false;
790
791     // 1. scan tiles and enforce (where appropriate)
792     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
793     std::map<double, HexTile*>::iterator hex_map_iter_y;
794     HexTile* hex_ptr;
795     for (
796         hex_map_iter_x = this->hex_map.begin();
797         hex_map_iter_x != this->hex_map.end();
798         hex_map_iter_x++
799     ) {
800         for (
801             hex_map_iter_y = hex_map_iter_x->second.begin();
802             hex_map_iter_y != hex_map_iter_x->second.end();
803             hex_map_iter_y++
804         ) {
805             hex_ptr = hex_map_iter_y->second;
806
807             if (this->__isLakeTouchingOcean(hex_ptr)) {
808                 hex_ptr->setTileType(TileType :: OCEAN);
809                 tile_changed = true;

```

```

810         }
811     }
812 }
813
814 if (tile_changed) {
815     this->__enforceOceanContinuity();
816 }
817 else {
818     return;
819 }
820 } /* __enforceOceanContinuity() */

```

#### 4.6.3.5 \_\_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

<i>hex_ptr</i>	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.

```

642 {
643     // 1. init type count map
644     std::map<TileType, int> type_count_map;
645     type_count_map[hex_ptr->tile_type] = 1;
646
647     // 2. survey neighbours, count type instances
648     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
649
650     for (size_t i = 0; i < neighbours_vec.size(); i++) {
651         if (type_count_map.count(neighbours_vec[i]->tile_type) <= 0) {
652             type_count_map[neighbours_vec[i]->tile_type] = 1;
653         }
654         else {
655             type_count_map[neighbours_vec[i]->tile_type] += 1;
656         }
657     }
658
659     // 3. find majority tile type
660     int max_count = -1 * std::numeric_limits<int>::infinity();
661     TileType majority_tile_type = hex_ptr->tile_type;
662
663     std::map<TileType, int>::iterator map_iter;
664     for (
665         map_iter = type_count_map.begin();
666         map_iter != type_count_map.end();
667         map_iter++)
668     ){
669         if (map_iter->second > max_count) {
670             max_count = map_iter->second;
671             majority_tile_type = map_iter->first;
672         }
673     }
674
675     // 4. detect ties
676     for (
677         map_iter = type_count_map.begin();
678         map_iter != type_count_map.end();
679         map_iter++)
680     ){
681         if (
682             map_iter->second == max_count and
683             map_iter->first != majority_tile_type

```

```

684         } {
685             majority_tile_type = hex_ptr->tile_type;
686             break;
687         }
688     }
689
690     return majority_tile_type;
691 } /* __getMajorityTileType() */

```

#### 4.6.3.6 \_\_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

<i>hex_ptr</i>	A pointer to the given tile.
----------------	------------------------------

##### Returns

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

```

584 {
585     std::vector<HexTile*> neighbours_vec;
586
587     // 1. build potential neighbour positions
588     std::vector<double> potential_neighbour_x_vec(6, 0);
589     std::vector<double> potential_neighbour_y_vec(6, 0);
590
591     for (int i = 0; i < 6; i++) {
592         potential_neighbour_x_vec[i] = hex_ptr->position_x +
593             2 * hex_ptr->minor_radius * cos((60 * i) * (M_PI / 180));
594
595         potential_neighbour_y_vec[i] = hex_ptr->position_y +
596             2 * hex_ptr->minor_radius * sin((60 * i) * (M_PI / 180));
597     }
598
599     // 2. populate neighbours vector
600     std::vector<double> map_index_positions;
601     double potential_x = 0;
602     double potential_y = 0;
603
604     for (int i = 0; i < 6; i++) {
605         potential_x = potential_neighbour_x_vec[i];
606         potential_y = potential_neighbour_y_vec[i];
607
608         map_index_positions = this->__getValidMapIndexPositions(
609             potential_x,
610             potential_y
611         );
612
613         if (not (map_index_positions[0] == -1)) {
614             neighbours_vec.push_back(
615                 this->hex_map[map_index_positions[0]][map_index_positions[1]]
616             );
617         }
618     }
619
620     return neighbours_vec;
621 } /* __getNeighbourVector() */

```

#### 4.6.3.7 \_\_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

<i>n_elements</i>	The number of elements in the generated noise vector.
<i>n_components</i>	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].

```

349 {
350     // 1. generate random amplitude, wave number, direction, and phase vectors
351     std::vector<double> random_amplitude_vec(n_components, 0);
352     std::vector<double> random_wave_number_vec(n_components, 0);
353     std::vector<double> random_frequency_vec(n_components, 0);
354     std::vector<double> random_direction_vec(n_components, 0);
355     std::vector<double> random_phase_vec(n_components, 0);
356
357     for (int i = 0; i < n_components; i++) {
358         random_amplitude_vec[i] = 10 * ((double)rand() / RAND_MAX);
359
360         random_wave_number_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
361
362         random_frequency_vec[i] = ((double)rand() / RAND_MAX);
363
364         random_direction_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
365
366         random_phase_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
367     }
368
369     // 2. generate noise vec
370     double amp = 0;
371     double wave_no = 0;
372     double freq = 0;
373     double dir = 0;
374     double phase = 0;
375
376     double x = 0;
377     double y = 0;
378     double t = time(NULL);
379
380     double max_noise = -1 * std::numeric_limits<double>::infinity();
381     double min_noise = std::numeric_limits<double>::infinity();
382
383     double noise = 0;
384     std::vector<double> noise_vec(n_elements, 0);
385
386     for (int i = 0; i < n_elements; i++) {
387         x = this->tile_position_x_vec[i] - this->position_x;
388         y = this->tile_position_y_vec[i] - this->position_y;
389
390         for (int j = 0; j < n_components; j++) {
391             amp = random_amplitude_vec[j];
392             wave_no = random_wave_number_vec[j];
393             freq = random_frequency_vec[j];
394             dir = random_direction_vec[j];
395             phase = random_phase_vec[j];
396
397             noise += (amp / (j + 1)) * cos(
398                 wave_no * (j + 1) * (x * sin(dir) + y * cos(dir)) +
399                 2 * M_PI * (j + 1) * freq * t +
400                 phase
401             );
402         }
403
404         noise_vec[i] = noise;
405
406         if (noise > max_noise) {
407             max_noise = noise;
408         }
409
410         else if (noise < min_noise) {
411             min_noise = noise;
412         }
413
414         noise = 0;
415     }
416

```



```

417 // 3. normalize noise vec
418 for (int i = 0; i < n_elements; i++) {
419     noise_vec[i] = (noise_vec[i] - min_noise) / (max_noise - min_noise);
420
421     if (noise_vec[i] < 0) {
422         noise_vec[i] = 0;
423     }
424     else if (noise_vec[i] > 1) {
425         noise_vec[i] = 1;
426     }
427 }
428
429 return noise_vec;
430 } /* __getNoise() */

```

#### 4.6.3.8 \_\_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).

```

911 {
912     HexTile* selected_tile_ptr = NULL;
913
914     bool break_flag = false;
915     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
916     std::map<double, HexTile*>::iterator hex_map_iter_y;
917
918     for (
919         hex_map_iter_x = this->hex_map.begin();
920         hex_map_iter_x != this->hex_map.end();
921         hex_map_iter_x++
922     ) {
923         for (
924             hex_map_iter_y = hex_map_iter_x->second.begin();
925             hex_map_iter_y != hex_map_iter_x->second.end();
926             hex_map_iter_y++
927         ) {
928             if (hex_map_iter_y->second->is_selected) {
929                 selected_tile_ptr = hex_map_iter_y->second;
930                 break_flag = true;
931             }
932
933             if (break_flag) {
934                 break;
935             }
936         }
937
938         if (break_flag) {
939             break;
940         }
941     }
942
943     return selected_tile_ptr;
944 } /* __getSelectedTile() */

```

#### 4.6.3.9 \_\_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

<i>potential</i> ↔ _x	The potential x position of the tile.
<i>potential</i> ↔ _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.

```

530 {
531     std::vector<double> map_index_positions = {-1, -1};
532
533     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
534     std::map<double, HexTile*>::iterator hex_map_iter_y;
535     HexTile* hex_ptr;
536
537     double distance = 0;
538
539     for (
540         hex_map_iter_x = this->hex_map.begin();
541         hex_map_iter_x != this->hex_map.end();
542         hex_map_iter_x++
543     ) {
544         for (
545             hex_map_iter_y = hex_map_iter_x->second.begin();
546             hex_map_iter_y != hex_map_iter_x->second.end();
547             hex_map_iter_y++
548         ) {
549             hex_ptr = hex_map_iter_y->second;
550
551             distance = sqrt(
552                 pow(hex_ptr->position_x - potential_x, 2) +
553                 pow(hex_ptr->position_y - potential_y, 2)
554             );
555
556             if (distance <= hex_ptr->minor_radius / 4) {
557                 map_index_positions = {hex_ptr->position_x, hex_ptr->position_y};
558                 return map_index_positions;
559             }
560         }
561     }
562
563     return map_index_positions;
564 } /* __isInHexMap() */

```

## 4.6.3.10 \_\_handleKeyPressEvents()

```

void HexMap::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

959 {
960     switch (this->event_ptr->key.code) {
961         case (sf::Keyboard::Escape): {
962             this->tile_selected = false;
963         }
964
965         default: {
966             // do nothing!
967
968             break;
969         }
970     }
971 }
972
973 return;
974 } /* __handleKeyPressEvents() */

```

#### 4.6.3.11 \_\_handleMouseButtonEvents()

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

Helper method to handle mouse button events.

```
989 {
990     switch (this->event_ptr->mouseButton.button) {
991         case (sf::Mouse::Left): {
992             HexTile* hex_ptr = this->__getSelectedTile();
993
994             if (hex_ptr != NULL) {
995                 this->tile_selected = true;
996             }
997
998             else if (this->tile_selected) {
999                 this->tile_selected = false;
1000                 this->__sendNoTileSelectedMessage();
1001             }
1002
1003             break;
1004         }
1005
1006         case (sf::Mouse::Right): {
1007             if (this->tile_selected) {
1008                 this->tile_selected = false;
1009                 this->__sendNoTileSelectedMessage();
1010             }
1011
1012             break;
1013         }
1014
1015         default: {
1016             // do nothing!
1017
1018             break;
1019         }
1020     }
1021
1022     return;
1023 }
1024 /* __handleMouseButtonEvents() */
1025 }
```

#### 4.6.3.12 \_\_isLakeTouchingOcean()

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

753 {
754     // 1. if not lake tile, return
755     if (not (hex_ptr->tile_type == TileType::LAKE)) {
756         return false;
757     }
758
759     // 2. scan neighbours for ocean tiles
760     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
761
762     for (size_t i = 0; i < neighbours_vec.size(); i++) {
763         if (neighbours_vec[i]->tile_type == TileType::OCEAN) {
764             return true;
765         }
766     }
767
768     return false;
769 }
/* __isLakeTouchingOcean() */
```

#### 4.6.3.13 \_\_layTiles()

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

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

```
88 {
89     this->n_tiles = 0;
90
91     // 1. add origin tile
92     HexTile* hex_ptr = new HexTile(
93         this->position_x,
94         this->position_y,
95         this->event_ptr,
96         this->render_window_ptr,
97         this->assets_manager_ptr,
98         this->message_hub_ptr
99     );
100
101     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
102     this->tile_position_x_vec.push_back(hex_ptr->position_x);
103     this->tile_position_y_vec.push_back(hex_ptr->position_y);
104     this->n_tiles++;
105
106
107     // 2. fill out first row (reflect across origin tile)
108     for (int i = 0; i < this->n_layers; i++) {
109         hex_ptr = new HexTile(
110             this->position_x + 2 * (i + 1) * hex_ptr->minor_radius,
111             this->position_y,
112             this->event_ptr,
113             this->render_window_ptr,
114             this->assets_manager_ptr,
115             this->message_hub_ptr
116         );
117
118         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
119         this->tile_position_x_vec.push_back(hex_ptr->position_x);
120         this->tile_position_y_vec.push_back(hex_ptr->position_y);
121         this->n_tiles++;
122
123         if (i == this->n_layers - 1) {
124             this->border_tiles_vec.push_back(hex_ptr);
125         }
126
127         hex_ptr = new HexTile(
128             this->position_x - 2 * (i + 1) * hex_ptr->minor_radius,
129             this->position_y,
130             this->event_ptr,
131             this->render_window_ptr,
132             this->assets_manager_ptr,
133             this->message_hub_ptr
134         );
135
136         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
137         this->tile_position_x_vec.push_back(hex_ptr->position_x);
138         this->tile_position_y_vec.push_back(hex_ptr->position_y);
139         this->n_tiles++;
140
141         if (i == this->n_layers - 1) {
142             this->border_tiles_vec.push_back(hex_ptr);
143         }
144     }
145
146
147     // 3. fill out subsequent rows (reflect across first row)
148     HexTile* first_row_left_tile = hex_ptr;
149
150     int offset_count = 1;
151
152     double x_offset = 0;
153     double y_offset = 0;
154
155     for (
156         int row_width = 2 * this->n_layers;
157         row_width > this->n_layers;
158         row_width--
159     ) {
160         // 3.1. upper row
161         x_offset = first_row_left_tile->position_x +
162             2 * offset_count * first_row_left_tile->minor_radius *
163             cos(60 * (M_PI / 180));
164
165         y_offset = first_row_left_tile->position_y -
```

```

166         2 * offset_count * first_row_left_tile->minor_radius *
167         sin(60 * (M_PI / 180));
168
169     hex_ptr = new HexTile(
170         x_offset,
171         y_offset,
172         this->event_ptr,
173         this->render_window_ptr,
174         this->assets_manager_ptr,
175         this->message_hub_ptr
176     );
177
178     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
179     this->tile_position_x_vec.push_back(hex_ptr->position_x);
180     this->tile_position_y_vec.push_back(hex_ptr->position_y);
181     this->n_tiles++;
182
183     this->border_tiles_vec.push_back(hex_ptr);
184
185     for (int i = 1; i < row_width; i++) {
186         x_offset += 2 * first_row_left_tile->minor_radius;
187
188         hex_ptr = new HexTile(
189             x_offset,
190             y_offset,
191             this->event_ptr,
192             this->render_window_ptr,
193             this->assets_manager_ptr,
194             this->message_hub_ptr
195         );
196
197         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
198         this->tile_position_x_vec.push_back(hex_ptr->position_x);
199         this->tile_position_y_vec.push_back(hex_ptr->position_y);
200         this->n_tiles++;
201
202         if (row_width == this->n_layers + 1 or i == row_width - 1) {
203             this->border_tiles_vec.push_back(hex_ptr);
204         }
205     }
206
207     // 3.2. lower row
208     x_offset = first_row_left_tile->position_x +
209         2 * offset_count * first_row_left_tile->minor_radius *
210         cos(60 * (M_PI / 180));
211
212     y_offset = first_row_left_tile->position_y +
213         2 * offset_count * first_row_left_tile->minor_radius *
214         sin(60 * (M_PI / 180));
215
216     hex_ptr = new HexTile(
217         x_offset,
218         y_offset,
219         this->event_ptr,
220         this->render_window_ptr,
221         this->assets_manager_ptr,
222         this->message_hub_ptr
223     );
224
225     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
226     this->tile_position_x_vec.push_back(hex_ptr->position_x);
227     this->tile_position_y_vec.push_back(hex_ptr->position_y);
228     this->n_tiles++;
229
230     this->border_tiles_vec.push_back(hex_ptr);
231
232     for (int i = 1; i < row_width; i++) {
233         x_offset += 2 * first_row_left_tile->minor_radius;
234
235         hex_ptr = new HexTile(
236             x_offset,
237             y_offset,
238             this->event_ptr,
239             this->render_window_ptr,
240             this->assets_manager_ptr,
241             this->message_hub_ptr
242         );
243
244         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
245         this->tile_position_x_vec.push_back(hex_ptr->position_x);
246         this->tile_position_y_vec.push_back(hex_ptr->position_y);
247         this->n_tiles++;
248
249         if (row_width == this->n_layers + 1 or i == row_width - 1) {
250             this->border_tiles_vec.push_back(hex_ptr);
251         }
252     }

```

```

253
254         offset_count++;
255     }
256
257     return;
258 } /* __layTiles() */

```

#### 4.6.3.14 \_\_procedurallyGenerateTileResources()

```

void HexMap::__procedurallyGenerateTileResources (
    void ) [private]

```

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

```

835 {
836     // 1. get random cosine series noise vec
837     std::vector<double> noise_vec = this->__getNoise(this->n_tiles);
838
839     // 2. set tile resources based on random cosine series noise
840     int noise_idx = 0;
841
842     std::map<double, std::map<double, HexTile*>>::iterator hex_map_iter_x;
843     std::map<double, HexTile*>::iterator hex_map_iter_y;
844     for (
845         hex_map_iter_x = this->hex_map.begin();
846         hex_map_iter_x != this->hex_map.end();
847         hex_map_iter_x++
848     ) {
849         for (
850             hex_map_iter_y = hex_map_iter_x->second.begin();
851             hex_map_iter_y != hex_map_iter_x->second.end();
852             hex_map_iter_y++
853         ) {
854             hex_map_iter_y->second->setTileResource(noise_vec[noise_idx]);
855             noise_idx++;
856         }
857     }
858
859     return;
860 } /* __procedurallyGenerateTileResources() */

```

#### 4.6.3.15 \_\_procedurallyGenerateTileTypes()

```

void HexMap::__procedurallyGenerateTileTypes (
    void ) [private]

```

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

```

445 {
446     // 1. get random cosine series noise vec
447     std::vector<double> noise_vec = this->__getNoise(this->n_tiles);
448
449     // 2. set initial tile types based on either random cosine series noise or white
450     //     noise (decided by coin toss)
451     int noise_idx = 0;
452
453     std::map<double, std::map<double, HexTile*>>::iterator hex_map_iter_x;
454     std::map<double, HexTile*>::iterator hex_map_iter_y;
455     for (
456         hex_map_iter_x = this->hex_map.begin();
457         hex_map_iter_x != this->hex_map.end();
458         hex_map_iter_x++
459     ) {
460         for (
461             hex_map_iter_y = hex_map_iter_x->second.begin();
462             hex_map_iter_y != hex_map_iter_x->second.end();
463             hex_map_iter_y++
464         ) {
465             if ((double)rand() / RAND_MAX > 0.5) {
466                 hex_map_iter_y->second->setTileType(noise_vec[noise_idx]);
467             }

```

```

468         else {
469             hex_map_iter_y->second->setTileType((double)rand() / RAND_MAX);
470         }
471         noise_idx++;
472     }
473 }
474
475 // 3. smooth tile types (majority rules)
476 this->__smoothTileTypes();
477
478 // 4. set border tile type to ocean
479 for (size_t i = 0; i < this->border_tiles_vec.size(); i++) {
480     this->border_tiles_vec[i]->setTileType(TileType :: OCEAN);
481 }
482
483 // 5. enforce ocean continuity (i.e. all lake tiles touching ocean become ocean)
484 this->__enforceOceanContinuity();
485
486 // 6. decorate tiles
487 for (
488     hex_map_iter_x = this->hex_map.begin();
489     hex_map_iter_x != this->hex_map.end();
490     hex_map_iter_x++
491 ) {
492     for (
493         hex_map_iter_y = hex_map_iter_x->second.begin();
494         hex_map_iter_y != hex_map_iter_x->second.end();
495         hex_map_iter_y++
496     ) {
497         hex_map_iter_y->second->decorateTile();
498     }
499 }
500
501 return;
502 } /* __procedurallyGenerateTileTypes() */

```

#### 4.6.3.16 \_\_sendNoTileSelectedMessage()

```

void HexMap::__sendNoTileSelectedMessage (
    void ) [private]

```

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

```

1040 {
1041     Message no_tile_selected_message;
1042
1043     no_tile_selected_message.channel = NO_TILE_SELECTED_CHANNEL;
1044     no_tile_selected_message.subject = "no tile selected";
1045
1046     this->message_hub_ptr->sendMessage(no_tile_selected_message);
1047
1048     std::cout << "No tile selected message sent by " << this << std::endl;
1049     return;
1050 } /* __sendNoTileSelectedMessage() */

```

#### 4.6.3.17 \_\_setUpGlassScreen()

```

void HexMap::__setUpGlassScreen (
    void ) [private]

```

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

```

68 {
69     this->glass_screen.setSize(sf::Vector2f(GAME_WIDTH, GAME_HEIGHT));
70     this->glass_screen.setFillColor(sf::Color(MONOCROME_SCREEN_BACKGROUND));
71
72     return;
73 } /* __setUpGlassScreen() */

```

#### 4.6.3.18 \_\_smoothTileTypes()

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

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

```
706 {
707     std::cout << "smoothing ..." << std::endl;
708
709     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
710     std::map<double, HexTile*>::iterator hex_map_iter_y;
711     HexTile* hex_ptr;
712     TileType majority_tile_type;
713
714     for (
715         hex_map_iter_x = this->hex_map.begin();
716         hex_map_iter_x != this->hex_map.end();
717         hex_map_iter_x++
718     ) {
719         for (
720             hex_map_iter_y = hex_map_iter_x->second.begin();
721             hex_map_iter_y != hex_map_iter_x->second.end();
722             hex_map_iter_y++
723         ) {
724             hex_ptr = hex_map_iter_y->second;
725             majority_tile_type = this->__getMajorityTileType(hex_ptr);
726
727             if (majority_tile_type != hex_ptr->tile_type) {
728                 hex_ptr->setTileType(majority_tile_type);
729             }
730         }
731     }
732
733     return;
734 } /* __smoothTileTypes() */
```

#### 4.6.3.19 assess()

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

Method to assess the resource of the selected tile.

```
1170 {
1171     HexTile* selected_tile_ptr = this->__getSelectedTile();
1172     if (selected_tile_ptr != NULL) {
1173         selected_tile_ptr->assess();
1174     }
1175
1176     return;
1177 } /* assess() */
```

#### 4.6.3.20 clear()

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

Method to clear the hex map.

```
1411 {
1412     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1413     std::map<double, HexTile*>::iterator hex_map_iter_y;
1414     for (
1415         hex_map_iter_x = this->hex_map.begin();
1416         hex_map_iter_x != this->hex_map.end();
1417         hex_map_iter_x++
1418     ) {
1419         for (
```



```

1420         hex_map_iter_y = hex_map_iter_x->second.begin();
1421         hex_map_iter_y != hex_map_iter_x->second.end();
1422         hex_map_iter_y++;
1423     } {
1424         delete hex_map_iter_y->second;
1425     }
1426 }
1427 this->hex_map.clear();
1428
1429 this->tile_position_x_vec.clear();
1430 this->tile_position_y_vec.clear();
1431 this->border_tiles_vec.clear();
1432
1433 return;
1434 } /* clear() */

```

#### 4.6.3.21 draw()

```

void HexMap::draw (
    void )

```

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

```

1348 {
1349     // 1. draw background
1350     sf::Color glass_screen_colour = this->glass_screen.getFillColor();
1351     glass_screen_colour.a = 255;
1352     this->glass_screen.setFillColor(glass_screen_colour);
1353
1354     this->render_window_ptr->draw(this->glass_screen);
1355
1356     // 2. draw tiles (other than the selected tile) in drawing order
1357     for (size_t i = 0; i < this->hex_draw_order_vec.size(); i++) {
1358         if (not this->hex_draw_order_vec[i]->is_selected) {
1359             this->hex_draw_order_vec[i]->draw();
1360         }
1361     }
1362
1363     // 3. draw selected tile
1364     HexTile* selected_tile_ptr = this->__getSelectedTile();
1365     if (selected_tile_ptr != NULL) {
1366         selected_tile_ptr->draw();
1367     }
1368
1369     // 4. draw resource overlay text indication
1370     if (this->show_resource) {
1371         sf::Text resource_overlay_text(
1372             "**** RENEWABLE RESOURCE OVERLAY ****",
1373             *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
1374             16
1375         );
1376
1377         resource_overlay_text.setPosition(
1378             (800 - resource_overlay_text.getLocalBounds().width) / 2,
1379             GAME_HEIGHT - 70
1380         );
1381
1382         resource_overlay_text.setFillColor(MONOCROME_TEXT_GREEN);
1383
1384         this->render_window_ptr->draw(resource_overlay_text);
1385     }
1386
1387     // 5. draw glass screen
1388     glass_screen_colour = this->glass_screen.getFillColor();
1389     glass_screen_colour.a = 40;
1390     this->glass_screen.setFillColor(glass_screen_colour);
1391
1392     this->render_window_ptr->draw(this->glass_screen);
1393
1394     this->frame++;
1395     return;
1396 } /* draw() */

```

#### 4.6.3.22 processEvent()

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

Method to process [HexMap](#). To be called once per event.

```
1255 {
1256     // 1. process HexTile events
1257     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1258     std::map<double, HexTile*>::iterator hex_map_iter_y;
1259     for (
1260         hex_map_iter_x = this->hex_map.begin();
1261         hex_map_iter_x != this->hex_map.end();
1262         hex_map_iter_x++
1263     ) {
1264         for (
1265             hex_map_iter_y = hex_map_iter_x->second.begin();
1266             hex_map_iter_y != hex_map_iter_x->second.end();
1267             hex_map_iter_y++
1268         ) {
1269             hex_map_iter_y->second->processEvent();
1270         }
1271     }
1272
1273     // 2. process HexMap events
1274     if (this->event_ptr->type == sf::Event::KeyPressed) {
1275         this->__handleKeyPressEvents();
1276     }
1277
1278     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
1279         this->__handleMouseButtonEvents();
1280     }
1281
1282     return;
1283 } /* processEvent() */
```

#### 4.6.3.23 processMessage()

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

Method to process [HexMap](#). To be called once per message.

```
1298 {
1299     // 1. process HexTile messages
1300     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1301     std::map<double, HexTile*>::iterator hex_map_iter_y;
1302     for (
1303         hex_map_iter_x = this->hex_map.begin();
1304         hex_map_iter_x != this->hex_map.end();
1305         hex_map_iter_x++
1306     ) {
1307         for (
1308             hex_map_iter_y = hex_map_iter_x->second.begin();
1309             hex_map_iter_y != hex_map_iter_x->second.end();
1310             hex_map_iter_y++
1311         ) {
1312             hex_map_iter_y->second->processMessage();
1313         }
1314     }
1315
1316     // 2. process HexMap messages
1317     if (not this->message_hub_ptr->isEmpty(HEX_MAP_CHANNEL)) {
1318         Message hex_map_message = this->message_hub_ptr->receiveMessage(
1319             HEX_MAP_CHANNEL
1320         );
1321
1322         if (hex_map_message.subject == "assess neighbours") {
1323             HexTile* hex_ptr = this->__getSelectedTile();
1324             this->__assessNeighbours(hex_ptr);
1325
1326             std::cout << "Assess neighbours message received by " << this << std::endl;
1327             this->message_hub_ptr->popMessage(HEX_MAP_CHANNEL);
1328         }
1329     }
1330
1331     return;
1332 } /* processMessage() */
```

#### 4.6.3.24 reroll()

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

Method to re-roll the hex map.

```
1192 {
1193     this->clear();
1194     this->__assembleHexMap();
1195
1196     return;
1197 } /* reroll() */
```

#### 4.6.3.25 toggleResourceOverlay()

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

Method to toggle the hex map resource overlay.

```
1212 {
1213     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1214     std::map<double, HexTile*>::iterator hex_map_iter_y;
1215     for (
1216         hex_map_iter_x = this->hex_map.begin();
1217         hex_map_iter_x != this->hex_map.end();
1218         hex_map_iter_x++
1219     ) {
1220         for (
1221             hex_map_iter_y = hex_map_iter_x->second.begin();
1222             hex_map_iter_y != hex_map_iter_x->second.end();
1223             hex_map_iter_y++
1224         ) {
1225             hex_map_iter_y->second->toggleResourceOverlay();
1226         }
1227     }
1228
1229     if (this->show_resource) {
1230         this->show_resource = false;
1231         this->assets_manager_ptr->getSound("resource overlay toggle off")->play();
1232     }
1233
1234     else {
1235         this->show_resource = true;
1236         this->assets_manager_ptr->getSound("resource overlay toggle on")->play();
1237     }
1238
1239     return;
1240 } /* toggleResourceOverlay() */
```

### 4.6.4 Member Data Documentation

#### 4.6.4.1 assets\_manager\_ptr

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

A pointer to the assets manager.

#### 4.6.4.2 border\_tiles\_vec

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

A vector of pointers to the border tiles.

#### 4.6.4.3 event\_ptr

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

A pointer to the event class.

#### 4.6.4.4 frame

```
unsigned long long int HexMap::frame
```

The current frame of this object.

#### 4.6.4.5 glass\_screen

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

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

#### 4.6.4.6 hex\_draw\_order\_vec

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

A vector of hex tiles, in drawing order.

#### 4.6.4.7 hex\_map

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

A position-indexed, nested map of hex tiles.

#### 4.6.4.8 message\_hub\_ptr

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

A pointer to the message hub.

#### 4.6.4.9 n\_layers

```
int HexMap::n_layers
```

The number of layers in the hex map.

#### 4.6.4.10 n\_tiles

```
int HexMap::n_tiles
```

The number of tiles in the hex map.

#### 4.6.4.11 position\_x

```
double HexMap::position_x
```

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

#### 4.6.4.12 position\_y

```
double HexMap::position_y
```

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

#### 4.6.4.13 render\_window\_ptr

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

A pointer to the render window.

#### 4.6.4.14 show\_resource

```
bool HexMap::show_resource
```

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

#### 4.6.4.15 tile\_position\_x\_vec

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

A vector of tile x positions.

#### 4.6.4.16 tile\_position\_y\_vec

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

A vector of tile y position.

#### 4.6.4.17 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:

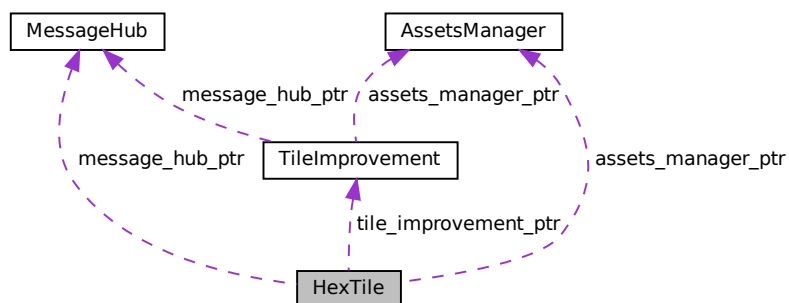
- header/[HexMap.h](#)
- source/[HexMap.cpp](#)

## 4.7 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](#)  
*The terrain type of the tile.*
- [TileResource](#) [tile\\_resource](#)  
*The renewable resource quality of the tile.*
- 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 [draw\\_explosion](#)  
*A boolean which indicates whether or not to draw a tile explosion.*
- 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.*
- bool [build\\_menu\\_open](#)

*A boolean which indicates if the tile build menu is open.*
  - size\_t [explosion\\_frame](#)

*The current frame of the explosion animation.*
  - unsigned long long int [frame](#)

*The current frame of this object.*
  - int [credits](#)

*The current balance of credits.*
  - int [scrap\\_improvement\\_frame](#)

*A frame for key-hold to confirm scrapping.*
  - 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.*
  - std::vector< sf::Sprite > [explosion\\_sprite\\_reel](#)

*A reel of sprites for a tile explosion animation.*
  - sf::RectangleShape [build\\_menu\\_backing](#)

*A backing for the tile build menu.*
  - sf::Text [build\\_menu\\_backing\\_text](#)

*A text label for the build menu.*
  - std::vector< std::vector< sf::Sprite > > [build\\_menu\\_options\\_vec](#)

*A vector of sprites for illustrating the tile build options.*
  - std::vector< sf::Text > [build\\_menu\\_options\\_text\\_vec](#)

*A vector of text for the tile build options.*



## 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 [\\_\\_setUpTileExplosionReel](#) (void)  
*Helper method to set up tile explosion sprite reel.*
- void [\\_\\_setUpBuildOption](#) (std::string, std::string)  
*Helper method to set up and position the sprite and text for a build option.*
- void [\\_\\_setUpDieselGeneratorBuildOption](#) (void)  
*Helper method to set up and position the diesel generator build option.*
- void [\\_\\_setUpWindTurbineBuildOption](#) (bool=false, bool=false)  
*Helper method to set up and position the wind turbine build option.*
- void [\\_\\_setUpSolarPVBuildOption](#) (bool=false)  
*Helper method to set up and position the solar PV array build option.*
- void [\\_\\_setUpTidalTurbineBuildOption](#) (void)  
*Helper method to set up and position the tidal turbine build option.*
- void [\\_\\_setUpWaveEnergyConverterBuildOption](#) (void)  
*Helper method to set up and position the wave energy converter build option.*
- void [\\_\\_setUpEnergyStorageSystemBuildOption](#) (void)  
*Helper method to set up and position the wave energy converter build option.*
- void [\\_\\_setUpBuildMenu](#) (void)  
*Helper method to set up and place build menu assets (drawable).*
- void [\\_\\_setIsSelected](#) (bool)  
*Helper method to set the is selected attribute (of tile and improvement).*
- 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 [\\_\\_handleKeyReleaseEvents](#) (void)
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*
- void [\\_\\_openBuildMenu](#) (void)  
*Helper method to open the tile improvement build menu.*
- void [\\_\\_closeBuildMenu](#) (void)  
*Helper method to close the tile improvement build menu.*
- void [\\_\\_buildSettlement](#) (void)  
*Helper method to build a settlement on this tile.*
- void [\\_\\_buildDieselGenerator](#) (void)  
*Helper method to build a diesel generator on this tile.*

- void [\\_\\_buildSolarPV](#) (void)  
*Helper method to build a solar PV array on this tile.*
- void [\\_\\_buildWindTurbine](#) (void)  
*Helper method to build a wind turbine on this tile.*
- void [\\_\\_buildTidalTurbine](#) (void)  
*Helper method to build a tidal turbine on this tile.*
- void [\\_\\_buildWaveEnergyConverter](#) (void)  
*Helper method to build a wave energy converter on this tile.*
- void [\\_\\_buildEnergyStorage](#) (void)  
*Helper method to build an energy storage system on this tile.*
- void [\\_\\_scrapImprovement](#) (void)  
*Helper method to scrap the tile improvement ([Settlement](#) cannot be scrapped). Requires the mapped key to be held continuously to confirm.*
- 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.*

### 4.7.1 Detailed Description

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

### 4.7.2 Constructor & Destructor Documentation

#### 4.7.2.1 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

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

```
2310 {
2311     // 1. set attributes
2312
2313     // 1.1. private
2314     this->event_ptr = event_ptr;
2315     this->render_window_ptr = render_window_ptr;
2316
2317     this->assets_manager_ptr = assets_manager_ptr;
2318     this->message_hub_ptr = message_hub_ptr;
2319
2320     // 1.2. public
2321     this->show_node = false;
2322     this->show_resource = false;
2323     this->resource_assessed = false;
2324     this->resource_assessment = false;
2325     this->is_selected = false;
2326     this->draw_explosion = false;
2327
2328     this->decoration_cleared = false;
2329     this->has_improvement = false;
2330     this->tile_improvement_ptr = NULL;
2331
2332     this->build_menu_open = false;
2333
2334     this->explosion_frame = 0;
2335
2336     this->frame = 0;
2337     this->credits = 0;
2338
2339     this->scrap_improvement_frame = 0;
2340 }
```

```

2341     this->position_x = position_x;
2342     this->position_y = position_y;
2343
2344     this->major_radius = 32;
2345     this->minor_radius = (sqrt(3) / 2) * this->major_radius;
2346
2347     this->game_phase = "build settlement";
2348
2349     // 2. set up and position drawable attributes
2350     this->__setUpNodeSprite();
2351     this->__setUpTileSprite();
2352     this->__setUpSelectOutlineSprite();
2353     this->__setUpResourceChipSprite();
2354     this->__setUpResourceText();
2355     this->__setUpMagnifyingGlassSprite();
2356     this->__setUpTileExplosionReel();
2357
2358     // 3. set tile type and resource (default to none type and average)
2359     this->setTileType(TileType :: NONE_TYPE);
2360     this->setTileResource(TileResource :: AVERAGE);
2361
2362     std::cout << "HexTile constructed at " << this << std::endl;
2363
2364     return;
2365 } /* HexTile() */

```

#### 4.7.2.2 ~HexTile()

```

HexTile::~HexTile (
    void )

```

Destructor for the [HexTile](#) class.

```

2931 {
2932     if (this->tile_improvement_ptr != NULL) {
2933         delete this->tile_improvement_ptr;
2934     }
2935
2936     std::cout << "HexTile at " << this << " destroyed" << std::endl;
2937
2938     return;
2939 } /* ~HexTile() */

```

### 4.7.3 Member Function Documentation

#### 4.7.3.1 \_\_buildDieselGenerator()

```

void HexTile::__buildDieselGenerator (
    void ) [private]

```

Helper method to build a diesel generator on this tile.

```

1411 {
1412     int build_cost = DIESEL_GENERATOR_BUILD_COST;
1413
1414     if (this->credits < build_cost) {
1415         std::cout << "Cannot build diesel generator: insufficient credits (need "
1416             << build_cost << " K)" << std::endl;
1417
1418         this->__sendInsufficientCreditsMessage();
1419         return;
1420     }
1421
1422     this->tile_improvement_ptr = new DieselGenerator(
1423         this->position_x,
1424         this->position_y,
1425         this->tile_resource,

```

```

1426         this->event_ptr,
1427         this->render_window_ptr,
1428         this->assets_manager_ptr,
1429         this->message_hub_ptr
1430     );
1431
1432     this->has_improvement = true;
1433     this->__closeBuildMenu();
1434
1435     this->__sendCreditsSpentMessage(build_cost);
1436     this->__sendTileStateMessage();
1437     this->__sendGameStateRequest();
1438
1439     return;
1440 } /* __buildDieselGenerator() */

```

#### 4.7.3.2 \_\_buildEnergyStorage()

```

void HexTile::__buildEnergyStorage (
    void ) [private]

```

Helper method to build an energy storage system on this tile.

```

1659 {
1660     /*
1661     int build_cost = ENERGY_STORAGE_SYSTEM_BUILD_COST;
1662
1663     if (this->credits < build_cost) {
1664         std::cout << "Cannot build energy storage system: insufficient credits (need "
1665             << build_cost << " K)" << std::endl;
1666
1667         this->__sendInsufficientCreditsMessage();
1668         return;
1669     }
1670
1671     this->tile_improvement_ptr = new EnergyStorageSystem(
1672         this->position_x,
1673         this->position_y,
1674         this->event_ptr,
1675         this->render_window_ptr,
1676         this->assets_manager_ptr,
1677         this->message_hub_ptr
1678     );
1679
1680     this->has_improvement = true;
1681     this->__closeBuildMenu();
1682
1683     this->__sendCreditsSpentMessage(build_cost);
1684     this->__sendTileStateMessage();
1685     this->__sendGameStateRequest();
1686     */
1687     return;
1688 } /* __buildEnergyStorage() */

```

#### 4.7.3.3 \_\_buildSettlement()

```

void HexTile::__buildSettlement (
    void ) [private]

```

Helper method to build a settlement on this tile.

```

1364 {
1365     if (this->credits < BUILD_SETTLEMENT_COST) {
1366         std::cout << "Cannot build settlement: insufficient credits (need "
1367             << BUILD_SETTLEMENT_COST << " K)" << std::endl;
1368
1369         this->__sendInsufficientCreditsMessage();
1370         return;
1371     }
1372
1373     this->__clearDecoration();

```

```

1374
1375     this->tile_improvement_ptr = new Settlement(
1376         this->position_x,
1377         this->position_y,
1378         this->tile_resource,
1379         this->event_ptr,
1380         this->render_window_ptr,
1381         this->assets_manager_ptr,
1382         this->message_hub_ptr
1383     );
1384
1385     this->has_improvement = true;
1386
1387     this->assess();
1388     this->__sendAssessNeighboursMessage();
1389
1390     this->__sendUpdateGamePhaseMessage("system management");
1391     this->__sendCreditsSpentMessage(BUILD_SETTLEMENT_COST);
1392     this->__sendTileStateMessage();
1393     this->__sendGameStateRequest();
1394
1395     return;
1396 } /* __buildSettlement() */

```

#### 4.7.3.4 \_\_buildSolarPV()

```

void HexTile::__buildSolarPV (
    void ) [private]

```

Helper method to build a solar PV array on this tile.

```

1455 {
1456     int build_cost = SOLAR_PV_BUILD_COST;
1457
1458     if (this->tile_type == TileType :: LAKE) {
1459         build_cost *= SOLAR_PV_WATER_BUILD_MULTIPLIER;
1460     }
1461
1462     if (this->credits < build_cost) {
1463         std::cout << "Cannot build solar PV array: insufficient credits (need "
1464             << build_cost << " K)" << std::endl;
1465
1466         this->__sendInsufficientCreditsMessage();
1467         return;
1468     }
1469
1470     this->tile_improvement_ptr = new SolarPV(
1471         this->position_x,
1472         this->position_y,
1473         this->tile_resource,
1474         this->event_ptr,
1475         this->render_window_ptr,
1476         this->assets_manager_ptr,
1477         this->message_hub_ptr
1478     );
1479
1480     this->has_improvement = true;
1481     this->__closeBuildMenu();
1482
1483     if (this->tile_type == TileType :: LAKE) {
1484         this->decoration_cleared = true;
1485         this->assets_manager_ptr->getSound("splash")->play();
1486     }
1487
1488     this->__sendCreditsSpentMessage(build_cost);
1489     this->__sendTileStateMessage();
1490     this->__sendGameStateRequest();
1491
1492     return;
1493 } /* __buildSolarPV() */

```

## 4.7.3.5 \_\_buildTidalTurbine()

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

Helper method to build a tidal turbine on this tile.

```
1567 {
1568     int build_cost = TIDAL_TURBINE_BUILD_COST;
1569
1570     if (this->credits < build_cost) {
1571         std::cout << "Cannot build tidal turbine: insufficient credits (need "
1572             << build_cost << " K)" << std::endl;
1573
1574         this->__sendInsufficientCreditsMessage();
1575         return;
1576     }
1577
1578     this->tile_improvement_ptr = new TidalTurbine(
1579         this->position_x,
1580         this->position_y,
1581         this->tile_resource,
1582         this->event_ptr,
1583         this->render_window_ptr,
1584         this->assets_manager_ptr,
1585         this->message_hub_ptr
1586     );
1587
1588     this->has_improvement = true;
1589     this->decoration_cleared = true;
1590     this->assets_manager_ptr->getSound("splash")->play();
1591     this->__closeBuildMenu();
1592
1593     this->__sendCreditsSpentMessage(build_cost);
1594     this->__sendTileStateMessage();
1595     this->__sendGameStateRequest();
1596
1597     return;
1598 } /* __buildTidalTurbine() */
```

## 4.7.3.6 \_\_buildWaveEnergyConverter()

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

Helper method to build a wave energy converter on this tile.

```
1613 {
1614     int build_cost = WAVE_ENERGY_CONVERTER_BUILD_COST;
1615
1616     if (this->credits < build_cost) {
1617         std::cout << "Cannot build wave energy converter: insufficient credits (need "
1618             << build_cost << " K)" << std::endl;
1619
1620         this->__sendInsufficientCreditsMessage();
1621         return;
1622     }
1623
1624     this->tile_improvement_ptr = new WaveEnergyConverter(
1625         this->position_x,
1626         this->position_y,
1627         this->tile_resource,
1628         this->event_ptr,
1629         this->render_window_ptr,
1630         this->assets_manager_ptr,
1631         this->message_hub_ptr
1632     );
1633
1634     this->has_improvement = true;
1635     this->decoration_cleared = true;
1636     this->assets_manager_ptr->getSound("splash")->play();
1637     this->__closeBuildMenu();
1638
1639     this->__sendCreditsSpentMessage(build_cost);
1640     this->__sendTileStateMessage();
1641     this->__sendGameStateRequest();
1642
1643     return;
1644 } /* __buildWaveEnergyConverter() */
```

#### 4.7.3.7 \_\_buildWindTurbine()

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

Helper method to build a wind turbine on this tile.

```
1508 {
1509     int build_cost = WIND_TURBINE_BUILD_COST;
1510
1511     if (
1512         (this->tile_type == TileType :: LAKE) or
1513         (this->tile_type == TileType :: OCEAN)
1514     ) {
1515         build_cost *= WIND_TURBINE_WATER_BUILD_MULTIPLIER;
1516     }
1517
1518     if (this->credits < build_cost) {
1519         std::cout << "Cannot build wind turbine: insufficient credits (need "
1520             << build_cost << " K)" << std::endl;
1521
1522         this->__sendInsufficientCreditsMessage();
1523         return;
1524     }
1525
1526     this->tile_improvement_ptr = new WindTurbine(
1527         this->position_x,
1528         this->position_y,
1529         this->tile_resource,
1530         this->event_ptr,
1531         this->render_window_ptr,
1532         this->assets_manager_ptr,
1533         this->message_hub_ptr
1534     );
1535
1536     this->has_improvement = true;
1537     this->__closeBuildMenu();
1538
1539     if (
1540         (this->tile_type == TileType :: LAKE) or
1541         (this->tile_type == TileType :: OCEAN)
1542     ) {
1543         this->decoration_cleared = true;
1544         this->assets_manager_ptr->getSound("splash")->play();
1545     }
1546
1547     this->__sendCreditsSpentMessage(build_cost);
1548     this->__sendTileStateMessage();
1549     this->__sendGameStateRequest();
1550
1551     return;
1552 } /* __buildWindTurbine() */
```

#### 4.7.3.8 \_\_clearDecoration()

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

Helper method to clear tile decoration.

```
792 {
793     this->decoration_cleared = true;
794     this->draw_explosion = true;
795
796     switch (this->tile_type) {
797         case (TileType :: FOREST): {
798             this->assets_manager_ptr->getSound("clear non-mountains tile")->play();
799
800             break;
801         }
802
803         case (TileType :: MOUNTAINS): {
804             this->assets_manager_ptr->getSound("clear mountains tile")->play();
805
806             break;
807         }
808     }
```



```

809
810
811         case (TileType :: PLAINS): {
812             this->assets_manager_ptr->getSound("clear non-mountains tile")->play();
813
814             break;
815         }
816
817
818         default: {
819             // do nothing!
820
821             break;
822         }
823     }
824
825     return;
826 } /* __clearDecoration() */

```

#### 4.7.3.9 \_\_closeBuildMenu()

```

void HexTile::__closeBuildMenu (
    void ) [private]

```

Helper method to close the tile improvement build menu.

```

1339 {
1340     if (not this->build_menu_open) {
1341         return;
1342     }
1343
1344     this->build_menu_open = false;
1345     this->assets_manager_ptr->getSound("build menu close")->play();
1346
1347     return;
1348 } /* __closeBuildMenu() */

```

#### 4.7.3.10 \_\_getTileCoordsSubstring()

```

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

```

Helper method to assemble and return tile coordinates substring.

##### Returns

Tile coordinates substring.

```

1805 {
1806     std::string coords_substring = "TILE COORDS: (";
1807     coords_substring += std::to_string(int(this->position_x - 400));
1808     coords_substring += ", ";
1809     coords_substring += std::to_string(int(this->position_y - 400));
1810     coords_substring += ")\n";
1811
1812     return coords_substring;
1813 } /* __getTileCoordsSubstring() */

```

#### 4.7.3.11 \_\_getTileImprovementSubstring()

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

Helper method to assemble and return the tile improvement substring.

##### Returns

Tile improvement substring.

```
1964 {
1965     std::string improvement_substring = "TILE IMPROVEMENT: ";
1966
1967     if (this->has_improvement) {
1968         improvement_substring += this->tile_improvement_ptr->tile_improvement_string;
1969         improvement_substring += "\n";
1970     }
1971
1972     else {
1973         improvement_substring += "NONE\n";
1974     }
1975
1976     return improvement_substring;
1977 } /* __getTileImprovementSubstring() */
```

#### 4.7.3.12 \_\_getTileOptionsSubstring()

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

Helper method to assemble and return tile options substring.

##### Returns

Tile options substring.

```
1994 {
1995     //          32 char x 17 line console "-----\n";
1996     std::string options_substring          = "      **** TILE OPTIONS ****      \n";
1997     options_substring                     += "                                     \n";
1998
1999     if (this->game_phase == "build settlement") {
2000         if (
2001             (this->tile_type != TileType :: OCEAN) and
2002             (this->tile_type != TileType :: LAKE)
2003         ) {
2004             options_substring += "[B]:  BUILD SETTLEMENT (";
2005             options_substring += std::to_string(BUILD_SETTLEMENT_COST);
2006             options_substring += " K)\n";
2007         }
2008     }
2009
2010
2011     else if (this->game_phase == "system management") {
2012         if (this->has_improvement) {
2013             options_substring.clear();
2014             options_substring = this->tile_improvement_ptr->getTileOptionsSubstring();
2015         }
2016
2017
2018         else if (not this->resource_assessed) {
2019             options_substring += "[A]:  ASSESS RESOURCE (";
2020             options_substring += std::to_string(RESOURCE_ASSESSMENT_COST);
2021             options_substring += " K)\n";
2022         }
2023
2024
2025         else if (
2026             (not this->decoration_cleared) and
2027             (this->tile_type != TileType :: OCEAN) and
```

```

2028         (this->tile_type != TileType :: LAKE)
2029     ) {
2030         options_substring += "[C]:  CLEAR TILE (";
2031
2032         switch (this->tile_type) {
2033             case (TileType :: FOREST): {
2034                 options_substring += std::to_string(CLEAR_FOREST_COST);
2035
2036                 break;
2037             }
2038
2039
2040             case (TileType :: MOUNTAINS): {
2041                 options_substring += std::to_string(CLEAR_MOUNTAINS_COST);
2042
2043                 break;
2044             }
2045
2046
2047             case (TileType :: PLAINS): {
2048                 options_substring += std::to_string(CLEAR_PLAINS_COST);
2049
2050                 break;
2051             }
2052
2053
2054             default: {
2055                 //do nothing!
2056
2057                 break;
2058             }
2059         }
2060
2061         options_substring += " K)\n";
2062     }
2063
2064
2065     else if (
2066         (this->decoration_cleared) or
2067         (this->tile_type == TileType :: OCEAN) or
2068         (this->tile_type == TileType :: LAKE)
2069     ) {
2070         options_substring += "[B]:  OPEN BUILD MENU\n";
2071     }
2072 }
2073
2074
2075     else if (this->game_phase == "victory") {
2076         options_substring += "          **** VICTORY ****          \n";
2077     }
2078
2079
2080     else {
2081         options_substring += "          **** LOSS ****          \n";
2082     }
2083
2084     return options_substring;
2085 } /* __getTileOptionsString() */

```

#### 4.7.3.13 \_\_getTileResourceSubstring()

```

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

```

Helper method to assemble and return tile resource substring.

#### Returns

Tile resource substring.

```

1894 {
1895     std::string resource_substring = "TILE RESOURCE:      ";
1896
1897     if (this->resource_assessed) {
1898         switch (this->tile_resource) {
1899             case (TileResource :: POOR): {

```

```

1900         resource_substring += "POOR\n";
1901
1902         break;
1903     }
1904
1905
1906     case (TileResource ::BELOW_AVERAGE): {
1907         resource_substring += "BELOW AVERAGE\n";
1908
1909         break;
1910     }
1911
1912
1913     case (TileResource :: AVERAGE): {
1914         resource_substring += "AVERAGE\n";
1915
1916         break;
1917     }
1918
1919
1920     case (TileResource :: ABOVE_AVERAGE): {
1921         resource_substring += "ABOVE AVERAGE\n";
1922
1923         break;
1924     }
1925
1926
1927     case (TileResource :: GOOD): {
1928         resource_substring += "GOOD\n";
1929
1930         break;
1931     }
1932
1933
1934     default: {
1935         resource_substring += "???\n";
1936
1937         break;
1938     }
1939 }
1940
1941
1942 else {
1943     resource_substring += "???\n";
1944 }
1945
1946 return resource_substring;
1947 } /* __getTileResourceSubstring() */

```

#### 4.7.3.14 \_\_getTileTypeSubstring()

```

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

```

Helper method to assemble and return tile type substring.

#### Returns

Tile type substring.

```

1830 {
1831     std::string type_substring = "TILE TYPE: ";
1832
1833     switch (this->tile_type) {
1834         case (TileType :: FOREST): {
1835             type_substring += "FOREST\n";
1836
1837             break;
1838         }
1839
1840
1841         case (TileType :: LAKE): {
1842             type_substring += "LAKE\n";
1843
1844             break;
1845         }

```

```

1846
1847
1848     case (TileType :: MOUNTAINS): {
1849         type_substring += "MOUNTAINS\n";
1850
1851         break;
1852     }
1853
1854
1855     case (TileType :: OCEAN): {
1856         type_substring += "OCEAN\n";
1857
1858         break;
1859     }
1860
1861
1862     case (TileType :: PLAINS): {
1863         type_substring += "PLAINS\n";
1864
1865         break;
1866     }
1867
1868
1869     default: {
1870         type_substring += "???\n";
1871
1872         break;
1873     }
1874 }
1875
1876 return type_substring;
1877 } /* __getTileTypeSubstring() */

```

#### 4.7.3.15 \_\_handleKeyPressEvents()

```

void HexTile::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

875 {
876     if (not this->is_selected) {
877         return;
878     }
879
880
881     if (this->event_ptr->key.code == sf::Keyboard::Escape) {
882         this->__setIsSelected(false);
883     }
884
885
886     if (this->build_menu_open) {
887         switch (this->tile_type) {
888             case (TileType :: FOREST): {
889                 switch (this->event_ptr->key.code) {
890                     case (sf::Keyboard::D): {
891                         this->__buildDieselGenerator();
892
893                         break;
894                     }
895
896
897                     case (sf::Keyboard::S): {
898                         this->__buildSolarPV();
899
900                         break;
901                     }
902
903
904                     case (sf::Keyboard::W): {
905                         this->__buildWindTurbine();
906
907                         break;
908                     }
909
910
911                     case (sf::Keyboard::E): {
912                         this->__buildEnergyStorage();
913

```

```
914             break;
915         }
916
917         default: {
918             // do nothing!
919
920             break;
921         }
922     }
923 }
924
925 break;
926 }
927
928
929 case (TileType :: LAKE): {
930     switch (this->event_ptr->key.code) {
931         case (sf::Keyboard::S): {
932             this->__buildSolarPV();
933
934             break;
935         }
936
937         case (sf::Keyboard::W): {
938             this->__buildWindTurbine();
939
940             break;
941         }
942
943         default: {
944             // do nothing!
945
946             break;
947         }
948     }
949 }
950
951 break;
952 }
953
954
955 case (TileType :: MOUNTAINS): {
956     switch (this->event_ptr->key.code) {
957         case (sf::Keyboard::D): {
958             this->__buildDieselGenerator();
959
960             break;
961         }
962
963         case (sf::Keyboard::S): {
964             this->__buildSolarPV();
965
966             break;
967         }
968
969         case (sf::Keyboard::W): {
970             this->__buildWindTurbine();
971
972             break;
973         }
974
975         case (sf::Keyboard::E): {
976             this->__buildEnergyStorage();
977
978             break;
979         }
980
981         default: {
982             // do nothing!
983
984             break;
985         }
986     }
987 }
988
989 break;
990 }
991
992
993 case (TileType :: OCEAN): {
994     switch (this->event_ptr->key.code) {
995         case (sf::Keyboard::W): {
996             this->__buildWindTurbine();
997
998             break;
999         }
1000     }
```

```

1001
1002         break;
1003     }
1004
1005
1006     case (sf::Keyboard::T): {
1007         this->__buildTidalTurbine();
1008
1009         break;
1010     }
1011
1012
1013     case (sf::Keyboard::A): {
1014         this->__buildWaveEnergyConverter();
1015
1016         break;
1017     }
1018
1019
1020     default: {
1021         // do nothing!
1022
1023         break;
1024     }
1025 }
1026
1027 break;
1028 }
1029
1030
1031 case (TileType :: PLAINS): {
1032     switch (this->event_ptr->key.code) {
1033         case (sf::Keyboard::D): {
1034             this->__buildDieselGenerator();
1035
1036             break;
1037         }
1038
1039
1040         case (sf::Keyboard::S): {
1041             this->__buildSolarPV();
1042
1043             break;
1044         }
1045
1046
1047         case (sf::Keyboard::W): {
1048             this->__buildWindTurbine();
1049
1050             break;
1051         }
1052
1053
1054         case (sf::Keyboard::E): {
1055             this->__buildEnergyStorage();
1056
1057             break;
1058         }
1059
1060
1061         default: {
1062             // do nothing!
1063
1064             break;
1065         }
1066     }
1067
1068     break;
1069 }
1070
1071
1072 default: {
1073     //do nothing!
1074
1075     break;
1076 }
1077 }
1078 }
1079
1080
1081 if (this->game_phase == "build settlement") {
1082     if (
1083         (this->tile_type != TileType :: OCEAN) and
1084         (this->tile_type != TileType :: LAKE)
1085     ) {
1086         if (this->event_ptr->key.code == sf::Keyboard::B) {
1087             this->__buildSettlement();

```

```

1088         }
1089     }
1090 }
1091
1092
1093     else if (this->game_phase == "system management") {
1094         if (this->has_improvement) {
1095             if (this->tile_improvement_ptr->tile_improvement_type != TileImprovementType :: SETTLEMENT)
1096             {
1097                 if (this->event_ptr->key.code == sf::Keyboard::P) {
1098                     this->__scrapImprovement();
1099                 }
1100             }
1101
1102             /*
1103              * All other inputs will be caught and handled by
1104              * this->tile_improvement_ptr->processEvent()
1105              */
1106         }
1107
1108     else if (not this->resource_assessed) {
1109         if (this->event_ptr->key.code == sf::Keyboard::A) {
1110             if (this->credits < RESOURCE_ASSESSMENT_COST) {
1111                 std::cout << "Cannot assess resource: insufficient credits (need "
1112                     << RESOURCE_ASSESSMENT_COST << " K)" << std::endl;
1113
1114                 this->__sendInsufficientCreditsMessage();
1115             }
1116
1117             else {
1118                 this->assess();
1119                 this->__sendCreditsSpentMessage(RESOURCE_ASSESSMENT_COST);
1120                 this->__sendTileStateMessage();
1121                 this->__sendGameStateRequest();
1122             }
1123         }
1124     }
1125
1126
1127     else if (
1128         (not this->decoration_cleared) and
1129         (this->tile_type != TileType :: OCEAN) and
1130         (this->tile_type != TileType :: LAKE)
1131     ) {
1132         if (this->event_ptr->key.code == sf::Keyboard::C) {
1133             int clear_cost = 0;
1134
1135             switch (this->tile_type) {
1136                 case (TileType :: FOREST): {
1137                     clear_cost = CLEAR_FOREST_COST;
1138
1139                     break;
1140                 }
1141
1142                 case (TileType :: MOUNTAINS): {
1143                     clear_cost = CLEAR_MOUNTAINS_COST;
1144
1145                     break;
1146                 }
1147
1148                 case (TileType :: PLAINS): {
1149                     clear_cost = CLEAR_PLAINS_COST;
1150
1151                     break;
1152                 }
1153
1154                 default: {
1155                     // do nothing!
1156
1157                     break;
1158                 }
1159             }
1160
1161             if (this->credits < clear_cost) {
1162                 std::cout << "Cannot clear tile: insufficient credits (need "
1163                     << clear_cost << " K)" << std::endl;
1164
1165                 this->__sendInsufficientCreditsMessage();
1166             }
1167
1168             else {
1169                 this->__clearDecoration();
1170                 this->__sendCreditsSpentMessage(clear_cost);
1171             }
1172         }
1173     }

```



```

1174         this->__sendTileStateMessage();
1175         this->__sendGameStateRequest();
1176     }
1177 }
1178 }
1179
1180
1181     else if (
1182         (this->decoration_cleared) or
1183         (this->tile_type == TileType :: OCEAN) or
1184         (this->tile_type == TileType :: LAKE)
1185     ) {
1186         if (this->event_ptr->key.code == sf::Keyboard::B) {
1187             this->__openBuildMenu();
1188         }
1189     }
1190 }
1191
1192 return;
1193 } /* __handleKeyPressEvents() */

```

#### 4.7.3.16 \_\_handleKeyReleaseEvents()

```

void HexTile::__handleKeyReleaseEvents (
    void ) [private]
1199 {
1200     if (not this->is_selected) {
1201         return;
1202     }
1203
1204     switch (this->event_ptr->key.code) {
1205         case (sf::Keyboard::P): {
1206             if (this->has_improvement) {
1207                 this->scrap_improvement_frame = 0;
1208
1209                 if (
1210                     this->tile_improvement_ptr->tile_improvement_sprite_static.getTexture() != NULL
1211                 ) {
1212                     this->tile_improvement_ptr->tile_improvement_sprite_static.setColor(
1213                         sf::Color(255, 255, 255, 255)
1214                     );
1215                 }
1216             }
1217             else {
1218                 for (
1219                     size_t i = 0;
1220                     i < this->tile_improvement_ptr->tile_improvement_sprite_animated.size();
1221                     i++
1222                 ) {
1223                     this->tile_improvement_ptr->tile_improvement_sprite_animated[i].setColor(
1224                         sf::Color(255, 255, 255, 255)
1225                     );
1226                 }
1227             }
1228         }
1229     }
1230
1231     break;
1232 }
1233
1234     default: {
1235         // do nothing!
1236
1237         break;
1238     }
1239 }
1240
1241 }
1242
1243 /*
1244 if (this->event_ptr->key.code == sf::Keyboard::P) {
1245
1246 }
1247 */
1248
1249 return;
1250 } /* __handleKeyReleaseEvents() */

```

#### 4.7.3.17 \_\_handleMouseButtonEvents()

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

Helper method to handle mouse button events.

```
1263 {
1264     switch (this->event_ptr->mouseButton.button) {
1265         case (sf::Mouse::Left): {
1266             if (this->__isClicked()) {
1267                 std::cout << "Tile (" << this->position_x << ", " <<
1268                     this->position_y << ") was selected" << std::endl;
1269
1270                 this->__setIsSelected(true);
1271
1272                 this->__sendTileSelectedMessage();
1273                 this->__sendTileStateMessage();
1274                 this->__sendGameStateRequest();
1275             }
1276
1277             else {
1278                 this->__setIsSelected(false);
1279             }
1280
1281             break;
1282         }
1283
1284         case (sf::Mouse::Right): {
1285             this->__setIsSelected(false);
1286
1287             break;
1288         }
1289
1290         default: {
1291             // do nothing!
1292
1293             break;
1294         }
1295     }
1296
1297     return;
1298 }
1299
1300 } /* __handleMouseButtonEvents() */
```

#### 4.7.3.18 \_\_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.

```
843 {
844     sf::Vector2i mouse_position = sf::Mouse::getPosition(*render_window_ptr);
845
846     double mouse_x = mouse_position.x;
847     double mouse_y = mouse_position.y;
848
849     double distance = sqrt(
850         pow(this->position_x - mouse_x, 2) +
851         pow(this->position_y - mouse_y, 2)
852     );
853
854     if (distance < this->minor_radius) {
855         return true;
856     }
857     else {
858         return false;
859     }
860 } /* __isClicked() */
```

**4.7.3.19 \_\_openBuildMenu()**

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

Helper method to open the tile improvement build menu.

```
1315 {
1316     if (this->build_menu_open) {
1317         return;
1318     }
1319     this->build_menu_open = true;
1320     this->assets_manager_ptr->getSound("build menu open")->play();
1321     return;
1322 } /* __openBuildMenu() */
```

**4.7.3.20 \_\_scrapImprovement()**

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

Helper method to scrap the tile improvement ([Settlement](#) cannot be scrapped). Requires the mapped key to be held continuously to confirm.

```
1704 {
1705     // 1. implement key hold confirmation
1706     if (this->scrap_improvement_frame <= FRAMES_PER_SECOND) {
1707         double colour_scalar =
1708             1 - ((double)(this->scrap_improvement_frame) / (FRAMES_PER_SECOND));
1709
1710         if (
1711             this->tile_improvement_ptr->tile_improvement_sprite_static.getTexture() != NULL
1712         ) {
1713             this->tile_improvement_ptr->tile_improvement_sprite_static.setColor(
1714                 sf::Color(255, 255 * colour_scalar, 255 * colour_scalar, 255)
1715             );
1716         }
1717         else {
1718             for (
1719                 size_t i = 0;
1720                 i < this->tile_improvement_ptr->tile_improvement_sprite_animated.size();
1721                 i++
1722             ) {
1723                 this->tile_improvement_ptr->tile_improvement_sprite_animated[i].setColor(
1724                     sf::Color(255, 255 * colour_scalar, 255 * colour_scalar, 255)
1725                 );
1726             }
1727         }
1728     }
1729     this->scrap_improvement_frame += 4;
1730 }
1731
1732 // 2. carry out scrapping
1733 else {
1734     this->draw_explosion = true;
1735     this->assets_manager_ptr->getSound("clear non-mountains tile")->play();
1736
1737     if (this->tile_improvement_ptr->production_menu_open) {
1738         this->tile_improvement_ptr->production_menu_open = false;
1739         this->assets_manager_ptr->getSound("build menu close")->play();
1740     }
1741
1742     delete this->tile_improvement_ptr;
1743     this->tile_improvement_ptr = NULL;
1744
1745     this->has_improvement = false;
1746
1747     this->scrap_improvement_frame = 0;
1748
1749     if (
1750         (this->tile_type == TileType :: LAKE) or
1751         (this->tile_type == TileType :: OCEAN)
1752     )
```

```

1754         ) {
1755             this->decoration_cleared = false;
1756         }
1757
1758         this->__sendCreditsSpentMessage(SCRAP_COST);
1759         this->__sendTileStateMessage();
1760         this->__sendGameStateRequest();
1761     }
1762
1763     return;
1764 } /* __scrapImprovement() */

```

#### 4.7.3.21 \_\_sendAssessNeighboursMessage()

```

void HexTile::__sendAssessNeighboursMessage (
    void ) [private]

```

Helper method to format and send assess neighbours message.

```

2141 {
2142     Message assess_neighbours_message;
2143
2144     assess_neighbours_message.channel = HEX_MAP_CHANNEL;
2145     assess_neighbours_message.subject = "assess neighbours";
2146
2147     this->message_hub_ptr->sendMessage(assess_neighbours_message);
2148
2149     std::cout << "Assess neighbours message sent by " << this << std::endl;
2150
2151     return;
2152 } /* __sendAssessNeighboursMessage() */

```

#### 4.7.3.22 \_\_sendCreditsSpentMessage()

```

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

```

Helper method to format and send a credits spent message.

##### Parameters

<i>credits_spent</i>	The number of credits that were spent.
----------------------	--

```

2224 {
2225     Message credits_spent_message;
2226
2227     credits_spent_message.channel = GAME_CHANNEL;
2228     credits_spent_message.subject = "credits spent";
2229
2230     credits_spent_message.int_payload["credits spent"] = credits_spent;
2231
2232     this->message_hub_ptr->sendMessage(credits_spent_message);
2233
2234     std::cout << "Credits spent (" << credits_spent << ") message sent by " << this
2235         << std::endl;
2236     return;
2237 } /* __sendCreditsSpentMessage() */

```

#### 4.7.3.23 \_\_sendGameStateRequest()

```

void HexTile::__sendGameStateRequest (

```

```
void ) [private]
```

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

```
2167 {
2168     Message game_state_request;
2169
2170     game_state_request.channel = GAME_CHANNEL;
2171     game_state_request.subject = "state request";
2172
2173     this->message_hub_ptr->sendMessage(game_state_request);
2174
2175     std::cout << "Game state request message sent by " << this << std::endl;
2176     return;
2177 } /* __sendGameStateRequest() */
```

#### 4.7.3.24 \_\_sendInsufficientCreditsMessage()

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

Helper method to format and send an insufficient credits message.

```
2252 {
2253     Message insufficient_credits_message;
2254
2255     insufficient_credits_message.channel = GAME_CHANNEL;
2256     insufficient_credits_message.subject = "insufficient credits";
2257
2258     this->message_hub_ptr->sendMessage(insufficient_credits_message);
2259
2260     std::cout << "Insufficient credits message sent by " << this << std::endl;
2261
2262     return;
2263 } /* __sendInsufficientCreditsMessage() */
```

#### 4.7.3.25 \_\_sendTileSelectedMessage()

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

Helper method to format and send message on tile selection.

```
1779 {
1780     Message tile_selected_message;
1781
1782     tile_selected_message.channel = TILE_SELECTED_CHANNEL;
1783     tile_selected_message.subject = "tile selected";
1784
1785     this->message_hub_ptr->sendMessage(tile_selected_message);
1786
1787     return;
1788 } /* __sendTileSelectedMessage() */
```

#### 4.7.3.26 \_\_sendTileStateMessage()

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

Helper method to format and send tile state message.

```
2100 {
2101     Message tile_state_message;
2102
2103     tile_state_message.channel = TILE_STATE_CHANNEL;
2104     tile_state_message.subject = "tile state";
2105
2106
2107     //          32 char x 17 line console "-----\n";
2108     std::string console_string = "      **** TILE INFO **** \n";
2109
2110     console_string += this->__getTileCoordsSubstring();
2111     console_string += " \n";
2112
2113     console_string += this->__getTileTypeSubstring();
2114     console_string += this->__getTileResourceSubstring();
2115     console_string += this->__getTileImprovementSubstring();
2116     console_string += " \n";
2117
2118     console_string += this->__getTileOptionsSubstring();
2119
2120     tile_state_message.string_payload["console string"] = console_string;
2121
2122     this->message_hub_ptr->sendMessage(tile_state_message);
2123
2124     std::cout << "Tile state message sent by " << this << std::endl;
2125     return;
2126 } /* __sendTileStateMessage() */
```

#### 4.7.3.27 \_\_sendUpdateGamePhaseMessage()

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

Helper method to format and send update game phase message.

##### Parameters

<i>game_phase</i>	The updated game phase.
-------------------	-------------------------

```
2194 {
2195     Message update_game_phase_message;
2196
2197     update_game_phase_message.channel = GAME_CHANNEL;
2198     update_game_phase_message.subject = "update game phase";
2199
2200     update_game_phase_message.string_payload["game phase"] = game_phase;
2201
2202     this->message_hub_ptr->sendMessage(update_game_phase_message);
2203
2204     std::cout << "Update game phase message sent by " << this << std::endl;
2205
2206     return;
2207 } /* __sendUpdateGamePhaseMessage() */
```

#### 4.7.3.28 \_\_setIsSelected()

```
void HexTile::__setIsSelected (
    bool is_selected ) [private]
```

Helper method to set the is selected attribute (of tile and improvement).

## Parameters

<i>is_selected</i>	The value to set the is selected attribute to.
--------------------	--

```

764 {
765     this->is_selected = is_selected;
766
767     if (this->tile_improvement_ptr != NULL) {
768         this->tile_improvement_ptr->setIsSelected(is_selected);
769         this->tile_improvement_ptr->update();
770     }
771
772     if ((not is_selected) and this->build_menu_open) {
773         this->__closeBuildMenu();
774     }
775
776     return;
777 } /* __setIsSelected() */

```

## 4.7.3.29 \_\_setResourceText()

```

void HexTile::__setResourceText (
    void ) [private]

```

Helper method to set up resource text.

```

193 {
194     this->resource_text.setFont(*(assets_manager_ptr->getFont("DroidSansMono")));
195
196     this->resource_text.setFillColor(sf::Color(0, 0, 0, 255));
197
198     if (this->resource_assessed) {
199         switch (this->tile_resource) {
200             case (TileResource :: POOR): {
201                 this->resource_text.setString("-2");
202                 this->resource_text.setFillColor(MONOCROME_TEXT_RED);
203
204                 break;
205             }
206
207             case (TileResource :: BELOW_AVERAGE): {
208                 this->resource_text.setString("-1");
209                 this->resource_text.setFillColor(MONOCROME_TEXT_RED);
210
211                 break;
212             }
213
214             case (TileResource :: AVERAGE): {
215                 this->resource_text.setString("+0");
216
217                 break;
218             }
219
220             case (TileResource :: ABOVE_AVERAGE): {
221                 this->resource_text.setString("+1");
222                 this->resource_text.setFillColor(MONOCROME_TEXT_GREEN);
223
224                 break;
225             }
226
227             case (TileResource :: GOOD): {
228                 this->resource_text.setString("+2");
229                 this->resource_text.setFillColor(MONOCROME_TEXT_GREEN);
230
231                 break;
232             }
233
234             default: {
235                 this->resource_text.setString("");
236
237                 break;
238             }
239         }
240     }
241
242     else {
243         this->resource_text.setString("");

```



```

244     }
245
246     this->resource_text.setCharacterSize(20);
247
248     this->resource_text.setOrigin(
249         this->resource_text.getLocalBounds().width / 2,
250         this->resource_text.getLocalBounds().height / 2
251     );
252
253     this->resource_text.setPosition(
254         this->position_x,
255         this->position_y - 4
256     );
257
258     this->resource_text.setOutlineThickness(1);
259     this->resource_text.setOutlineColor(sf::Color(0, 0, 0, 255));
260
261     return;
262 } /* __setResourceText() */

```

#### 4.7.3.30 \_\_setUpBuildMenu()

```

void HexTile::__setUpBuildMenu (
    void ) [private]

```

Helper method to set up and place build menu assets (drawable).

```

667 {
668     this->build_menu_options_vec.clear();
669     this->build_menu_options_text_vec.clear();
670
671     // 1. set up and place build menu backing and text
672     this->build_menu_backing.setSize(sf::Vector2f(600, 256));
673     this->build_menu_backing.setOrigin(300, 128);
674     this->build_menu_backing.setPosition(400, 400);
675     this->build_menu_backing.setFillColor(MONOCROME_SCREEN_BACKGROUND);
676     this->build_menu_backing.setOutlineColor(MENU_FRAME_GREY);
677     this->build_menu_backing.setOutlineThickness(4);
678
679     this->build_menu_backing_text.setString("**** BUILD MENU ****");
680     this->build_menu_backing_text.setFont(
681         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220"))
682     );
683     this->build_menu_backing_text.setCharacterSize(16);
684     this->build_menu_backing_text.setFillColor(MONOCROME_TEXT_GREEN);
685     this->build_menu_backing_text.setOrigin(
686         this->build_menu_backing_text.getLocalBounds().width / 2, 0
687     );
688     this->build_menu_backing_text.setPosition(400, 400 - 128 + 4);
689
690     // 2. set up and place build menu option sprites and text
691     switch (this->tile_type) {
692     case (TileType :: FOREST): {
693         this->__setUpDieselGeneratorBuildOption();
694         this->__setUpSolarPVBuildOption();
695         this->__setUpWindTurbineBuildOption();
696         //this->__setUpEnergyStorageSystemBuildOption();
697
698         break;
699     }
700
701     case (TileType :: LAKE): {
702         this->__setUpSolarPVBuildOption(true);
703         this->__setUpWindTurbineBuildOption(true);
704
705         break;
706     }
707
708     case (TileType :: MOUNTAINS): {
709         this->__setUpDieselGeneratorBuildOption();
710         this->__setUpSolarPVBuildOption();
711         this->__setUpWindTurbineBuildOption();
712         //this->__setUpEnergyStorageSystemBuildOption();
713
714         break;
715     }
716
717     }
718 }

```

```

719
720     case (TileType :: OCEAN): {
721         this->__setUpWindTurbineBuildOption(false, true);
722         this->__setUpTidalTurbineBuildOption();
723         this->__setUpWaveEnergyConverterBuildOption();
724
725         break;
726     }
727
728     case (TileType :: PLAINS): {
729         this->__setUpDieselGeneratorBuildOption();
730         this->__setUpSolarPVBuildOption();
731         this->__setUpWindTurbineBuildOption();
732         //this->__setUpEnergyStorageSystemBuildOption();
733
734         break;
735     }
736
737     default: {
738         // do nothing!
739
740         break;
741     }
742 }
743
744 return;
745
746 } /* __setUpBuildMenu() */

```

#### 4.7.3.31 \_\_setUpBuildOption()

```

void HexTile::__setUpBuildOption (
    std::string texture_key,
    std::string option_string ) [private]

```

Helper method to set up and position the sprite and text for a build option.

##### Parameters

<i>texture_key</i>	The key for the appropriate illustration asset for the build option.
<i>option_string</i>	A string for the build option.

```

357 {
358     size_t n_options = this->build_menu_options_vec.size();
359
360     // 1. set up option sprite(s)
361     this->build_menu_options_vec.push_back({});
362
363     if (not texture_key.empty()) {
364         sf::Sprite texture_sheet(
365             *(this->assets_manager_ptr->getTexture(texture_key))
366         );
367
368         int sheet_height = texture_sheet.getLocalBounds().height;
369         int n_subrects = sheet_height / 64;
370
371         for (int i = 0; i < n_subrects; i++) {
372             this->build_menu_options_vec.back().push_back(
373                 sf::Sprite(
374                     *(this->assets_manager_ptr->getTexture(texture_key)),
375                     sf::IntRect(0, i * 64, 64, 64)
376                 )
377             );
378
379             this->build_menu_options_vec.back().back().setOrigin(
380                 this->build_menu_options_vec.back().back().getLocalBounds().width / 2,
381                 this->build_menu_options_vec.back().back().getLocalBounds().height
382             );
383
384             this->build_menu_options_vec.back().back().setPosition(
385                 400 - 300 + 75 + n_options * 150,
386                 400 - 32

```

```

387         );
388     }
389 }
390
391 else {
392     this->build_menu_options_vec.back().push_back(sf::Sprite());
393 }
394
395
396 // 2. set up option text
397 this->build_menu_options_text_vec.push_back(
398     sf::Text(
399         option_string,
400         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
401         16
402     )
403 );
404
405 this->build_menu_options_text_vec.back().setOrigin(
406     this->build_menu_options_text_vec.back().getLocalBounds().width / 2,
407     0
408 );
409
410 this->build_menu_options_text_vec.back().setPosition(
411     400 - 300 + 75 + n_options * 150,
412     400 - 16 - 4
413 );
414
415 this->build_menu_options_text_vec.back().setFillColor(MONOCROME_TEXT_GREEN);
416
417 return;
418 } /* __setUpBuildOption() */

```

#### 4.7.3.32 \_\_setUpDieselGeneratorBuildOption()

```

void HexTile::__setUpDieselGeneratorBuildOption (
    void ) [private]

```

Helper method to set up and position the diesel generator build option.

```

433 {
434     // 1. set up option sprite(s)
435     std::string texture_key = "diesel generator";
436
437     // 2. set up option string (up to 16 chars wide)
438     // -----
439     std::string diesel_generator_string = "DIESEL GENERATOR\n";
440     diesel_generator_string += " \n";
441     diesel_generator_string += "CAPACITY: 100 kW\n";
442     diesel_generator_string += "COST: ";
443     diesel_generator_string += std::to_string(DIESEL_GENERATOR_BUILD_COST);
444     diesel_generator_string += " K\n\n";
445     diesel_generator_string += "BUILD: [D] \n";
446
447     // 3. call general method
448     this->__setUpBuildOption(texture_key, diesel_generator_string);
449
450     return;
451 } /* __setUpDieselGeneratorBuildOption() */

```

#### 4.7.3.33 \_\_setUpEnergyStorageSystemBuildOption()

```

void HexTile::__setUpEnergyStorageSystemBuildOption (
    void ) [private]

```

Helper method to set up and position the wave energy converter build option.

```

633 {
634     /*
635     // 1. set up option sprite(s)
636     std::string texture_key = "energy storage system";

```

```

637
638 // 2. set up option string (up to 16 chars wide)
639 //
640 std::string energy_storage_system_string = " ENERGY STORAGE \n";
641 energy_storage_system_string += " \n";
642 energy_storage_system_string += "CAPCTY: 1 MWh\n";
643 energy_storage_system_string += "COST: ";
644 energy_storage_system_string += std::to_string(ENERGY_STORAGE_SYSTEM_BUILD_COST);
645 energy_storage_system_string += " K\n\n";
646 energy_storage_system_string += "BUILD: [E] \n";
647
648 // 3. call general method
649 this->__setUpBuildOption(texture_key, energy_storage_system_string);
650 */
651 return;
652 } /* __setUpEnergyStorageSystemBuildOption() */

```

#### 4.7.3.34 \_\_setUpMagnifyingGlassSprite()

```

void HexTile::__setUpMagnifyingGlassSprite (
    void ) [private]

```

Helper method to set up and position magnifying glass sprite.

```

277 {
278     this->magnifying_glass_sprite.setTexture(
279         *(this->assets_manager_ptr->getTexture("magnifying_glass_64x64_1"))
280     );
281
282     this->magnifying_glass_sprite.setOrigin(
283         this->magnifying_glass_sprite.getLocalBounds().width / 2,
284         this->magnifying_glass_sprite.getLocalBounds().height / 2
285     );
286
287     this->magnifying_glass_sprite.setPosition(
288         this->position_x,
289         this->position_y
290     );
291
292     return;
293 } /* __setUpMagnifyingGlassSprite() */

```

#### 4.7.3.35 \_\_setUpNodeSprite()

```

void HexTile::__setUpNodeSprite (
    void ) [private]

```

Helper method to set up node sprite.

```

68 {
69     this->node_sprite.setRadius(4);
70
71     this->node_sprite.setOrigin(
72         this->node_sprite.getLocalBounds().width / 2,
73         this->node_sprite.getLocalBounds().height / 2
74     );
75
76     this->node_sprite.setPosition(this->position_x, this->position_y);
77
78     this->node_sprite.setFillColor(sf::Color(255, 0, 0, 255));
79
80     return;
81 } /* __setUpNodeSprite() */

```

**4.7.3.36 \_\_setUpResourceChipSprite()**

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

Helper method to set up resource chip sprite.

```
166 {
167     this->resource_chip_sprite.setRadius(2 * this->minor_radius / 3);
168
169     this->resource_chip_sprite.setOrigin(
170         this->resource_chip_sprite.getLocalBounds().width / 2,
171         this->resource_chip_sprite.getLocalBounds().height / 2
172     );
173
174     this->resource_chip_sprite.setPosition(this->position_x, this->position_y);
175
176     this->resource_chip_sprite.setFillColor(RESOURCE_CHIP_GREY);
177
178     return;
179 } /* __setUpResourceChip() */
```

**4.7.3.37 \_\_setUpSelectOutlineSprite()**

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

Helper method to set up select outline sprite.

```
130 {
131     int n_points = 6;
132
133     this->select_outline_sprite.setPointCount(n_points);
134
135     for (int i = 0; i < n_points; i++) {
136         this->select_outline_sprite.setPoint(
137             i,
138             sf::Vector2f(
139                 this->position_x + this->major_radius * cos((30 + 60 * i) * (M_PI / 180)),
140                 this->position_y + this->major_radius * sin((30 + 60 * i) * (M_PI / 180))
141             )
142         );
143     }
144
145     this->select_outline_sprite.setOutlineThickness(4);
146     this->select_outline_sprite.setOutlineColor(MONOCHROME_TEXT_RED);
147
148     this->select_outline_sprite.setFillColor(sf::Color(0, 0, 0, 0));
149
150     return;
151 } /* __setUpSelectOutline() */
```

**4.7.3.38 \_\_setUpSolarPVBuildOption()**

```
void HexTile::__setUpSolarPVBuildOption (
    bool is_lake = false ) [private]
```

Helper method to set up and position the solar PV array build option.

**Parameters**

<i>is_lake</i>	If being built on a lake.
----------------	---------------------------

```

521 {
522     // 1. set up option sprite(s)
523     std::string texture_key = "solar PV array";
524
525     // 2. set up option string (up to 16 chars wide)
526     int build_cost = SOLAR_PV_BUILD_COST;
527     if (is_lake) {
528         build_cost *= SOLAR_PV_WATER_BUILD_MULTIPLIER;
529     }
530
531     //
532     std::string solar_PV_string      = "-----\n";
533     solar_PV_string                  += " SOLAR PV ARRAY \n";
534     solar_PV_string                  += "CAPACITY: 100 kW\n";
535     solar_PV_string                  += "COST:      ";
536     solar_PV_string                  += std::to_string(build_cost);
537     solar_PV_string                  += " K";
538
539     if (is_lake) {
540         solar_PV_string += "\n** LAKE BUILD **\n\n";
541     }
542     else {
543         solar_PV_string += "\n\n\n";
544     }
545
546     solar_PV_string                  += "BUILD:      [S]  \n";
547
548     // 3. call general method
549     this->__setUpBuildOption(texture_key, solar_PV_string);
550
551     return;
552 } /* __setUpSolarPVBuildOption() */

```

#### 4.7.3.39 \_\_setUpTidalTurbineBuildOption()

```

void HexTile::__setUpTidalTurbineBuildOption (
    void ) [private]

```

Helper method to set up and position the tidal turbine build option.

```

567 {
568     // 1. set up option sprite(s)
569     std::string texture_key = "tidal turbine";
570
571     // 2. set up option string (up to 16 chars wide)
572     //
573     std::string tidal_turbine_string = "-----\n";
574     tidal_turbine_string             += " TIDAL TURBINE \n";
575     tidal_turbine_string             += "CAPACITY: 100 kW\n";
576     tidal_turbine_string             += "COST:      ";
577     tidal_turbine_string             += std::to_string(TIDAL_TURBINE_BUILD_COST);
578     tidal_turbine_string             += " K\n\n";
579     tidal_turbine_string             += "BUILD:      [T]  \n";
580
581     // 3. call general method
582     this->__setUpBuildOption(texture_key, tidal_turbine_string);
583
584     return;
585 } /* __setUpTidalTurbineBuildOption() */

```

#### 4.7.3.40 \_\_setUpTileExplosionReel()

```

void HexTile::__setUpTileExplosionReel (
    void ) [private]

```

Helper method to set up tile explosion sprite reel.

```

308 {
309     for (int i = 0; i < 4; i++) {
310         for (int j = 0; j < 4; j++) {
311             this->explosion_sprite_reel.push_back(

```

```

312         sf::Sprite(
313             *(this->assets_manager_ptr->getTexture("tile clear explosion")),
314             sf::IntRect(j * 64, i * 64, 64, 64)
315         )
316     );
317
318     this->explosion_sprite_reel.back().setOrigin(
319         this->explosion_sprite_reel.back().getLocalBounds().width / 2,
320         this->explosion_sprite_reel.back().getLocalBounds().height / 2
321     );
322
323     this->explosion_sprite_reel.back().setPosition(
324         this->position_x,
325         this->position_y
326     );
327 }
328 }
329
330 return;
331 } /* __setUpTileExplosionReel() */

```

#### 4.7.3.41 \_\_setUpTileSprite()

```

void HexTile::__setUpTileSprite (
    void ) [private]

```

Helper method to set up tile sprite.

```

96 {
97     int n_points = 6;
98
99     this->tile_sprite.setPointCount(n_points);
100
101     for (int i = 0; i < n_points; i++) {
102         this->tile_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->tile_sprite.setOutlineThickness(1);
112     this->tile_sprite.setOutlineColor(sf::Color(175, 175, 175, 255));
113
114     return;
115 } /* __setUpTileSprite() */

```

#### 4.7.3.42 \_\_setUpWaveEnergyConverterBuildOption()

```

void HexTile::__setUpWaveEnergyConverterBuildOption (
    void ) [private]

```

Helper method to set up and position the wave energy converter build option.

```

600 {
601     // 1. set up option sprite(s)
602     std::string texture_key = "wave energy converter";
603
604     // 2. set up option string (up to 16 chars wide)
605     // -----\n"
606     std::string wave_energy_converter_string = "WAVE ENERGY CVTR\n";
607     wave_energy_converter_string += " \n";
608     wave_energy_converter_string += "CAPACITY: 100 kW\n";
609     wave_energy_converter_string += "COST: ";
610     wave_energy_converter_string += std::to_string(WAVE_ENERGY_CONVERTER_BUILD_COST);
611     wave_energy_converter_string += " K\n\n";
612     wave_energy_converter_string += "BUILD: [A] \n";
613
614     // 3. call general method
615     this->__setUpBuildOption(texture_key, wave_energy_converter_string);
616
617     return;
618 } /* __setUpWaveEnergyConverterBuildOption() */

```

#### 4.7.3.43 \_\_setUpWindTurbineBuildOption()

```
void HexTile::__setUpWindTurbineBuildOption (
    bool is_lake = false,
    bool is_ocean = false ) [private]
```

Helper method to set up and position the wind turbine build option.

##### Parameters

<i>is_lake</i>	If being built on a lake tile.
<i>is_ocean</i>	If being built on an ocean tile.

```
470 {
471     // 1. set up option sprite(s)
472     std::string texture_key = "wind turbine";
473
474     // 2. set up option string (up to 16 chars wide)
475     int build_cost = WIND_TURBINE_BUILD_COST;
476     if (is_lake or is_ocean) {
477         build_cost *= WIND_TURBINE_WATER_BUILD_MULTIPLIER;
478     }
479
480     // ----- \n"
481     std::string wind_turbine_string = " WIND TURBINE \n";
482     wind_turbine_string += " \n";
483     wind_turbine_string += "CAPACITY: 100 kW\n";
484     wind_turbine_string += "COST: ";
485     wind_turbine_string += std::to_string(build_cost);
486     wind_turbine_string += " K";
487
488     if (is_lake) {
489         wind_turbine_string += "\n** LAKE BUILD **\n\n";
490     }
491     else if (is_ocean) {
492         wind_turbine_string += "\n* OCEAN BUILD * \n\n";
493     }
494     else {
495         wind_turbine_string += "\n\n\n";
496     }
497
498     wind_turbine_string += "BUILD: [W] \n";
499
500     // 3. call general method
501     this->__setUpBuildOption(texture_key, wind_turbine_string);
502
503     return;
504 } /* __setUpWindTurbineBuildOption() */
```

#### 4.7.3.44 assess()

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

Method to assess the tile's resource.

```
2686 {
2687     this->resource_assessed = true;
2688     this->resource_assessment = true;
2689
2690     this->assets_manager_ptr->getSound("resource assessment")->play();
2691
2692     this->__setResourceText();
2693     this->__sendTileStateMessage();
2694
2695     return;
2696 } /* assess() */
```



## 4.7.3.45 decorateTile()

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

Method to decorate tile.

```
2564 {
2565     switch (this->tile_type) {
2566     case (TileType :: FOREST): {
2567         this->tile_decoration_sprite.setTexture(
2568             *(this->assets_manager_ptr->getTexture("pine_tree_64x64_1"))
2569         );
2570     }
2571     break;
2572     }
2573
2574     case (TileType :: LAKE): {
2575         this->tile_decoration_sprite.setTexture(
2576             *(this->assets_manager_ptr->getTexture("water_shimmer_64x64_1"))
2577         );
2578     }
2579     break;
2580     }
2581
2582     case (TileType :: MOUNTAINS): {
2583         this->tile_decoration_sprite.setTexture(
2584             *(this->assets_manager_ptr->getTexture("mountain_64x64_1"))
2585         );
2586     }
2587     break;
2588     }
2589
2590     case (TileType :: OCEAN): {
2591         this->tile_decoration_sprite.setTexture(
2592             *(this->assets_manager_ptr->getTexture("water_waves_64x64_1"))
2593         );
2594     }
2595     break;
2596     }
2597
2598     case (TileType :: PLAINS): {
2599         this->tile_decoration_sprite.setTexture(
2600             *(this->assets_manager_ptr->getTexture("wheat_64x64_1"))
2601         );
2602     }
2603     break;
2604     }
2605
2606     default: {
2607         // do nothing!
2608     }
2609     break;
2610     }
2611 }
2612
2613
2614 if (this->tile_type == TileType :: OCEAN or this->tile_type == TileType :: LAKE) {
2615     this->tile_decoration_sprite.setOrigin(
2616         this->tile_decoration_sprite.getLocalBounds().width / 2,
2617         this->tile_decoration_sprite.getLocalBounds().height / 2
2618     );
2619
2620     this->tile_decoration_sprite.setPosition(
2621         this->position_x,
2622         this->position_y
2623     );
2624
2625     if ((double)rand() / RAND_MAX > 0.5) {
2626         this->tile_decoration_sprite.setScale(sf::Vector2f(-1, 1));
2627     }
2628 }
2629
2630 else {
2631     this->tile_decoration_sprite.setOrigin(
2632         this->tile_decoration_sprite.getLocalBounds().width / 2,
2633         this->tile_decoration_sprite.getLocalBounds().height
2634     );
2635
2636     this->tile_decoration_sprite.setPosition(
2637         this->position_x,
2638         this->position_y + 12
2639     );
2640
2641     if ((double)rand() / RAND_MAX > 0.5) {
```

```

2642         this->tile_decoration_sprite.setScale(sf::Vector2f(-1, 1));
2643     }
2644 }
2645
2646 return;
2647 } /* decorateTile(void) */

```

#### 4.7.3.46 draw()

```

void HexTile::draw (
    void )

```

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

```

2825 {
2826     // 1. draw hex
2827     this->render_window_ptr->draw(this->tile_sprite);
2828
2829     // 2. draw node
2830     if (this->show_node) {
2831         this->render_window_ptr->draw(this->node_sprite);
2832     }
2833
2834     // 3. draw tile decoration
2835     if (not this->decoration_cleared) {
2836         this->render_window_ptr->draw(this->tile_decoration_sprite);
2837     }
2838
2839     // 4. draw selection outline
2840     if (this->is_selected) {
2841         sf::Color outline_colour = this->select_outline_sprite.getOutlineColor();
2842
2843         outline_colour.a =
2844             255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2);
2845
2846         this->select_outline_sprite.setOutlineColor(outline_colour);
2847
2848         this->render_window_ptr->draw(this->select_outline_sprite);
2849     }
2850
2851     // 5. draw tile improvement
2852     if (this->has_improvement) {
2853         if (not this->tile_improvement_ptr->just_built) {
2854             this->tile_improvement_ptr->draw();
2855         }
2856     }
2857
2858     // 6. draw resource
2859     if (this->show_resource) {
2860         this->render_window_ptr->draw(this->resource_chip_sprite);
2861         this->render_window_ptr->draw(this->resource_text);
2862     }
2863
2864     // 7. draw resource assessment notification
2865     if (this->resource_assessment) {
2866         int alpha = this->magnifying_glass_sprite.getColor().a;
2867
2868         alpha -= 0.05 * FRAMES_PER_SECOND;
2869         if (alpha < 0) {
2870             alpha = 0;
2871             this->resource_assessment = false;
2872         }
2873
2874         this->magnifying_glass_sprite.setColor(
2875             sf::Color(255, 255, 255, alpha)
2876         );
2877
2878         this->render_window_ptr->draw(this->magnifying_glass_sprite);
2879     }
2880
2881     // 8. draw explosion, then settlement placement
2882     if (this->draw_explosion) {
2883         this->render_window_ptr->draw(this->explosion_sprite_reel[this->explosion_frame]);
2884
2885         if (this->frame % (FRAMES_PER_SECOND / 20) == 0) {
2886             this->explosion_frame++;
2887         }
2888
2889         if (this->explosion_frame >= this->explosion_sprite_reel.size()) {

```

```

2890         this->draw_explosion = false;
2891         this->explosion_frame = 0;
2892     }
2893 }
2894
2895 else if (this->has_improvement) {
2896     if (this->tile_improvement_ptr->just_built) {
2897         this->tile_improvement_ptr->draw();
2898     }
2899 }
2900
2901 // 9. build menu
2902 if (this->build_menu_open) {
2903     this->render_window_ptr->draw(this->build_menu_backing);
2904     this->render_window_ptr->draw(this->build_menu_backing_text);
2905
2906     for (size_t i = 0; i < this->build_menu_options_vec.size(); i++) {
2907         for (size_t j = 0; j < this->build_menu_options_vec[i].size(); j++) {
2908             this->render_window_ptr->draw(this->build_menu_options_vec[i][j]);
2909         }
2910         this->render_window_ptr->draw(this->build_menu_options_text_vec[i]);
2911     }
2912 }
2913
2914 this->frame++;
2915 return;
2916 } /* draw() */

```

#### 4.7.3.47 processEvent()

```

void HexTile::processEvent (
    void )

```

Method to process [HexTile](#). To be called once per event.

```

2711 {
2712     // 1. process TileImprovement events
2713     if (
2714         this->is_selected and
2715         this->tile_improvement_ptr != NULL
2716     ) {
2717         this->tile_improvement_ptr->processEvent();
2718     }
2719
2720     // 2. process HexTile events
2721     if (this->event_ptr->type == sf::Event::KeyPressed) {
2722         this->__handleKeyPressEvents();
2723     }
2724
2725     if (this->event_ptr->type == sf::Event::KeyReleased) {
2726         this->__handleKeyReleaseEvents();
2727     }
2728
2729     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
2730         this->__handleMouseButtonEvents();
2731     }
2732
2733     return;
2734 } /* processEvent() */

```

#### 4.7.3.48 processMessage()

```

void HexTile::processMessage (
    void )

```

Method to process [HexTile](#). To be called once per message.

```

2749 {
2750     // 1. process TileImprovement messages
2751     if (this->tile_improvement_ptr != NULL) {
2752         this->tile_improvement_ptr->processMessage();

```

```

2753     }
2754
2755     // 2. process HexTile messages
2756     if (this->is_selected) {
2757         if (not this->message_hub_ptr->isEmpty(TILE_STATE_CHANNEL)) {
2758             Message tile_state_message = this->message_hub_ptr->receiveMessage(
2759                 TILE_STATE_CHANNEL
2760             );
2761
2762             if (tile_state_message.subject == "state request") {
2763                 this->__sendTileStateMessage();
2764
2765                 std::cout << "Tile state request received by " << this << std::endl;
2766                 this->message_hub_ptr->popMessage(TILE_STATE_CHANNEL);
2767             }
2768         }
2769
2770         std::cout << "Current credits (HexTile): " << this->credits << " K" <<
2771             std::endl;
2772     }
2773
2774     if (not this->message_hub_ptr->isEmpty(GAME_STATE_CHANNEL)) {
2775         Message game_state_message = this->message_hub_ptr->receiveMessage(
2776             GAME_STATE_CHANNEL
2777         );
2778
2779         if (game_state_message.subject == "game state") {
2780             this->credits = game_state_message.int_payload["credits"];
2781             this->game_phase = game_state_message.string_payload["game phase"];
2782
2783             if (this->tile_improvement_ptr != NULL) {
2784                 this->tile_improvement_ptr->credits = this->credits;
2785                 this->tile_improvement_ptr->game_phase = this->game_phase;
2786
2787                 this->tile_improvement_ptr->month =
2788                     game_state_message.int_payload["month"];
2789
2790                 this->tile_improvement_ptr->demand_MWh =
2791                     game_state_message.int_payload["demand_MWh"];
2792
2793                 this->tile_improvement_ptr->demand_vec_MWh =
2794                     game_state_message.vector_payload["demand_vec_MWh"];
2795
2796                 this->tile_improvement_ptr->update();
2797             }
2798
2799             this->message_hub_ptr->incrementMessageRead(GAME_STATE_CHANNEL);
2800             std::cout << "Game state message read and passed by " << this << std::endl;
2801
2802             if (this->is_selected) {
2803                 this->__sendTileStateMessage();
2804             }
2805         }
2806     }
2807
2808     return;
2809 } /* processMessage() */

```

#### 4.7.3.49 setTileResource() [1/2]

```

void HexTile::setTileResource (
    double input_value )

```

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

##### Parameters

<i>input_value</i>	A numerical input in the closed interval [0, 1].
--------------------	--

```

2513 {
2514     // 1. check input
2515     if (input_value < 0 or input_value > 1) {
2516         std::string error_str = "ERROR HexTile::setTileResource() given input value is ";
2517         error_str += "not in the closed interval [0, 1]";
2518     }

```

```

2519         #ifdef _WIN32
2520             std::cout << error_str << std::endl;
2521         #endif /* _WIN32 */
2522
2523         throw std::runtime_error(error_str);
2524     }
2525
2526     // 2. convert input value to tile resource
2527     TileResource tile_resource;
2528
2529     if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[0]) {
2530         tile_resource = TileResource :: POOR;
2531     }
2532     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[1]) {
2533         tile_resource = TileResource :: BELOW_AVERAGE;
2534     }
2535     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[2]) {
2536         tile_resource = TileResource :: AVERAGE;
2537     }
2538     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[3]) {
2539         tile_resource = TileResource :: ABOVE_AVERAGE;
2540     }
2541     else {
2542         tile_resource = TileResource :: GOOD;
2543     }
2544
2545     // 3. call alternate method
2546     this->setTileResource(tile_resource);
2547
2548     return;
2549 } /* setTileResource(double) */

```

#### 4.7.3.50 setTileResource() [2/2]

```

void HexTile::setTileResource (
    TileResource tile_resource )

```

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

##### Parameters

<i>tile_resource</i>	The resource (TileResource) value to attribute to the tile.
----------------------	---

```

2491 {
2492     this->tile_resource = tile_resource;
2493     this->__setResourceText();
2494
2495     return;
2496 } /* setTileResource(TileResource) */

```

#### 4.7.3.51 setTileType() [1/2]

```

void HexTile::setTileType (
    double input_value )

```

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

##### Parameters

<i>input_value</i>	A numerical input in the closed interval [0, 1].
--------------------	--

```

2441 {

```

```

2442 // 1. check input
2443 if (input_value < 0 or input_value > 1) {
2444     std::string error_str = "ERROR HexTile::setTileType() given input value is ";
2445     error_str += "not in the closed interval [0, 1]";
2446
2447     #ifdef _WIN32
2448         std::cout << error_str << std::endl;
2449     #endif /* _WIN32 */
2450
2451     throw std::runtime_error(error_str);
2452 }
2453
2454 // 2. convert input value to tile type
2455 TileType tile_type;
2456
2457 if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[0]) {
2458     tile_type = TileType :: LAKE;
2459 }
2460 else if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[1]) {
2461     tile_type = TileType :: PLAINS;
2462 }
2463 else if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[2]) {
2464     tile_type = TileType :: FOREST;
2465 }
2466 else {
2467     tile_type = TileType :: MOUNTAINS;
2468 }
2469
2470 // 3. call alternate method
2471 this->setTileType(tile_type);
2472
2473 return;
2474 } /* setTileType(double) */

```

#### 4.7.3.52 setTileType() [2/2]

```

void HexTile::setTileType (
    TileType tile_type )

```

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

##### Parameters

<i>tile_type</i>	The type (TileType) to set the tile to.
------------------	---

```

2380 {
2381     this->tile_type = tile_type;
2382
2383     switch (this->tile_type) {
2384         case (TileType :: FOREST): {
2385             this->tile_sprite.setFillColor(FOREST_GREEN);
2386
2387             break;
2388         }
2389
2390         case (TileType :: LAKE): {
2391             this->tile_sprite.setFillColor(LAKE_BLUE);
2392
2393             break;
2394         }
2395
2396         case (TileType :: MOUNTAINS): {
2397             this->tile_sprite.setFillColor(MOUNTAINS_GREY);
2398
2399             break;
2400         }
2401
2402         case (TileType :: OCEAN): {
2403             this->tile_sprite.setFillColor(OCEAN_BLUE);
2404
2405             break;
2406         }
2407
2408         case (TileType :: PLAINS): {
2409             this->tile_sprite.setFillColor(PLAINS_YELLOW);

```

```

2410
2411         break;
2412     }
2413
2414     default: {
2415         // do nothing!
2416
2417         break;
2418     }
2419 }
2420
2421 this->__setUpBuildMenu();
2422
2423 return;
2424 } /* setTileType(TileType) */

```

#### 4.7.3.53 toggleResourceOverlay()

```

void HexTile::toggleResourceOverlay (
    void )

```

Method to toggle the tile resource overlay.

```

2662 {
2663     if (this->show_resource) {
2664         this->show_resource = false;
2665     }
2666     else {
2667         this->show_resource = true;
2668     }
2669
2670     return;
2671 } /* toggleResourceOverlay() */

```

### 4.7.4 Member Data Documentation

#### 4.7.4.1 assets\_manager\_ptr

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

A pointer to the assets manager.

#### 4.7.4.2 build\_menu\_backing

```
sf::RectangleShape HexTile::build_menu_backing
```

A backing for the tile build menu.

#### 4.7.4.3 build\_menu\_backing\_text

```
sf::Text HexTile::build_menu_backing_text
```

A text label for the build menu.

#### 4.7.4.4 build\_menu\_open

```
bool HexTile::build_menu_open
```

A boolean which indicates if the tile build menu is open.

#### 4.7.4.5 build\_menu\_options\_text\_vec

```
std::vector<sf::Text> HexTile::build_menu_options_text_vec
```

A vector of text for the tile build options.

#### 4.7.4.6 build\_menu\_options\_vec

```
std::vector<std::vector<sf::Sprite> > HexTile::build_menu_options_vec
```

A vector of sprites for illustrating the tile build options.

#### 4.7.4.7 credits

```
int HexTile::credits
```

The current balance of credits.

#### 4.7.4.8 decoration\_cleared

```
bool HexTile::decoration_cleared
```

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



#### 4.7.4.9 draw\_explosion

```
bool HexTile::draw_explosion
```

A boolean which indicates whether or not to draw a tile explosion.

#### 4.7.4.10 event\_ptr

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

A pointer to the event class.

#### 4.7.4.11 explosion\_frame

```
size_t HexTile::explosion_frame
```

The current frame of the explosion animation.

#### 4.7.4.12 explosion\_sprite\_reel

```
std::vector<sf::Sprite> HexTile::explosion_sprite_reel
```

A reel of sprites for a tile explosion animation.

#### 4.7.4.13 frame

```
unsigned long long int HexTile::frame
```

The current frame of this object.

#### 4.7.4.14 game\_phase

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

The current phase of the game.

#### 4.7.4.15 has\_improvement

```
bool HexTile::has_improvement
```

A boolean which indicates if tile has improvement or not.

#### 4.7.4.16 is\_selected

```
bool HexTile::is_selected
```

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

#### 4.7.4.17 magnifying\_glass\_sprite

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

A magnifying glass sprite.

#### 4.7.4.18 major\_radius

```
double HexTile::major_radius
```

The radius of the smallest bounding circle.

#### 4.7.4.19 message\_hub\_ptr

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

A pointer to the message hub.

#### 4.7.4.20 minor\_radius

```
double HexTile::minor_radius
```

The radius of the largest inscribed circle.

#### 4.7.4.21 node\_sprite

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

A circle shape to mark the tile node.

#### 4.7.4.22 position\_x

```
double HexTile::position_x
```

The x position of the tile.

#### 4.7.4.23 position\_y

```
double HexTile::position_y
```

The y position of the tile.

#### 4.7.4.24 render\_window\_ptr

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

A pointer to the render window.

#### 4.7.4.25 resource\_assessed

```
bool HexTile::resource_assessed
```

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

#### 4.7.4.26 resource\_assessment

```
bool HexTile::resource_assessment
```

A boolean which triggers a resource assessment notification.

#### 4.7.4.27 resource\_chip\_sprite

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

A circle shape which represents a resource chip.

#### 4.7.4.28 resource\_text

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

A text representation of the resource.

#### 4.7.4.29 scrap\_improvement\_frame

```
int HexTile::scrap_improvement_frame
```

A frame for key-hold to confirm scrapping.

#### 4.7.4.30 select\_outline\_sprite

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

A convex shape which outlines the tile when selected.

#### 4.7.4.31 show\_node

```
bool HexTile::show_node
```

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

#### 4.7.4.32 show\_resource

```
bool HexTile::show_resource
```

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

#### 4.7.4.33 tile\_decoration\_sprite

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

A tile decoration sprite.

#### 4.7.4.34 tile\_improvement\_ptr

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

A pointer to the improvement for this tile.

#### 4.7.4.35 tile\_resource

```
TileResource HexTile::tile_resource
```

The renewable resource quality of the tile.

#### 4.7.4.36 tile\_sprite

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

A convex shape which represents the tile.

#### 4.7.4.37 tile\_type

```
TileType HexTile::tile_type
```

The terrain type of the tile.

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

- header/[HexTile.h](#)
- source/[HexTile.cpp](#)

## 4.8 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.*
- `unsigned int number_of_reads = 0`  
*The number of times the message has been read.*
- `std::map< std::string, bool > bool_payload = {}`  
*A boolean payload.*
- `std::map< std::string, int > int_payload = {}`  
*An int payload.*
- `std::map< std::string, double > double_payload = {}`  
*A double payload.*
- `std::map< std::string, std::vector< double > > vector_payload = {}`  
*A vector (double) payload.*
- `std::map< std::string, std::string > string_payload = {}`  
*A string payload.*

### 4.8.1 Detailed Description

A structure which defines a standard message format.

### 4.8.2 Member Data Documentation

#### 4.8.2.1 bool\_payload

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

A boolean payload.

#### 4.8.2.2 channel

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

A string identifying the appropriate channel for this message.

#### 4.8.2.3 double\_payload

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

A double payload.

#### 4.8.2.4 int\_payload

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

An int payload.

#### 4.8.2.5 number\_of\_reads

```
unsigned int Message::number_of_reads = 0
```

The number of times the message has been read.

#### 4.8.2.6 string\_payload

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

A string payload.

#### 4.8.2.7 subject

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

A string describing the message subject.

#### 4.8.2.8 vector\_payload

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

A vector (double) payload.

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

- header/ESC\_core/[MessageHub.h](#)

## 4.9 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 [printStats](#) (void)  
*Method for printing message hub state information (mostly for troubleshooting message deadlocks).*
- 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 [incrementMessageRead](#) (std::string)  
*Method to increment the number of times the first message in the channel has been read. 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.*

### 4.9.1 Detailed Description

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

### 4.9.2 Constructor & Destructor Documentation



#### 4.9.2.1 MessageHub()

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

Constructor for the [MessageHub](#) class.

```
78 {
79     //...
80
81     std::cout << "MessageHub constructed at " << this << std::endl;
82
83     return;
84 } /* MessageHub() */
```

#### 4.9.2.2 ~MessageHub()

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

Destructor for the [MessageHub](#) class.

```
526 {
527     this->clear();
528
529     std::cout << "MessageHub at " << this << " destroyed" << std::endl;
530
531     return;
532 } /* ~MessageHub() */
```

### 4.9.3 Member Function Documentation

#### 4.9.3.1 addChannel()

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

Method to add channel to message map.

##### Parameters

<i>channel</i>	The key for the message channel being added.
----------------	--

```
129 {
130     // 1. check if channel is in map (if so, throw error)
131     if (this->message_map.count(channel) > 0) {
132         std::string error_str = "ERROR MessageHub::addChannel() channel ";
133         error_str += channel;
134         error_str += " is already in message map";
135
136         #ifdef _WIN32
137             std::cout << error_str << std::endl;
138         #endif /* _WIN32 */
139
140         throw std::runtime_error(error_str);
141     }
142
143     // 2. add channel to map
144     this->message_map[channel] = {};
```

```

145
146     std::cout << "Channel " << channel << " added to message hub" << std::endl;
147
148     return;
149 } /* addChannel() */

```

#### 4.9.3.2 clear()

```

void MessageHub::clear (
    void )

```

Method to clear the [MessageHub](#).

```

506 {
507
508     this->clearMessages();
509     this->message_map.clear();
510
511     return;
512 } /* clear() */

```

#### 4.9.3.3 clearMessages()

```

void MessageHub::clearMessages (
    void )

```

Method to clear messages from the [MessageHub](#).

```

480 {
481     std::map<std::string, std::list<Message>::iterator map_iter;
482     for (
483         map_iter = this->message_map.begin();
484         map_iter != this->message_map.end();
485         map_iter++
486     ) {
487         map_iter->second.clear();
488     }
489
490     return;
491 } /* clearMessages() */

```

#### 4.9.3.4 hasTraffic()

```

bool MessageHub::hasTraffic (
    void )

```

Method to determine if there remains any message traffic.

```

99 {
100     std::map<std::string, std::list<Message>::iterator map_iter;
101     for (
102         map_iter = this->message_map.begin();
103         map_iter != this->message_map.end();
104         map_iter++
105     ) {
106         if (not map_iter->second.empty()) {
107             return true;
108         }
109     }
110
111     return false;
112 } /* hasTraffic() */

```

#### 4.9.3.5 incrementMessageRead()

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

Method to increment the number of times the first message in the channel has been read. Channels are implemented in a first in, first out manner (i.e. message queue).

##### Parameters

<i>channel</i>	The key for the message channel being received from.
----------------	--

```
385 {
386     // 1. check if channel is in map (if not, throw error)
387     if (this->message_map.count(channel) <= 0) {
388         std::string error_str = "ERROR MessageHub::incrementMessageRead() channel ";
389         error_str += channel;
390         error_str += " is not in message map";
391
392         #ifdef _WIN32
393             std::cout << error_str << std::endl;
394         #endif /* _WIN32 */
395
396         throw std::runtime_error(error_str);
397     }
398
399     // 2. check if channel is empty (if so, throw error)
400     if (this->message_map[channel].empty()) {
401         std::string error_str = "ERROR MessageHub::incrementMessageRead() channel ";
402         error_str += channel;
403         error_str += " is empty";
404
405         #ifdef _WIN32
406             std::cout << error_str << std::endl;
407         #endif /* _WIN32 */
408
409         throw std::runtime_error(error_str);
410     }
411
412     // 3. increment number of reads
413     this->message_map[channel].front().number_of_reads++;
414
415     return;
416 } /* incrementMessageRead( */
```

#### 4.9.3.6 isEmpty()

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

Method to check if channel is empty.

##### Parameters

<i>channel</i>	The key for the message channel being checked.
----------------	--

##### Returns

A boolean indicating whether the channel is empty or not.

```
295 {
296     // 1. check if channel is in map (if not, throw error)
297     if (this->message_map.count(channel) <= 0) {
298         std::string error_str = "ERROR MessageHub::isEmpty() channel ";
```

```

299         error_str += channel;
300         error_str += " is not in message map";
301
302         #ifdef _WIN32
303             std::cout << error_str << std::endl;
304         #endif /* _WIN32 */
305         throw std::runtime_error(error_str);
306     }
307
308     if (this->message_map[channel].empty()) {
309         return true;
310     }
311     else {
312         return false;
313     }
314 } /* isEmpty() */
315 }

```

#### 4.9.3.7 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

<i>channel</i>	The key for the message channel being popped.
----------------	---

```

434 {
435     // 1. check if channel is in map (if not, throw error)
436     if (this->message_map.count(channel) <= 0) {
437         std::string error_str = "ERROR MessageHub::receiveMessage() channel ";
438         error_str += channel;
439         error_str += " is not in message map";
440
441         #ifdef _WIN32
442             std::cout << error_str << std::endl;
443         #endif /* _WIN32 */
444
445         throw std::runtime_error(error_str);
446     }
447
448     // 2. check if channel is empty (if so, throw error)
449     if (this->message_map[channel].empty()) {
450         std::string error_str = "ERROR MessageHub::receiveMessage() channel ";
451         error_str += channel;
452         error_str += " is empty";
453
454         #ifdef _WIN32
455             std::cout << error_str << std::endl;
456         #endif /* _WIN32 */
457
458         throw std::runtime_error(error_str);
459     }
460
461     // 3. pop message
462     this->message_map[channel].pop_front();
463
464     return;
465 } /* popMessage() */

```

#### 4.9.3.8 printState()

```

void MessageHub::printState (
    void )

```

Method for printing message hub state information (mostly for troubleshooting message deadlocks).

```

203 {
204     std::cout << "\n\n    **** MESSAGE HUB STATE ****    \n" << std::endl;
205
206     std::map<std::string, std::list<Message>::iterator> channel_iterator;
207
208     for (
209         channel_iterator = this->message_map.begin();
210         channel_iterator != this->message_map.end();
211         channel_iterator++
212     ) {
213         std::string channel = channel_iterator->first;
214         std::list<Message> message_queue = channel_iterator->second;
215
216         std::cout << "-----" << std::endl;
217         std::cout << "\tCHANNEL: " << channel << std::endl;
218         std::cout << "\tMESSAGE QUEUE LENGTH: " << message_queue.size() << std::endl;
219         std::cout << std::endl;
220
221         std::list<Message>::iterator message_queue_iterator;
222
223         for (
224             message_queue_iterator = message_queue.begin();
225             message_queue_iterator != message_queue.end();
226             message_queue_iterator++
227         ) {
228             std::cout << "\tSUBJECT: " << (*message_queue_iterator).subject <<
229                 std::endl;
230         }
231
232         std::cout << std::endl;
233     }
234
235     std::cout << std::endl;
236
237     return;
238 } /* printState() */

```

#### 4.9.3.9 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

<i>channel</i>	The key for the message channel being received from.
----------------	--

##### Returns

The first message in the given channel.

```

335 {
336     // 1. check if channel is in map (if not, throw error)
337     if (this->message_map.count(channel) <= 0) {
338         std::string error_str = "ERROR MessageHub::receiveMessage() channel ";
339         error_str += channel;
340         error_str += " is not in message map";
341
342         #ifdef _WIN32
343             std::cout << error_str << std::endl;
344         #endif /* _WIN32 */
345
346         throw std::runtime_error(error_str);
347     }
348
349     // 2. check if channel is empty (if so, throw error)
350     if (this->message_map[channel].empty()) {
351         std::string error_str = "ERROR MessageHub::receiveMessage() channel ";

```

```

352         error_str += channel;
353         error_str += " is empty";
354
355         #ifdef _WIN32
356             std::cout << error_str << std::endl;
357         #endif /* _WIN32 */
358
359         throw std::runtime_error(error_str);
360     }
361
362     // 3. receive message
363     Message message = this->message_map[channel].front();
364
365     return message;
366 } /* receiveMessage() */

```

#### 4.9.3.10 removeChannel()

```

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

```

Method to remove channel from message map.

##### Parameters

<i>channel</i>	The key for the message channel being removed.
----------------	--

```

166 {
167     // 1. check if channel is in map (if not, throw error)
168     if (this->message_map.count(channel) <= 0) {
169         std::string error_str = "ERROR MessageHub::removeChannel() channel ";
170         error_str += channel;
171         error_str += " is not in message map";
172
173         #ifdef _WIN32
174             std::cout << error_str << std::endl;
175         #endif /* _WIN32 */
176
177         throw std::runtime_error(error_str);
178     }
179
180     // 2. remove channel from map
181     this->message_map[channel].clear();
182     this->message_map.erase(channel);
183
184     std::cout << "Channel " << channel << " removed from message hub" << std::endl;
185
186     return;
187 } /* removeChannel() */

```

#### 4.9.3.11 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

<i>message</i>	The message to be sent.
----------------	-------------------------

```

256 {
257     // 1. check if channel is in map (if not, throw error)
258     std::string channel = message.channel;
259
260     if (this->message_map.count(channel) <= 0) {
261         std::string error_str = "ERROR MessageHub::sendMessage() channel ";
262         error_str += channel;
263         error_str += " is not in message map";
264
265         #ifdef _WIN32
266             std::cout << error_str << std::endl;
267         #endif /* _WIN32 */
268
269         throw std::runtime_error(error_str);
270     }
271
272     // 2. send message to message map
273     this->message_map[channel].push_back(message);
274
275     return;
276 } /* sendMessage() */

```

## 4.9.4 Member Data Documentation

### 4.9.4.1 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:

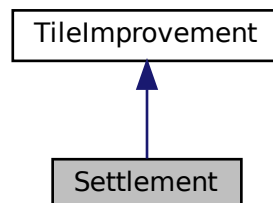
- header/ESC\_core/[MessageHub.h](#)
- source/ESC\_core/[MessageHub.cpp](#)

## 4.10 Settlement Class Reference

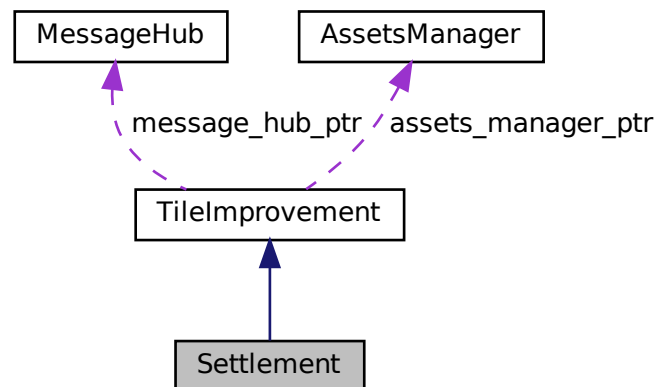
A settlement class (child class of [TileImprovement](#)).

```
#include <Settlement.h>
```

Inheritance diagram for Settlement:



Collaboration diagram for Settlement:



## Public Member Functions

- `Settlement` (double, double, int, sf::Event \*, sf::RenderWindow \*, `AssetsManager` \*, `MessageHub` \*)  
*Constructor for the `Settlement` class.*
- void `setIsSelected` (bool)  
*Method to set the is selected attribute.*
- std::string `getTileOptionsSubstring` (void)  
*Helper method to assemble and return tile options substring.*
- 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

- bool `draw_coin`  
*Boolean indicating whether or not to draw credits earned coin.*
- double `smoke_da`  
*The per frame delta in smoke particle alpha value.*
- double `smoke_dx`  
*The per frame delta in smoke particle x position.*
- double `smoke_dy`  
*The per frame delta in smoke particle y position.*
- double `smoke_prob`  
*The probability of spawning a new smoke prob in any given frame.*
- std::list< sf::Sprite > `smoke_sprite_list`  
*A list of smoke sprite (for chimney animation).*
- sf::Sprite `coin_sprite`  
*A coin sprite (for credits earned animation).*



## Private Member Functions

- void [\\_\\_setUpTileImprovementSpriteStatic](#) (void)  
*Helper method to set up tile improvement sprite (static).*
- void [\\_\\_setUpCoinSprite](#) (void)  
*Helper method to set up and place coin sprite.*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*

## Additional Inherited Members

### 4.10.1 Detailed Description

A settlement class (child class of [TileImprovement](#)).

### 4.10.2 Constructor & Destructor Documentation

#### 4.10.2.1 Settlement()

```
Settlement::Settlement (
    double position_x,
    double position_y,
    int tile_resource,
    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

<i>position_x</i>	The x position of the tile.
<i>position_y</i>	The y position of the tile.
<i>tile_resource</i>	The renewable resource quality of the tile.
<i>event_ptr</i>	Pointer to the event class.
<i>render_window_ptr</i>	Pointer to the render window.
<i>assets_manager_ptr</i>	Pointer to the assets manager.
<i>message_hub_ptr</i>	Pointer to the message hub.

```
241 :
242 TileImprovement (
```

```

243     position_x,
244     position_y,
245     tile_resource,
246     event_ptr,
247     render_window_ptr,
248     assets_manager_ptr,
249     message_hub_ptr
250 )
251 {
252     // 1. set attributes
253
254     // 1.1. private
255     //...
256
257     // 1.2. public
258     this->tile_improvement_type = TileImprovementType :: SETTLEMENT;
259
260     this->draw_coin = false;
261
262     this->smoke_da = SECONDS_PER_FRAME / 4;
263     this->smoke_dx = 5 * SECONDS_PER_FRAME;
264     this->smoke_dy = -10 * SECONDS_PER_FRAME;
265     this->smoke_prob = 3 * SECONDS_PER_FRAME;
266
267     this->smoke_sprite_list = {};
268
269     this->tile_improvement_string = "SETTLEMENT";
270
271     this->__setUpTileImprovementSpriteStatic();
272     this->__setUpCoinSprite();
273
274     this->message_hub_ptr->addChannel(SETTLEMENT_CHANNEL);
275
276     std::cout << "Settlement constructed at " << this << std::endl;
277
278     return;
279 } /* Settlement() */

```

#### 4.10.2.2 ~Settlement()

```

Settlement::~Settlement (
    void ) [virtual]

```

Destructor for the [Settlement](#) class.

```

502 {
503     std::cout << "Settlement at " << this << " destroyed" << std::endl;
504
505     return;
506 } /* ~Settlement() */

```

### 4.10.3 Member Function Documentation

#### 4.10.3.1 \_\_handleKeyPressEvents()

```

void Settlement::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

131 {
132     if (this->just_built) {
133         return;
134     }
135
136     switch (this->event_ptr->key.code) {
137         //...

```

```

138
139
140         default: {
141             // do nothing!
142
143             break;
144         }
145     }
146
147     return;
148 } /* __handleKeyPressEvents() */

```

#### 4.10.3.2 \_\_handleMouseButtonEvents()

```

void Settlement::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

163 {
164     if (this->just_built) {
165         return;
166     }
167
168     switch (this->event_ptr->mouseButton.button) {
169         case (sf::Mouse::Left): {
170             //...
171
172             break;
173         }
174
175         case (sf::Mouse::Right): {
176             //...
177
178             break;
179         }
180     }
181
182     default: {
183         // do nothing!
184
185         break;
186     }
187 }
188
189 return;
191 } /* __handleMouseButtonEvents() */

```

#### 4.10.3.3 \_\_setUpCoinSprite()

```

void Settlement::__setUpCoinSprite (
    void ) [private]

```

Helper method to set up and place coin sprite.

```

103 {
104     this->coin_sprite.setTexture(
105         *(this->assets_manager_ptr->getTexture("coin"))
106     );
107
108     this->coin_sprite.setOrigin(
109         this->coin_sprite.getLocalBounds().width / 2,
110         this->coin_sprite.getLocalBounds().height / 2
111     );
112
113     this->coin_sprite.setPosition(this->position_x, this->position_y);
114
115     return;
116 } /* __setUpCoinSprite() */

```

#### 4.10.3.4 \_\_setUpTileImprovementSpriteStatic()

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

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

```
68 {
69     this->tile_improvement_sprite_static.setTexture(
70         *(this->assets_manager_ptr->getTexture("brick_house_64x64_1"))
71     );
72
73     this->tile_improvement_sprite_static.setOrigin(
74         this->tile_improvement_sprite_static.getLocalBounds().width / 2,
75         this->tile_improvement_sprite_static.getLocalBounds().height
76     );
77
78     this->tile_improvement_sprite_static.setPosition(
79         this->position_x,
80         this->position_y - 32
81     );
82
83     this->tile_improvement_sprite_static.setColor(
84         sf::Color(255, 255, 255, 0)
85     );
86
87     return;
88 } /* __setUpTileImprovementSpriteStatic() */
```

#### 4.10.3.5 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](#).

```
409 {
410     // 1. if just built, call base method and return
411     if (this->just_built) {
412         TileImprovement :: draw();
413
414         return;
415     }
416
417     // 2. draw static sprite and chimney smoke effects
418     this->render_window_ptr->draw(this->tile_improvement_sprite_static);
419
420     std::list<sf::Sprite>::iterator iter = this->smoke_sprite_list.begin();
421
422     double alpha = 255;
423
424     while (iter != this->smoke_sprite_list.end()) {
425         this->render_window_ptr->draw(*iter);
426
427         alpha = (*iter).getColor().a;
428
429         alpha -= this->smoke_da;
430
431         if (alpha <= 0) {
432             iter = this->smoke_sprite_list.erase(iter);
433             continue;
434         }
435
436         (*iter).setColor(sf::Color(255, 255, 255, alpha));
437
438         (*iter).move(
439             this->smoke_dx + 2 * (((double)rand() / RAND_MAX) - 1) / FRAMES_PER_SECOND,
440             this->smoke_dy
441         );
442
443         (*iter).rotate((((double)rand() / RAND_MAX)));
444
445         iter++;
446     }
```

```

447
448
449     if ((double)rand() / RAND_MAX < smoke_prob) {
450         this->smoke_sprite_list.push_back(
451             sf::Sprite(*(this->assets_manager_ptr->getTexture("emissions")))
452         );
453
454         this->smoke_sprite_list.back().setOrigin(
455             this->smoke_sprite_list.back().getLocalBounds().width / 2,
456             this->smoke_sprite_list.back().getLocalBounds().height / 2
457         );
458
459         this->smoke_sprite_list.back().setPosition(
460             this->position_x + 9 + 4 * ((double)rand() / RAND_MAX) - 2,
461             this->position_y - 33
462         );
463     }
464
465
466
467     // 4. draw coin
468     if (this->draw_coin) {
469         double alpha = this->coin_sprite.getColor().a;
470
471         alpha -= this->smoke_da;
472
473         if (alpha <= 0) {
474             this->coin_sprite.setColor(sf::Color(255, 255, 255, 255));
475             this->coin_sprite.setPosition(this->position_x, this->position_y);
476             this->draw_coin = false;
477         }
478
479         this->coin_sprite.move(0, this->smoke_dy);
480         this->coin_sprite.setColor(sf::Color(255, 255, 255, alpha));
481
482         this->render_window_ptr->draw(this->coin_sprite);
483     }
484
485     this->frame++;
486     return;
487 } /* draw() */

```

#### 4.10.3.6 getTileOptionsSubstring()

```

std::string Settlement::getTileOptionsSubstring (
    void ) [virtual]

```

Helper method to assemble and return tile options substring.

#### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```

321 {
322     //          32 char x 17 line console "-----\n";
323     std::string options_substring = "    **** SETTLEMENT OPTIONS **** \n";
324     options_substring += " \n";
325     options_substring += " \n";
326     options_substring += " \n";
327     options_substring += " \n";
328     options_substring += " \n";
329     options_substring += " \n";
330     options_substring += " \n";
331
332     return options_substring;
333 } /* getTileOptionsSubstring() */

```

#### 4.10.3.7 processEvent()

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

Method to process [Settlement](#). To be called once per event.

Reimplemented from [TileImprovement](#).

```
348 {
349     TileImprovement :: processEvent();
350
351     if (this->event_ptr->type == sf::Event::KeyPressed) {
352         this->__handleKeyPressEvents();
353     }
354
355     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
356         this->__handleMouseButtonEvents();
357     }
358
359     return;
360 } /* processEvent() */
```

#### 4.10.3.8 processMessage()

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

Method to process [Settlement](#). To be called once per message.

Reimplemented from [TileImprovement](#).

```
375 {
376     TileImprovement :: processMessage();
377
378     if (not this->message_hub_ptr->isEmpty(SETTLEMENT_CHANNEL)) {
379         Message settlement_message = this->message_hub_ptr->receiveMessage(
380             SETTLEMENT_CHANNEL
381         );
382
383         if (settlement_message.subject == "credits earned") {
384             this->draw_coin = true;
385             this->assets_manager_ptr->getSound("coin ring")->play();
386
387             std::cout << "Credits earned message received by " << this << std::endl;
388             this->message_hub_ptr->popMessage(SETTLEMENT_CHANNEL);
389         }
390     }
391
392     return;
393 } /* processMessage() */
```

#### 4.10.3.9 setIsSelected()

```
void Settlement::setIsSelected (
    bool is_selected ) [virtual]
```

Method to set the is selected attribute.

##### Parameters

<i>is_selected</i>	The value to set the is selected attribute to.
--------------------	--

Reimplemented from [TileImprovement](#).

```
296 {
297     TileImprovement :: setIsSelected(is_selected);
298
299     if (this->is_selected) {
300         this->assets_manager_ptr->getSound("people and children")->play();
301     }
302
303     return;
304 } /* setIsSelected() */
```

## 4.10.4 Member Data Documentation

### 4.10.4.1 coin\_sprite

`sf::Sprite Settlement::coin_sprite`

A coin sprite (for credits earned animation).

### 4.10.4.2 draw\_coin

`bool Settlement::draw_coin`

Boolean indicating whether or not to draw credits earned coin.

### 4.10.4.3 smoke\_da

`double Settlement::smoke_da`

The per frame delta in smoke particle alpha value.

### 4.10.4.4 smoke\_dx

`double Settlement::smoke_dx`

The per frame delta in smoke particle x position.

### 4.10.4.5 smoke\_dy

`double Settlement::smoke_dy`

The per frame delta in smoke particle y position.

#### 4.10.4.6 smoke\_prob

```
double Settlement::smoke_prob
```

The probability of spawning a new smoke prob in any given frame.

#### 4.10.4.7 smoke\_sprite\_list

```
std::list<sf::Sprite> Settlement::smoke_sprite_list
```

A list of smoke sprite (for chimney animation).

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

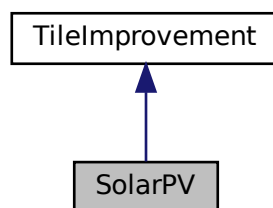
- header/[Settlement.h](#)
- source/[Settlement.cpp](#)

## 4.11 SolarPV Class Reference

A settlement class (child class of [TileImprovement](#)).

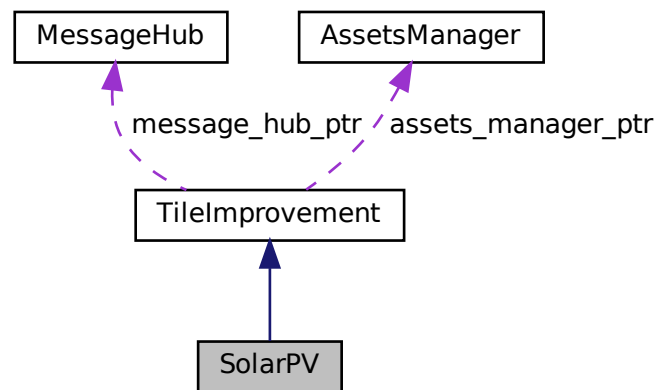
```
#include <SolarPV.h>
```

Inheritance diagram for SolarPV:





Collaboration diagram for SolarPV:



## Public Member Functions

- [SolarPV](#) (double, double, int, sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor for the [SolarPV](#) class.*
- std::string [getTileOptionsSubstring](#) (void)  
*Helper method to assemble and return tile options substring.*
- void [setIsSelected](#) (bool)  
*Method to set the is selected attribute.*
- void [advanceTurn](#) (void)  
*Method to handle turn advance.*
- void [update](#) (void)  
*Method to trigger production and dispatchable updates.*
- void [processEvent](#) (void)  
*Method to process [SolarPV](#). To be called once per event.*
- void [processMessage](#) (void)  
*Method to process [SolarPV](#). 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 [~SolarPV](#) (void)  
*Destructor for the [SolarPV](#) class.*

## Public Attributes

- int [capacity\\_kW](#)  
*The rated production capacity [kW] of the solar PV array.*
- int [production\\_MWh](#)  
*The current production [MWh] of the solar PV array.*
- int [dispatch\\_MWh](#)  
*The current dispatch [MWh] of the solar PV array.*

- int [dispatchable\\_MWh](#)  
*The amount of production that is directly dispatchable to the grid (i.e. production correlated with demand).*
- double [max\\_daily\\_production\\_MWh](#)  
*The maximum daily production [MWh] of the solar PV array.*
- std::vector< double > [capacity\\_factor\\_vec](#)  
*A vector of daily capacity factors for the current month.*
- std::vector< double > [production\\_vec\\_MWh](#)  
*A vector of daily production [MWh] for the current month.*
- std::vector< double > [dispatch\\_vec\\_MWh](#)  
*A vector of daily dispatch [MWh] for the current month.*

## Private Member Functions

- void [\\_\\_setUpTileImprovementSpriteStatic](#) (void)  
*Helper method to set up tile improvement sprite (static).*
- void [\\_\\_drawProductionMenu](#) (void)  
*Helper method to draw production menu assets.*
- void [\\_\\_upgradePowerCapacity](#) (void)  
*Helper method to upgrade power capacity.*
- void [\\_\\_computeProductionCosts](#) (void)  
*Helper method to compute production costs (O&M) based on current production level.*
- void [\\_\\_breakdown](#) (void)  
*Helper method to trigger an equipment breakdown.*
- void [\\_\\_repair](#) (void)  
*Helper method to repair the solar PV array.*
- void [\\_\\_computeCapacityFactors](#) (void)  
*Helper method to compute capacity factors.*
- void [\\_\\_computeProduction](#) (void)  
*Helper method to compute production values.*
- void [\\_\\_computeDispatch](#) (void)  
*Helper method to compute dispatch values.*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*
- void [\\_\\_drawUpgradeOptions](#) (void)  
*Helper method to set up and draw upgrade options.*
- void [\\_\\_sendImprovementStateMessage](#) (void)  
*Helper method to format and sent improvement state message.*

## Additional Inherited Members

### 4.11.1 Detailed Description

A settlement class (child class of [TileImprovement](#)).

## 4.11.2 Constructor & Destructor Documentation

### 4.11.2.1 SolarPV()

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

Constructor for the [SolarPV](#) class.

Ref: [Wikipedia \[2023\]](#)

#### Parameters

<i>position_x</i>	The x position of the tile.
<i>position_y</i>	The y position of the tile.
<i>tile_resource</i>	The renewable resource quality of the tile.
<i>event_ptr</i>	Pointer to the event class.
<i>render_window_ptr</i>	Pointer to the render window.
<i>assets_manager_ptr</i>	Pointer to the assets manager.
<i>message_hub_ptr</i>	Pointer to the message hub.

```
745 :
746 TileImprovement (
747     position_x,
748     position_y,
749     tile_resource,
750     event_ptr,
751     render_window_ptr,
752     assets_manager_ptr,
753     message_hub_ptr
754 )
755 {
756     // 1. set attributes
757
758     // 1.1. private
759     //...
760
761     // 1.2. public
762     this->tile_improvement_type = TileImprovementType :: SOLAR_PV;
763
764     this->is_running = false;
765
766     this->health = 100;
767
768     this->capacity_kW = 100;
769     this->upgrade_level = 1;
770
771     this->storage_kWh = 0;
772     this->storage_level = 0;
773
774     this->production_MWh = 0;
775     this->dispatch_MWh = 0;
776     this->dispatchable_MWh = 0;
777
778     this->max_daily_production_MWh = (double)(24 * this->capacity_kW) / 1000;
779
780     this->capacity_factor_vec.resize(30, 0);
781     this->production_vec_MWh.resize(30, 0);
```

```

782     this->dispatch_vec_MWh.resize(30, 0);
783
784     this->tile_improvement_string = "SOLAR PV ARRAY";
785
786     this->__setUpTileImprovementSpriteStatic();
787     this->__computeCapacityFactors();
788     this->update();
789
790     std::cout << "SolarPV constructed at " << this << std::endl;
791
792     return;
793 } /* SolarPV() */

```

#### 4.11.2.2 ~SolarPV()

```

SolarPV::~~SolarPV (
    void ) [virtual]

```

Destructor for the [SolarPV](#) class.

```

1125 {
1126     std::cout << "SolarPV at " << this << " destroyed" << std::endl;
1127
1128     return;
1129 } /* ~SolarPV() */

```

### 4.11.3 Member Function Documentation

#### 4.11.3.1 \_\_breakdown()

```

void SolarPV::__breakdown (
    void ) [private]

```

Helper method to trigger an equipment breakdown.

```

233 {
234     TileImprovement :: __breakdown();
235
236     this->production_MWh = 0;
237     this->dispatch_MWh = 0;
238     this->dispatchable_MWh = 0;
239     this->operation_maintenance_cost = 0;
240
241     return;
242 } /* __breakdown() */

```

## 4.11.3.2 \_\_computeCapacityFactors()

```
void SolarPV::__computeCapacityFactors (
    void ) [private]
```

Helper method to compute capacity factors.

```
290 {
291     unsigned seed = std::chrono::system_clock::now().time_since_epoch().count();
292     std::default_random_engine generator(seed);
293
294     double mean =
295         this->tile_resource_scalar * MEAN_DAILY_SOLAR_CAPACITY_FACTORS[this->month - 1];
296
297     double stdev = STDEV_DAILY_SOLAR_CAPACITY_FACTORS[this->month - 1];
298
299     if (this->tile_resource_scalar > 1) {
300         stdev /= this->tile_resource_scalar;
301     }
302
303     std::normal_distribution<double> normal_dist(mean, stdev);
304
305     double capacity_factor = 0;
306
307     for (int i = 0; i < 30; i++) {
308         capacity_factor = normal_dist(generator);
309
310         if (capacity_factor < 0) {
311             capacity_factor = 0;
312         }
313
314         this->capacity_factor_vec[i] = capacity_factor;
315     }
316
317     return;
318 } /* __computeCapacityFactors() */
```

## 4.11.3.3 \_\_computeDispatch()

```
void SolarPV::__computeDispatch (
    void ) [private]
```

Helper method to compute dispatch values.

```
361 {
362     double stored_energy_MWh = 0;
363     double storage_capacity_MWh = (double)(this->storage_kWh) / 1000;
364
365     double demand_MWh = 0;
366     double production_MWh = 0;
367     double dispatchable_MWh = 0;
368     double difference_MWh = 0;
369
370     double room_MWh = 0;
371
372     for (int i = 0; i < 30; i++) {
373         demand_MWh = this->demand_vec_MWh[i];
374         production_MWh = this->production_vec_MWh[i];
375
376         if (production_MWh <= demand_MWh) {
377             this->dispatch_vec_MWh[i] = production_MWh;
378             dispatchable_MWh += this->dispatch_vec_MWh[i];
379
380             difference_MWh = demand_MWh - production_MWh;
381
382             if ((storage_capacity_MWh > 0) and (stored_energy_MWh > 0)) {
383                 if (difference_MWh > stored_energy_MWh) {
384                     this->dispatch_vec_MWh[i] += stored_energy_MWh;
385                     dispatchable_MWh += stored_energy_MWh;
386                     stored_energy_MWh = 0;
387                 }
388
389                 else {
390                     this->dispatch_vec_MWh[i] += difference_MWh;
391                     dispatchable_MWh += difference_MWh;
392                     stored_energy_MWh -= difference_MWh;
393                 }
394             }
395         }
396     }
397 }
```

```

394         }
395     }
396
397     else {
398         this->dispatch_vec_MWh[i] = demand_MWh;
399         dispatchable_MWh += this->dispatch_vec_MWh[i];
400
401         difference_MWh = production_MWh - demand_MWh;
402
403         if (
404             (storage_capacity_MWh > 0) and
405             (stored_energy_MWh < storage_capacity_MWh)
406         ) {
407             room_MWh = storage_capacity_MWh - stored_energy_MWh;
408
409             if (difference_MWh > room_MWh) {
410                 stored_energy_MWh += room_MWh;
411             }
412
413             else {
414                 stored_energy_MWh += difference_MWh;
415             }
416         }
417     }
418 }
419
420 this->dispatchable_MWh = round(dispatchable_MWh);
421
422 if (this->dispatch_MWh != this->dispatchable_MWh) {
423     this->dispatch_MWh = this->dispatchable_MWh;
424 }
425
426 return;
427 } /* __computeDispatch() */

```

#### 4.11.3.4 \_\_computeProduction()

```

void SolarPV::__computeProduction (
    void ) [private]

```

Helper method to compute production values.

```

333 {
334     double production_MWh = 0;
335
336     for (int i = 0; i < 30; i++) {
337         this->production_vec_MWh[i] =
338             this->max_daily_production_MWh * this->capacity_factor_vec[i];
339
340         production_MWh += this->production_vec_MWh[i];
341     }
342
343     this->production_MWh = round(production_MWh);
344
345     return;
346 } /* __computeProduction() */

```

#### 4.11.3.5 \_\_computeProductionCosts()

```

void SolarPV::__computeProductionCosts (
    void ) [private]

```

Helper method to compute production costs (O&M) based on current production level.

```

212 {
213     double operation_maintenance_cost =
214         (this->production_MWh * SOLAR_OP_MAINT_COST_PER_MWH_PRODUCTION) / 1000;
215     this->operation_maintenance_cost = round(operation_maintenance_cost);
216
217     return;
218 } /* __computeProductionCosts() */

```

## 4.11.3.6 \_\_drawProductionMenu()

```
void SolarPV::__drawProductionMenu (
    void ) [private]
```

Helper method to draw production menu assets.

```
103 {
104     // 1. draw static sprite
105     sf::Vector2f initial_position = this->tile_improvement_sprite_static.getPosition();
106     this->tile_improvement_sprite_static.setPosition(400 - 138, 400 + 16);
107
108     sf::Color initial_colour = this->tile_improvement_sprite_static.getColor();
109     this->tile_improvement_sprite_static.setColor(sf::Color(255, 255, 255, 255));
110
111     sf::Vector2f initial_scale = this->tile_improvement_sprite_static.getScale();
112     this->tile_improvement_sprite_static.setScale(sf::Vector2f(1, 1));
113
114     this->render_window_ptr->draw(this->tile_improvement_sprite_static);
115
116     this->tile_improvement_sprite_static.setPosition(initial_position);
117     this->tile_improvement_sprite_static.setColor(initial_colour);
118     this->tile_improvement_sprite_static.setScale(initial_scale);
119
120     // 2. draw production text
121     std::string production_string = "[W]:  INCREASE DISPATCH\n";
122     production_string             += "[S]:  DECREASE DISPATCH\n";
123     production_string             += "      \n";
124
125     production_string             += "DISPATCH:  ";
126     production_string             += std::to_string(this->dispatch_MWh);
127     production_string             += " MWh (MAX ";
128     production_string             += std::to_string(this->dispatchable_MWh);
129     production_string             += ")\n";
130
131     production_string             += "O&M COST:  ";
132     production_string             += std::to_string(this->operation_maintenance_cost);
133     production_string             += " K\n";
134
135     sf::Text production_text(
136         production_string,
137         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
138         16
139     );
140
141     production_text.setOrigin(production_text.getLocalBounds().width / 2, 0);
142     production_text.setFillColor(MONOCROME_TEXT_GREEN);
143
144     production_text.setPosition(400 + 30, 400 - 45);
145
146     this->render_window_ptr->draw(production_text);
147
148     return;
149 } /* __drawProductionMenu() */
```

## 4.11.3.7 \_\_drawUpgradeOptions()

```
void SolarPV::__drawUpgradeOptions (
    void ) [private]
```

Helper method to set up and draw upgrade options.

```
568 {
569     // 1. draw power capacity upgrade sprite
570     sf::Vector2f initial_position = this->tile_improvement_sprite_static.getPosition();
571     this->tile_improvement_sprite_static.setPosition(400 - 100, 400 - 32);
572
573     sf::Color initial_colour = this->tile_improvement_sprite_static.getColor();
574     this->tile_improvement_sprite_static.setColor(sf::Color(255, 255, 255, 255));
575
576     sf::Vector2f initial_scale = this->tile_improvement_sprite_static.getScale();
577     this->tile_improvement_sprite_static.setScale(sf::Vector2f(1, 1));
578
579     this->render_window_ptr->draw(this->tile_improvement_sprite_static);
580
581     this->tile_improvement_sprite_static.setPosition(initial_position);
582     this->tile_improvement_sprite_static.setColor(initial_colour);
```

```

583     this->tile_improvement_sprite_static.setScale(initial_scale);
584
585     this->render_window_ptr->draw(this->upgrade_arrow_sprite);
586
587
588     // 2. draw power capacity upgrade text
589     //      16 char line = "          \n"
590     std::string power_upgrade_string = "POWER CAPACITY \n";
591     power_upgrade_string             += "          \n";
592
593     power_upgrade_string             += "CAPACITY: ";
594     power_upgrade_string             += std::to_string(this->capacity_kW);
595     power_upgrade_string             += " kW\n";
596
597     power_upgrade_string             += "LEVEL: ";
598     power_upgrade_string             += std::to_string(this->upgrade_level);
599     power_upgrade_string             += "\n\n";
600
601     if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
602         power_upgrade_string         += "[W]: + 100 kW (";
603         power_upgrade_string         += std::to_string(SOLAR_PV_BUILD_COST);
604         power_upgrade_string         += " K)\n";
605     }
606
607     else {
608         power_upgrade_string         += " * MAX LEVEL * \n";
609     }
610
611     sf::Text power_upgrade_text = sf::Text(
612         power_upgrade_string,
613         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
614         16
615     );
616
617     power_upgrade_text.setOrigin(power_upgrade_text.getLocalBounds().width / 2, 0);
618     power_upgrade_text.setPosition(400 - 100, 400 - 32 + 16);
619     power_upgrade_text.setFillColor(MONOCROME_TEXT_GREEN);
620
621     this->render_window_ptr->draw(power_upgrade_text);
622
623
624     // 3. draw energy capacity (storage) upgrade sprite
625     this->render_window_ptr->draw(this->storage_upgrade_sprite);
626     this->render_window_ptr->draw(this->upgrade_plus_sprite);
627
628
629     // 4. draw energy capacity (storage) upgrade text
630     //      16 char line = "          \n"
631     std::string energy_upgrade_string = "ENERGY CAPACITY \n";
632     energy_upgrade_string             += "          \n";
633
634     energy_upgrade_string             += "CAPACITY: ";
635     energy_upgrade_string             += std::to_string(this->storage_level * 200);
636     energy_upgrade_string             += " kWh\n";
637
638     energy_upgrade_string             += "LEVEL: ";
639     energy_upgrade_string             += std::to_string(this->storage_level);
640     energy_upgrade_string             += "\n\n";
641
642     if (this->storage_level < MAX_STORAGE_LEVELS) {
643         energy_upgrade_string         += "[D]: + 200 kWh (";
644         energy_upgrade_string         += std::to_string(ENERGY_STORAGE_SYSTEM_BUILD_COST);
645         energy_upgrade_string         += " K)\n";
646     }
647
648     else {
649         energy_upgrade_string += " * MAX LEVEL * \n";
650     }
651
652     sf::Text energy_upgrade_text = sf::Text(
653         energy_upgrade_string,
654         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
655         16
656     );
657
658     energy_upgrade_text.setOrigin(energy_upgrade_text.getLocalBounds().width / 2, 0);
659     energy_upgrade_text.setPosition(400 + 100, 400 - 32 + 16);
660     energy_upgrade_text.setFillColor(MONOCROME_TEXT_GREEN);
661
662     this->render_window_ptr->draw(energy_upgrade_text);
663
664     return;
665 } /* __drawUpgradeOptions() */

```



#### 4.11.3.8 \_\_handleKeyPressEvents()

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

Helper method to handle key press events.

```
442 {
443     if (this->just_built) {
444         return;
445     }
446
447     switch (this->event_ptr->key.code) {
448         case (sf::Keyboard::U): {
449             this->__openUpgradeMenu();
450
451             break;
452         }
453
454
455         case (sf::Keyboard::W): {
456             if (this->production_menu_open) {
457                 this->dispatch_MWh++;
458
459                 if (this->dispatch_MWh > this->dispatchable_MWh) {
460                     this->dispatch_MWh = 0;
461                 }
462
463                 this->__computeProductionCosts();
464                 this->assets_manager_ptr->getSound("interface click")->play();
465             }
466
467             else if (this->upgrade_menu_open) {
468                 this->__upgradePowerCapacity();
469             }
470
471             break;
472         }
473
474
475         case (sf::Keyboard::S): {
476             if (this->production_menu_open) {
477                 this->dispatch_MWh--;
478
479                 if (this->dispatch_MWh < 0) {
480                     this->dispatch_MWh = this->dispatchable_MWh;
481                 }
482
483                 this->__computeProductionCosts();
484                 this->assets_manager_ptr->getSound("interface click")->play();
485             }
486
487             break;
488         }
489
490
491         case (sf::Keyboard::D): {
492             if (this->upgrade_menu_open) {
493                 this->__upgradeStorageCapacity();
494                 this->__computeProduction();
495                 this->__computeDispatch();
496             }
497
498             break;
499         }
500
501
502         default: {
503             // do nothing!
504
505             break;
506         }
507     }
508
509     return;
510 } /* __handleKeyPressEvents() */
```

#### 4.11.3.9 \_\_handleMouseButtonEvents()

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

Helper method to handle mouse button events.

```

525 {
526     if (this->just_built) {
527         return;
528     }
529
530     switch (this->event_ptr->mouseButton.button) {
531         case (sf::Mouse::Left): {
532             //...
533
534             break;
535         }
536
537         case (sf::Mouse::Right): {
538             //...
539
540             break;
541         }
542
543         default: {
544             // do nothing!
545
546             break;
547         }
548     }
549 }
550
551 return;
552 }
553 /* __handleMouseButtonEvents() */

```

#### 4.11.3.10 \_\_repair()

```

void SolarPV::__repair (
    void ) [private], [virtual]

```

Helper method to repair the solar PV array.

Reimplemented from [TileImprovement](#).

```

257 {
258     if (this->credits < SOLAR_PV_BUILD_COST) {
259         std::cout << "Cannot repair solar PV: insufficient credits (need "
260             << SOLAR_PV_BUILD_COST << " K)" << std::endl;
261
262         this->__sendInsufficientCreditsMessage();
263         return;
264     }
265
266     TileImprovement :: __repair();
267
268     this->just_upgraded = true;
269
270     this->__sendCreditsSpentMessage(SOLAR_PV_BUILD_COST);
271     this->__sendTileStateRequest();
272     this->__sendGameStateRequest();
273
274     return;
275 } /* __repair() */

```

#### 4.11.3.11 \_\_sendImprovementStateMessage()

```

void SolarPV::__sendImprovementStateMessage (
    void ) [private]

```

Helper method to format and sent improvement state message.

```

680 {
681     Message improvement_state_message;
682

```

```

683     improvement_state_message.channel = GAME_CHANNEL;
684     improvement_state_message.subject = "improvement state";
685
686     improvement_state_message.int_payload["dispatch_MWh"] = this->dispatch_MWh;
687     improvement_state_message.int_payload["operation_maintenance_cost"] =
688         this->operation_maintenance_cost;
689
690     this->message_hub_ptr->sendMessage(improvement_state_message);
691
692     std::cout << "Improvement state message sent by " << this << std::endl;
693
694     return;
695 } /* __sendImprovementStateMessage() */

```

#### 4.11.3.12 \_\_setUpTileImprovementSpriteStatic()

```

void SolarPV::__setUpTileImprovementSpriteStatic (
    void ) [private]

```

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

```

68 {
69     this->tile_improvement_sprite_static.setTexture(
70         *(this->assets_manager_ptr->getTexture("solar PV array"))
71     );
72
73     this->tile_improvement_sprite_static.setOrigin(
74         this->tile_improvement_sprite_static.getLocalBounds().width / 2,
75         this->tile_improvement_sprite_static.getLocalBounds().height
76     );
77
78     this->tile_improvement_sprite_static.setPosition(
79         this->position_x,
80         this->position_y - 32
81     );
82
83     this->tile_improvement_sprite_static.setColor(
84         sf::Color(255, 255, 255, 0)
85     );
86
87     return;
88 } /* __setUpTileImprovementSpriteStatic() */

```

#### 4.11.3.13 \_\_upgradePowerCapacity()

```

void SolarPV::__upgradePowerCapacity (
    void ) [private]

```

Helper method to upgrade power capacity.

```

164 {
165     if (this->credits < SOLAR_PV_BUILD_COST) {
166         std::cout << "Cannot upgrade solar PV: insufficient credits (need "
167             << SOLAR_PV_BUILD_COST << " K)" << std::endl;
168
169         this->__sendInsufficientCreditsMessage();
170         return;
171     }
172
173     if (this->upgrade_level >= MAX_UPGRADE_LEVELS) {
174         return;
175     }
176
177     TileImprovement :: __repair();
178
179     this->capacity_kW += 100;
180     this->upgrade_level++;
181
182     this->max_daily_production_MWh = (double)(24 * this->capacity_kW) / 1000;
183
184     this->__computeProduction();

```

```

185     this->__computeDispatch();
186
187     this->just_upgraded = true;
188
189     this->assets_manager_ptr->getSound("upgrade")->play();
190
191     this->__sendCreditsSpentMessage(SOLAR_PV_BUILD_COST);
192     this->__sendTileStateRequest();
193     this->__sendGameStateRequest();
194
195     return;
196 } /* __upgradePowerCapacity() */

```

#### 4.11.3.14 advanceTurn()

```

void SolarPV::advanceTurn (
    void ) [virtual]

```

Method to handle turn advance.

Reimplemented from [TileImprovement](#).

```

898 {
899     // 1. send improvement state message
900     this->__sendImprovementStateMessage();
901
902     // 2. update
903     this->__computeCapacityFactors();
904     this->update();
905
906     // 3. handle start/stop
907     if ((not this->is_running) and (this->dispatch_MWh > 0)) {
908         this->is_running = true;
909     }
910
911     else if (this->is_running and (this->dispatch_MWh <= 0)) {
912         this->is_running = false;
913     }
914
915     // 4. handle equipment health
916     if (this->is_running) {
917         this->health--;
918
919         if (this->health <= 0) {
920             this->__breakdown();
921         }
922     }
923
924     // 5. send tile state request (if selected)
925     if (this->is_selected) {
926         this->__sendTileStateRequest();
927     }
928
929     return;
930 } /* advanceTurn() */

```

#### 4.11.3.15 draw()

```

void SolarPV::draw (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

1019 {
1020     // 1. if just built, call base method and return
1021     if (this->just_built) {
1022         TileImprovement::draw();

```

```

1023
1024     return;
1025 }
1026
1027 // 2. handle upgrade effects
1028 if (this->just_upgraded) {
1029     this->tile_improvement_sprite_static.setColor(
1030         sf::Color(
1031             255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1032             255,
1033             255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1034             255
1035         )
1036     );
1037
1038     this->tile_improvement_sprite_static.setScale(
1039         sf::Vector2f(
1040             1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1041             1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2)
1042         )
1043     );
1044
1045     this->upgrade_frame++;
1046 }
1047
1048 if (this->upgrade_frame >= 2 * FRAMES_PER_SECOND) {
1049     this->tile_improvement_sprite_static.setColor(
1050         sf::Color(255,255,255,255)
1051     );
1052
1053     this->tile_improvement_sprite_static.setScale(sf::Vector2f(1,1));
1054
1055     this->just_upgraded = false;
1056     this->upgrade_frame = 0;
1057 }
1058
1059 // 3. draw static sprite
1060 this->render_window_ptr->draw(this->tile_improvement_sprite_static);
1061
1062 // 4. draw storage upgrades
1063 for (size_t i = 0; i < this->storage_upgrade_sprite_vec.size(); i++) {
1064     this->render_window_ptr->draw(this->storage_upgrade_sprite_vec[i]);
1065 }
1066
1067 // 5. handle dispatch illustration
1068 if (this->dispatch_MWh > 0) {
1069     this->dispatch_text.setString(std::to_string(this->dispatch_MWh));
1070     this->__drawDispatch();
1071 }
1072
1073 // 6. draw production menu
1074 if (this->production_menu_open) {
1075     this->render_window_ptr->draw(this->production_menu_backing);
1076     this->render_window_ptr->draw(this->production_menu_backing_text);
1077
1078     this->__drawProductionMenu();
1079 }
1080
1081 // 7. draw upgrade menu
1082 if (this->upgrade_menu_open) {
1083     this->render_window_ptr->draw(this->upgrade_menu_backing);
1084     this->render_window_ptr->draw(this->upgrade_menu_backing_text);
1085
1086     this->__drawUpgradeOptions();
1087 }
1088
1089 // 10. handle broken effects
1090 if (this->is_broken) {
1091     this->tile_improvement_sprite_static.setColor(
1092         sf::Color(
1093             255,
1094             255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1095             255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1096             255
1097         )
1098     );
1099
1100     this->frame++;
1101 }
1102
1103 return;

```

```
1110 }    /* draw() */
```

#### 4.11.3.16 getTileOptionsSubstring()

```
std::string SolarPV::getTileOptionsSubstring (
    void ) [virtual]
```

Helper method to assemble and return tile options substring.

##### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```
810 {
811     //          32 char x 17 line console "-----\n";
812     std::string options_substring = "CAPACITY: ";
813     options_substring += std::to_string(this->capacity_kW);
814     options_substring += " kW (level ";
815     options_substring += std::to_string(this->upgrade_level);
816     options_substring += ")\n";
817
818     options_substring += "PRODUCTION: ";
819     options_substring += std::to_string(this->production_MWh);
820     options_substring += " MWh\n";
821
822     options_substring += "DISPATCHABLE: ";
823     options_substring += std::to_string(this->dispatchable_MWh);
824     options_substring += " MWh\n";
825
826     options_substring += "HEALTH: ";
827     options_substring += std::to_string(this->health);
828     options_substring += "/100";
829
830     if (this->health <= 0) {
831         options_substring += " ** BROKEN! **\n";
832     }
833
834     else {
835         options_substring += "\n";
836     }
837
838     options_substring += "
839     options_substring += "      **** SOLAR PV OPTIONS ****
840     options_substring += "
841
842     if (this->is_broken) {
843         options_substring += "      [R]: REPAIR (";
844         options_substring += std::to_string(SOLAR_PV_BUILD_COST);
845         options_substring += " K)\n";
846     }
847
848     else {
849         options_substring += "      [E]: OPEN PRODUCTION MENU \n";
850     }
851
852     options_substring += "      [U]: OPEN UPGRADE MENU \n";
853     options_substring += "HOLD [P]: SCRAP (";
854     options_substring += std::to_string(SCRAP_COST);
855     options_substring += " K)";
856
857     return options_substring;
858 }    /* getTileOptionsSubstring() */
```

**4.11.3.17 processEvent()**

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

Method to process [SolarPV](#). To be called once per event.

Reimplemented from [TileImprovement](#).

```
970 {
971     TileImprovement :: processEvent();
972
973     if (this->event_ptr->type == sf::Event::KeyPressed) {
974         this->__handleKeyPressEvents();
975     }
976
977     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
978         this->__handleMouseButtonEvents();
979     }
980
981     return;
982 } /* processEvent() */
```

**4.11.3.18 processMessage()**

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

Method to process [SolarPV](#). To be called once per message.

Reimplemented from [TileImprovement](#).

```
997 {
998     TileImprovement :: processMessage();
999
1000     //...
1001
1002     return;
1003 } /* processMessage() */
```

**4.11.3.19 setIsSelected()**

```
void SolarPV::setIsSelected (
    bool is_selected ) [virtual]
```

Method to set the is selected attribute.

**Parameters**

<i>is_selected</i>	The value to set the is selected attribute to.
--------------------	--

Reimplemented from [TileImprovement](#).

```
875 {
876     TileImprovement :: setIsSelected(is_selected);
877
878     if (this->is_running and this->is_selected) {
879         this->assets_manager_ptr->getSound("solar hum")->play();
880     }
881 }
```

```
882     return;  
883 } /* setIsSelected() */
```

#### 4.11.3.20 update()

```
void SolarPV::update (  
    void ) [virtual]
```

Method to trigger production and dispatchable updates.

Reimplemented from [TileImprovement](#).

```
945 {  
946     this->__computeProduction();  
947     this->__computeProductionCosts();  
948     this->__computeDispatch();  
949  
950     if (this->is_selected) {  
951         this->__sendTileStateRequest();  
952     }  
953  
954     return;  
955 } /* update() */
```

### 4.11.4 Member Data Documentation

#### 4.11.4.1 capacity\_factor\_vec

```
std::vector<double> SolarPV::capacity_factor_vec
```

A vector of daily capacity factors for the current month.

#### 4.11.4.2 capacity\_kW

```
int SolarPV::capacity_kW
```

The rated production capacity [kW] of the solar PV array.

#### 4.11.4.3 dispatch\_MWh

```
int SolarPV::dispatch_MWh
```

The current dispatch [MWh] of the solar PV array.



#### 4.11.4.4 dispatch\_vec\_MWh

```
std::vector<double> SolarPV::dispatch_vec_MWh
```

A vector of daily dispatch [MWh] for the current month.

#### 4.11.4.5 dispatchable\_MWh

```
int SolarPV::dispatchable_MWh
```

The amount of production that is directly dispatchable to the grid (i.e. production correlated with demand).

#### 4.11.4.6 max\_daily\_production\_MWh

```
double SolarPV::max_daily_production_MWh
```

The maximum daily production [MWh] of the solar PV array.

#### 4.11.4.7 production\_MWh

```
int SolarPV::production_MWh
```

The current production [MWh] of the solar PV array.

#### 4.11.4.8 production\_vec\_MWh

```
std::vector<double> SolarPV::production_vec_MWh
```

A vector of daily production [MWh] for the current month.

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

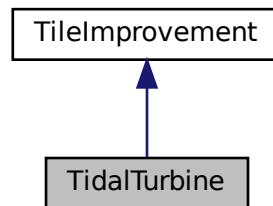
- header/[SolarPV.h](#)
- source/[SolarPV.cpp](#)

## 4.12 TidalTurbine Class Reference

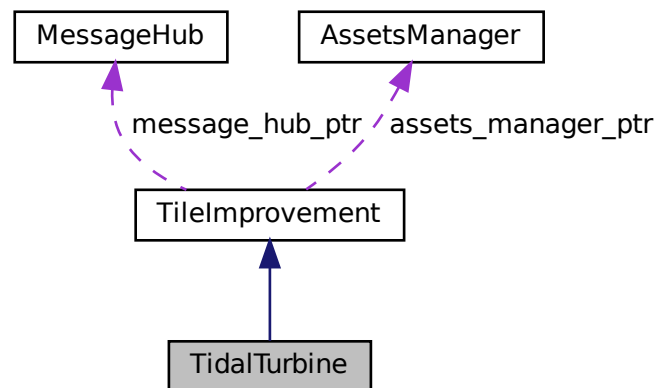
A settlement class (child class of [TileImprovement](#)).

```
#include <TidalTurbine.h>
```

Inheritance diagram for TidalTurbine:



Collaboration diagram for TidalTurbine:



### Public Member Functions

- [TidalTurbine](#) (double, double, int, sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor for the [TidalTurbine](#) class.*
- std::string [getTileOptionsSubstring](#) (void)  
*Helper method to assemble and return tile options substring.*
- void [setIsSelected](#) (bool)  
*Method to set the is selected attribute.*
- void [advanceTurn](#) (void)

- *Method to handle turn advance.*
- void [update](#) (void)
- *Method to trigger production and dispatchable updates.*
- void [processEvent](#) (void)
- *Method to process [TidalTurbine](#). To be called once per event.*
- void [processMessage](#) (void)
- *Method to process [TidalTurbine](#). 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 [~TidalTurbine](#) (void)
- *Destructor for the [TidalTurbine](#) class.*

## Public Attributes

- int [capacity\\_kW](#)
- *The rated production capacity [kW] of the solar PV array.*
- int [production\\_MWh](#)
- *The current production [MWh] of the solar PV array.*
- int [dispatch\\_MWh](#)
- *The current dispatch [MWh] of the solar PV array.*
- int [dispatchable\\_MWh](#)
- *The amount of production that is directly dispatchable to the grid (i.e. production correlated with demand).*
- double [max\\_daily\\_production\\_MWh](#)
- *The maximum daily production [MWh] of the solar PV array.*
- double [rotor\\_drotation](#)
- *The rotation rate of the rotor.*
- double [bobbing\\_y](#)
- *The bobbing extent of the tidal turbine.*
- std::vector< double > [capacity\\_factor\\_vec](#)
- *A vector of daily capacity factors for the current month.*
- std::vector< double > [production\\_vec\\_MWh](#)
- *A vector of daily production [MWh] for the current month.*
- std::vector< double > [dispatch\\_vec\\_MWh](#)
- *A vector of daily dispatch [MWh] for the current month.*

## Private Member Functions

- void [\\_\\_setUpTileImprovementSpriteAnimated](#) (void)
- *Helper method to set up tile improvement sprite (static).*
- void [\\_\\_drawProductionMenu](#) (void)
- *Helper method to draw production menu assets.*
- void [\\_\\_upgradePowerCapacity](#) (void)
- *Helper method to upgrade power capacity.*
- void [\\_\\_computeProductionCosts](#) (void)
- *Helper method to compute production costs (O&M) based on current production level.*
- void [\\_\\_breakdown](#) (void)
- *Helper method to trigger an equipment breakdown.*
- void [\\_\\_repair](#) (void)
- *Helper method to repair the tidal turbine.*

- void [\\_\\_computeCapacityFactors](#) (void)  
*Helper method to compute capacity factors.*
- void [\\_\\_computeProduction](#) (void)  
*Helper method to compute production values.*
- void [\\_\\_computeDispatch](#) (void)  
*Helper method to compute dispatch values.*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*
- void [\\_\\_drawUpgradeOptions](#) (void)  
*Helper method to set up and draw upgrade options.*
- void [\\_\\_sendImprovementStateMessage](#) (void)  
*Helper method to format and sent improvement state message.*

## Additional Inherited Members

### 4.12.1 Detailed Description

A settlement class (child class of [TileImprovement](#)).

### 4.12.2 Constructor & Destructor Documentation

#### 4.12.2.1 TidalTurbine()

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

Constructor for the [TidalTurbine](#) class.

Ref: [Wikipedia \[2023\]](#)

#### Parameters

<i>position_x</i>	The x position of the tile.
<i>position_y</i>	The y position of the tile.
<i>tile_resource</i>	The renewable resource quality of the tile.
<i>event_ptr</i>	Pointer to the event class.
<i>render_window_ptr</i>	Pointer to the render window.
<i>assets_manager_ptr</i>	Pointer to the assets manager.
<i>message_hub_ptr</i>	Pointer to the message hub.

```

747 :
748 TileImprovement (
749     position_x,
750     position_y,
751     tile_resource,
752     event_ptr,
753     render_window_ptr,
754     assets_manager_ptr,
755     message_hub_ptr
756 )
757 {
758     // 1. set attributes
759
760     // 1.1. private
761     //...
762
763     // 1.2. public
764     this->tile_improvement_type = TileImprovementType :: TIDAL_TURBINE;
765
766     this->is_running = false;
767
768     this->health = 100;
769
770     this->capacity_kW = 100;
771     this->upgrade_level = 1;
772
773     this->storage_kWh = 0;
774     this->storage_level = 0;
775
776     this->production_MWh = 0;
777     this->dispatch_MWh = 0;
778     this->dispatchable_MWh = 0;
779
780     this->max_daily_production_MWh = (double)(24 * this->capacity_kW) / 1000;
781
782     this->rotor_drotation = 64 * SECONDS_PER_FRAME;
783     this->bobbing_y = 4;
784
785     this->capacity_factor_vec.resize(30, 0);
786     this->production_vec_MWh.resize(30, 0);
787     this->dispatch_vec_MWh.resize(30, 0);
788
789     this->tile_improvement_string = "TIDAL TURBINE";
790
791     this->__setUpTileImprovementSpriteAnimated();
792     this->__computeCapacityFactors();
793     this->update();
794
795     std::cout << "TidalTurbine constructed at " << this << std::endl;
796
797     return;
798 } /* TidalTurbine() */

```

#### 4.12.2.2 ~TidalTurbine()

```

TidalTurbine::~TidalTurbine (
    void ) [virtual]

```

Destructor for the [TidalTurbine](#) class.

```

1156 {
1157     std::cout << "TidalTurbine at " << this << " destroyed" << std::endl;
1158
1159     return;
1160 } /* ~TidalTurbine() */

```

### 4.12.3 Member Function Documentation

#### 4.12.3.1 \_\_breakdown()

```
void TidalTurbine::__breakdown (
    void ) [private]
```

Helper method to trigger an equipment breakdown.

```
250 {
251     TileImprovement :: __breakdown();
252
253     this->production_MWh = 0;
254     this->dispatch_MWh = 0;
255     this->dispatchable_MWh = 0;
256     this->operation_maintenance_cost = 0;
257
258     return;
259 } /* __breakdown() */
```

#### 4.12.3.2 \_\_computeCapacityFactors()

```
void TidalTurbine::__computeCapacityFactors (
    void ) [private]
```

Helper method to compute capacity factors.

```
307 {
308     for (int i = 0; i < 30; i++) {
309         this->capacity_factor_vec[i] =
310             this->tile_resource_scalar * DAILY_TIDAL_CAPACITY_FACTOR;
311     }
312
313     return;
314 } /* __computeCapacityFactors() */
```

#### 4.12.3.3 \_\_computeDispatch()

```
void TidalTurbine::__computeDispatch (
    void ) [private]
```

Helper method to compute dispatch values.

```
357 {
358     double stored_energy_MWh = 0;
359     double storage_capacity_MWh = (double)(this->storage_kWh) / 1000;
360
361     double demand_MWh = 0;
362     double production_MWh = 0;
363     double dispatchable_MWh = 0;
364     double difference_MWh = 0;
365
366     double room_MWh = 0;
367
368     for (int i = 0; i < 30; i++) {
369         demand_MWh = this->demand_vec_MWh[i];
370         production_MWh = this->production_vec_MWh[i];
371
372         if (production_MWh <= demand_MWh) {
373             this->dispatch_vec_MWh[i] = production_MWh;
374             dispatchable_MWh += this->dispatch_vec_MWh[i];
375
376             difference_MWh = demand_MWh - production_MWh;
377
378             if ((storage_capacity_MWh > 0) and (stored_energy_MWh > 0)) {
379                 if (difference_MWh > stored_energy_MWh) {
380                     this->dispatch_vec_MWh[i] += stored_energy_MWh;
381                     dispatchable_MWh += stored_energy_MWh;
382                     stored_energy_MWh = 0;
383                 }
384             }
385         }
386     }
387 }
```

```

385         else {
386             this->dispatch_vec_MWh[i] += difference_MWh;
387             dispatchable_MWh += difference_MWh;
388             stored_energy_MWh -= difference_MWh;
389         }
390     }
391 }
392
393 else {
394     this->dispatch_vec_MWh[i] = demand_MWh;
395     dispatchable_MWh += this->dispatch_vec_MWh[i];
396
397     difference_MWh = production_MWh - demand_MWh;
398
399     if (
400         (storage_capacity_MWh > 0) and
401         (stored_energy_MWh < storage_capacity_MWh)
402     ) {
403         room_MWh = storage_capacity_MWh - stored_energy_MWh;
404
405         if (difference_MWh > room_MWh) {
406             stored_energy_MWh += room_MWh;
407         }
408
409         else {
410             stored_energy_MWh += difference_MWh;
411         }
412     }
413 }
414 }
415
416 this->dispatchable_MWh = round(dispatchable_MWh);
417
418 if (this->dispatch_MWh != this->dispatchable_MWh) {
419     this->dispatch_MWh = this->dispatchable_MWh;
420 }
421
422 return;
423 } /* __computeDispatch() */

```

#### 4.12.3.4 \_\_computeProduction()

```

void TidalTurbine::__computeProduction (
    void ) [private]

```

Helper method to compute production values.

```

329 {
330     double production_MWh = 0;
331
332     for (int i = 0; i < 30; i++) {
333         this->production_vec_MWh[i] =
334             this->max_daily_production_MWh * this->capacity_factor_vec[i];
335
336         production_MWh += this->production_vec_MWh[i];
337     }
338
339     this->production_MWh = round(production_MWh);
340
341     return;
342 } /* __computeProduction() */

```

#### 4.12.3.5 \_\_computeProductionCosts()

```

void TidalTurbine::__computeProductionCosts (
    void ) [private]

```

Helper method to compute production costs (O&M) based on current production level.

```

229 {
230     double operation_maintenance_cost =
231         (this->production_MWh * TIDAL_OP_MAINT_COST_PER_MWH_PRODUCTION) / 1000;
232     this->operation_maintenance_cost = round(operation_maintenance_cost);
233
234     return;
235 } /* __computeProductionCosts() */

```

#### 4.12.3.6 \_\_drawProductionMenu()

```
void TidalTurbine::__drawProductionMenu (
    void ) [private]
```

Helper method to draw production menu assets.

```
114 {
115     // 1. draw static sprite
116     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
117         sf::Vector2f initial_position = this->tile_improvement_sprite_animated[i].getPosition();
118         this->tile_improvement_sprite_animated[i].setPosition(400 - 138, 400 + 16);
119
120         sf::Color initial_colour = this->tile_improvement_sprite_animated[i].getColor();
121         this->tile_improvement_sprite_animated[i].setColor(sf::Color(255, 255, 255, 255));
122
123         sf::Vector2f initial_scale = this->tile_improvement_sprite_animated[i].getScale();
124         this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1, 1));
125
126         double initial_rotation = this->tile_improvement_sprite_animated[i].getRotation();
127         this->tile_improvement_sprite_animated[i].setRotation(0);
128
129         this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
130
131         this->tile_improvement_sprite_animated[i].setPosition(initial_position);
132         this->tile_improvement_sprite_animated[i].setColor(initial_colour);
133         this->tile_improvement_sprite_animated[i].setScale(initial_scale);
134         this->tile_improvement_sprite_animated[i].setRotation(initial_rotation);
135     }
136
137     // 2. draw production text
138     std::string production_string = "[W]: INCREASE DISPATCH\n";
139     production_string += "[S]: DECREASE DISPATCH\n";
140     production_string += "\n";
141
142     production_string += "DISPATCH: ";
143     production_string += std::to_string(this->dispatch_MWh);
144     production_string += " MWh (MAX ";
145     production_string += std::to_string(this->dispatchable_MWh);
146     production_string += ")\n";
147
148     production_string += "O&M COST: ";
149     production_string += std::to_string(this->operation_maintenance_cost);
150     production_string += " K\n";
151
152     sf::Text production_text(
153         production_string,
154         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
155         16
156     );
157
158     production_text.setOrigin(production_text.getLocalBounds().width / 2, 0);
159     production_text.setFillColor(MONOCROME_TEXT_GREEN);
160
161     production_text.setPosition(400 + 30, 400 - 45);
162
163     this->render_window_ptr->draw(production_text);
164
165     return;
166 } /* __drawProductionMenu() */
```

#### 4.12.3.7 \_\_drawUpgradeOptions()

```
void TidalTurbine::__drawUpgradeOptions (
    void ) [private]
```

Helper method to set up and draw upgrade options.

```
564 {
565     // 1. draw power capacity upgrade sprite
566     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
567         sf::Vector2f initial_position = this->tile_improvement_sprite_animated[i].getPosition();
568         this->tile_improvement_sprite_animated[i].setPosition(400 - 100, 400 - 32 - 8);
569
570         sf::Color initial_colour = this->tile_improvement_sprite_animated[i].getColor();
571         this->tile_improvement_sprite_animated[i].setColor(sf::Color(255, 255, 255, 255));
572     }
```



```

573         sf::Vector2f initial_scale = this->tile_improvement_sprite_animated[i].getScale();
574         this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1, 1));
575
576         double initial_rotation = this->tile_improvement_sprite_animated[i].getRotation();
577         this->tile_improvement_sprite_animated[i].setRotation(0);
578
579         this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
580
581         this->tile_improvement_sprite_animated[i].setPosition(initial_position);
582         this->tile_improvement_sprite_animated[i].setColor(initial_colour);
583         this->tile_improvement_sprite_animated[i].setScale(initial_scale);
584         this->tile_improvement_sprite_animated[i].setRotation(initial_rotation);
585     }
586
587     this->render_window_ptr->draw(this->upgrade_arrow_sprite);
588
589
590     // 2. draw power capacity upgrade text
591     //      16 char line = "
592     std::string power_upgrade_string = "POWER CAPACITY \n";
593     power_upgrade_string += "
594
595     power_upgrade_string += "CAPACITY: ";
596     power_upgrade_string += std::to_string(this->capacity_kW);
597     power_upgrade_string += " kW\n";
598
599     power_upgrade_string += "LEVEL: ";
600     power_upgrade_string += std::to_string(this->upgrade_level);
601     power_upgrade_string += "\n\n";
602
603     if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
604         power_upgrade_string += "[W]: + 100 kW (";
605         power_upgrade_string += std::to_string(TIDAL_TURBINE_BUILD_COST);
606         power_upgrade_string += " K)\n";
607     }
608
609     else {
610         power_upgrade_string += " * MAX LEVEL * \n";
611     }
612
613     sf::Text power_upgrade_text = sf::Text(
614         power_upgrade_string,
615         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
616         16
617     );
618
619     power_upgrade_text.setOrigin(power_upgrade_text.getLocalBounds().width / 2, 0);
620     power_upgrade_text.setPosition(400 - 100, 400 - 32 + 16);
621     power_upgrade_text.setFillColor(MONOCROME_TEXT_GREEN);
622
623     this->render_window_ptr->draw(power_upgrade_text);
624
625
626     // 3. draw energy capacity (storage) upgrade sprite
627     this->render_window_ptr->draw(this->storage_upgrade_sprite);
628     this->render_window_ptr->draw(this->upgrade_plus_sprite);
629
630
631     // 4. draw energy capacity (storage) upgrade text
632     //      16 char line = "
633     std::string energy_upgrade_string = "ENERGY CAPACITY \n";
634     energy_upgrade_string += "
635
636     energy_upgrade_string += "CAPACITY: ";
637     energy_upgrade_string += std::to_string(this->storage_level * 200);
638     energy_upgrade_string += " kWh\n";
639
640     energy_upgrade_string += "LEVEL: ";
641     energy_upgrade_string += std::to_string(this->storage_level);
642     energy_upgrade_string += "\n\n";
643
644     if (this->storage_level < MAX_STORAGE_LEVELS) {
645         energy_upgrade_string += "[D]: + 200 kWh (";
646         energy_upgrade_string += std::to_string(ENERGY_STORAGE_SYSTEM_BUILD_COST);
647         energy_upgrade_string += " K)\n";
648     }
649
650     else {
651         energy_upgrade_string += " * MAX LEVEL * \n";
652     }
653
654     sf::Text energy_upgrade_text = sf::Text(
655         energy_upgrade_string,
656         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
657         16
658     );
659

```

```

660     energy_upgrade_text.setOrigin(energy_upgrade_text.getLocalBounds().width / 2, 0);
661     energy_upgrade_text.setPosition(400 + 100, 400 - 32 + 16);
662     energy_upgrade_text.setFillColor(MONOCROME_TEXT_GREEN);
663
664     this->render_window_ptr->draw(energy_upgrade_text);
665
666     return;
667 } /* __drawUpgradeOptions() */

```

#### 4.12.3.8 \_\_handleKeyPressEvents()

```

void TidalTurbine::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

438 {
439     if (this->just_built) {
440         return;
441     }
442
443     switch (this->event_ptr->key.code) {
444         case (sf::Keyboard::U): {
445             this->__openUpgradeMenu();
446
447             break;
448         }
449
450
451         case (sf::Keyboard::W): {
452             if (this->production_menu_open) {
453                 this->dispatch_MWh++;
454
455                 if (this->dispatch_MWh > this->dispatchable_MWh) {
456                     this->dispatch_MWh = 0;
457                 }
458
459                 this->__computeProductionCosts();
460                 this->assets_manager_ptr->getSound("interface click")->play();
461             }
462
463             else if (this->upgrade_menu_open) {
464                 this->__upgradePowerCapacity();
465             }
466
467             break;
468         }
469
470
471         case (sf::Keyboard::S): {
472             if (this->production_menu_open) {
473                 this->dispatch_MWh--;
474
475                 if (this->dispatch_MWh < 0) {
476                     this->dispatch_MWh = this->dispatchable_MWh;
477                 }
478
479                 this->__computeProductionCosts();
480                 this->assets_manager_ptr->getSound("interface click")->play();
481             }
482
483             break;
484         }
485
486
487         case (sf::Keyboard::D): {
488             if (this->upgrade_menu_open) {
489                 this->__upgradeStorageCapacity();
490                 this->__computeProduction();
491                 this->__computeDispatch();
492             }
493
494             break;
495         }
496
497
498         default: {
499             // do nothing!
500

```

```

501         break;
502     }
503 }
504
505 return;
506 } /* __handleKeyPressEvents() */

```

#### 4.12.3.9 \_\_handleMouseButtonEvents()

```

void TidalTurbine::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

521 {
522     if (this->just_built) {
523         return;
524     }
525
526     switch (this->event_ptr->mouseButton.button) {
527         case (sf::Mouse::Left): {
528             //...
529
530             break;
531         }
532
533         case (sf::Mouse::Right): {
534             //...
535
536             break;
537         }
538     }
539
540     default: {
541         // do nothing!
542
543         break;
544     }
545 }
546
547 return;
548 } /* __handleMouseButtonEvents() */

```

#### 4.12.3.10 \_\_repair()

```

void TidalTurbine::__repair (
    void ) [private], [virtual]

```

Helper method to repair the tidal turbine.

Reimplemented from [TileImprovement](#).

```

274 {
275     if (this->credits < TIDAL_TURBINE_BUILD_COST) {
276         std::cout << "Cannot repair tidal turbine: insufficient credits (need "
277             << TIDAL_TURBINE_BUILD_COST << " K)" << std::endl;
278
279         this->__sendInsufficientCreditsMessage();
280         return;
281     }
282
283     TileImprovement :: __repair();
284
285     this->just_upgraded = true;
286
287     this->__sendCreditsSpentMessage(TIDAL_TURBINE_BUILD_COST);
288     this->__sendTileStateRequest();
289     this->__sendGameStateRequest();
290
291     return;
292 } /* __repair() */

```

#### 4.12.3.11 \_\_sendImprovementStateMessage()

```
void TidalTurbine::__sendImprovementStateMessage (
    void ) [private]
```

Helper method to format and sent improvement state message.

```
682 {
683     Message improvement_state_message;
684
685     improvement_state_message.channel = GAME_CHANNEL;
686     improvement_state_message.subject = "improvement state";
687
688     improvement_state_message.int_payload["dispatch_MWh"] = this->dispatch_MWh;
689     improvement_state_message.int_payload["operation_maintenance_cost"] =
690         this->operation_maintenance_cost;
691
692     this->message_hub_ptr->sendMessage(improvement_state_message);
693
694     std::cout << "Improvement state message sent by " << this << std::endl;
695
696     return;
697 } /* __sendImprovementStateMessage() */
```

#### 4.12.3.12 \_\_setUpTileImprovementSpriteAnimated()

```
void TidalTurbine::__setUpTileImprovementSpriteAnimated (
    void ) [private]
```

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

```
68 {
69     sf::Sprite diesel_generator_sheet (
70         *(this->assets_manager_ptr->getTexture("tidal turbine"))
71     );
72
73     int n_elements = diesel_generator_sheet.getLocalBounds().height / 64;
74
75     for (int i = 0; i < n_elements; i++) {
76         this->tile_improvement_sprite_animated.push_back(
77             sf::Sprite(
78                 *(this->assets_manager_ptr->getTexture("tidal turbine")),
79                 sf::IntRect(0, i * 64, 64, 64)
80             )
81         );
82
83         this->tile_improvement_sprite_animated.back().setOrigin(
84             this->tile_improvement_sprite_animated.back().getLocalBounds().width / 2,
85             this->tile_improvement_sprite_animated.back().getLocalBounds().height
86         );
87
88         this->tile_improvement_sprite_animated.back().setPosition(
89             this->position_x,
90             this->position_y - 32
91         );
92
93         this->tile_improvement_sprite_animated.back().setColor(
94             sf::Color(255, 255, 255, 0)
95         );
96     }
97
98     return;
99 } /* __setUpTileImprovementSpriteAnimated() */
```

**4.12.3.13 \_\_upgradePowerCapacity()**

```
void TidalTurbine::__upgradePowerCapacity (
    void ) [private]
```

Helper method to upgrade power capacity.

```
181 {
182     if (this->credits < TIDAL_TURBINE_BUILD_COST) {
183         std::cout << "Cannot upgrade tidal turbine: insufficient credits (need "
184             << TIDAL_TURBINE_BUILD_COST << " K)" << std::endl;
185
186         this->__sendInsufficientCreditsMessage();
187         return;
188     }
189
190     if (this->upgrade_level >= MAX_UPGRADE_LEVELS) {
191         return;
192     }
193
194     TileImprovement :: __repair();
195
196     this->capacity_kW += 100;
197     this->upgrade_level++;
198
199     this->max_daily_production_MWh = (double) (24 * this->capacity_kW) / 1000;
200
201     this->__computeProduction();
202     this->__computeDispatch();
203
204     this->just_upgraded = true;
205
206     this->assets_manager_ptr->getSound("upgrade")->play();
207
208     this->__sendCreditsSpentMessage(TIDAL_TURBINE_BUILD_COST);
209     this->__sendTileStateRequest();
210     this->__sendGameStateRequest();
211
212     return;
213 } /* __upgradePowerCapacity() */
```

**4.12.3.14 advanceTurn()**

```
void TidalTurbine::advanceTurn (
    void ) [virtual]
```

Method to handle turn advance.

Reimplemented from [TileImprovement](#).

```
904 {
905     // 1. send improvement state message
906     this->__sendImprovementStateMessage();
907
908     // 2. update
909     this->__computeCapacityFactors();
910     this->update();
911
912     // 3. handle start/stop
913     if ((not this->is_running) and (this->dispatch_MWh > 0)) {
914         this->is_running = true;
915     }
916
917     else if (this->is_running and (this->dispatch_MWh <= 0)) {
918         this->is_running = false;
919     }
920
921     // 4. handle equipment health
922     if (this->is_running) {
923         this->health--;
924
925         if (this->health <= 0) {
926             this->__breakdown();
927         }
928     }
929 }
```

```

930 // 5. send tile state request (if selected)
931 if (this->is_selected) {
932     this->__sendTileStateRequest();
933 }
934
935 return;
936 } /* advanceTurn() */

```

#### 4.12.3.15 draw()

```

void TidalTurbine::draw (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

1025 {
1026     // 1. if just built, call base method and return
1027     if (this->just_built) {
1028         TileImprovement :: draw();
1029
1030         return;
1031     }
1032
1033     // 2. handle upgrade effects
1034     if (this->just_upgraded) {
1035         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1036             this->tile_improvement_sprite_animated[i].setColor(
1037                 sf::Color(
1038                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1039                     255,
1040                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1041                     255
1042                 )
1043             );
1044
1045             this->tile_improvement_sprite_animated[i].setScale(
1046                 sf::Vector2f(
1047                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1048                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2)
1049                 )
1050             );
1051         }
1052
1053         this->upgrade_frame++;
1054     }
1055
1056     if (this->upgrade_frame >= 2 * FRAMES_PER_SECOND) {
1057         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1058             this->tile_improvement_sprite_animated[i].setColor(
1059                 sf::Color(255,255,255,255)
1060             );
1061
1062             this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1,1));
1063         }
1064
1065         this->just_upgraded = false;
1066         this->upgrade_frame = 0;
1067     }
1068
1069     // 3. handle bobbing
1070     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1071         this->tile_improvement_sprite_animated[i].setPosition(
1072             this->position_x,
1073             this->position_y + this->bobbing_y * cos(
1074                 (double)(0.4 * M_PI * this->frame) / FRAMES_PER_SECOND
1075             )
1076         );
1077     }
1078
1079     // 4. draw first element of animated sprite
1080     this->render_window_ptr->draw(this->tile_improvement_sprite_animated[0]);
1081
1082 }

```

```

1086 // 5. draw second element of animated sprite
1087 if (this->is_running) {
1088     this->tile_improvement_sprite_animated[1].rotate(this->rotor_drotation);
1089 }
1090
1091 this->render_window_ptr->draw(this->tile_improvement_sprite_animated[1]);
1092
1093
1094 // 6. draw storage upgrades
1095 for (size_t i = 0; i < this->storage_upgrade_sprite_vec.size(); i++) {
1096     this->render_window_ptr->draw(this->storage_upgrade_sprite_vec[i]);
1097 }
1098
1099
1100 // 7. handle dispatch illustration
1101 if (this->dispatch_MWh > 0) {
1102     this->dispatch_text.setString(std::to_string(this->dispatch_MWh));
1103     this->__drawDispatch();
1104 }
1105
1106
1107 // 8. draw production menu
1108 if (this->production_menu_open) {
1109     this->render_window_ptr->draw(this->production_menu_backing);
1110     this->render_window_ptr->draw(this->production_menu_backing_text);
1111
1112     this->__drawProductionMenu();
1113 }
1114
1115
1116 // 9. draw upgrade menu
1117 if (this->upgrade_menu_open) {
1118     this->render_window_ptr->draw(this->upgrade_menu_backing);
1119     this->render_window_ptr->draw(this->upgrade_menu_backing_text);
1120
1121     this->__drawUpgradeOptions();
1122 }
1123
1124
1125 // 10. handle broken effects
1126 if (this->is_broken) {
1127     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1128         this->tile_improvement_sprite_animated[i].setColor(
1129             sf::Color(
1130                 255,
1131                 255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1132                 255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1133                 255
1134             )
1135         );
1136     }
1137 }
1138
1139 this->frame++;
1140 return;
1141 } /* draw() */

```

#### 4.12.3.16 getTileOptionsSubstring()

```

std::string TidalTurbine::getTileOptionsSubstring (
    void ) [virtual]

```

Helper method to assemble and return tile options substring.

#### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```

815 {
816     // 32 char x 17 line console "-----\n";
817     std::string options_substring = "CAPACITY: ";
818     options_substring += std::to_string(this->capacity_kW);
819     options_substring += " kW (level ";

```

```

820     options_substring          += std::to_string(this->upgrade_level);
821     options_substring          += ") \n";
822
823     options_substring          += "PRODUCTION:      ";
824     options_substring          += std::to_string(this->production_MWh);
825     options_substring          += " MWh\n";
826
827     options_substring          += "DISPATCHABLE:  ";
828     options_substring          += std::to_string(this->dispatchable_MWh);
829     options_substring          += " MWh\n";
830
831     options_substring          += "HEALTH:        ";
832     options_substring          += std::to_string(this->health);
833     options_substring          += "/100";
834
835     if (this->health <= 0) {
836         options_substring
837     }
838
839     else {
840         options_substring
841     }
842
843     options_substring          += "
844     options_substring          += "**** TIDAL TURBINE OPTIONS **** \n";
845     options_substring          += "
846
847     if (this->is_broken) {
848         options_substring
849         options_substring
850         options_substring
851     }
852
853     else {
854         options_substring
855     }
856
857     options_substring          += "
858     options_substring          += "HOLD [P]:  SCRAP (";
859     options_substring          += std::to_string(SCRAP_COST);
860     options_substring          += " K)\n";
861
862     return options_substring;
863 } /* getTileOptionsSubstring() */

```

#### 4.12.3.17 processEvent()

```

void TidalTurbine::processEvent (
    void ) [virtual]

```

Method to process [TidalTurbine](#). To be called once per event.

Reimplemented from [TileImprovement](#).

```

976 {
977     TileImprovement :: processEvent ();
978
979     if (this->event_ptr->type == sf::Event::KeyPressed) {
980         this->__handleKeyPressEvents();
981     }
982
983     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
984         this->__handleMouseButtonEvents();
985     }
986
987     return;
988 } /* processEvent() */

```



#### 4.12.3.18 processMessage()

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

Method to process [TidalTurbine](#). To be called once per message.

Reimplemented from [TileImprovement](#).

```
1003 {
1004     TileImprovement :: processMessage();
1005
1006     //...
1007
1008     return;
1009 } /* processMessage() */
```

#### 4.12.3.19 setIsSelected()

```
void TidalTurbine::setIsSelected (
    bool is_selected ) [virtual]
```

Method to set the is selected attribute.

##### Parameters

<i>is_selected</i>	The value to set the is selected attribute to.
--------------------	--

Reimplemented from [TileImprovement](#).

```
880 {
881     TileImprovement :: setIsSelected(is_selected);
882
883     if (this->is_running and this->is_selected) {
884         this->assets_manager_ptr->getSound("water flow")->play();
885     }
886
887     return;
888 } /* setIsSelected() */
```

#### 4.12.3.20 update()

```
void TidalTurbine::update (
    void ) [virtual]
```

Method to trigger production and dispatchable updates.

Reimplemented from [TileImprovement](#).

```
951 {
952     this->__computeProduction();
953     this->__computeProductionCosts();
954     this->__computeDispatch();
955
956     if (this->is_selected) {
957         this->__sendTileStateRequest();
958     }
959
960     return;
961 } /* update() */
```

## 4.12.4 Member Data Documentation

### 4.12.4.1 bobbing\_y

```
double TidalTurbine::bobbing_y
```

The bobbing extent of the tidal turbine.

### 4.12.4.2 capacity\_factor\_vec

```
std::vector<double> TidalTurbine::capacity_factor_vec
```

A vector of daily capacity factors for the current month.

### 4.12.4.3 capacity\_kW

```
int TidalTurbine::capacity_kW
```

The rated production capacity [kW] of the solar PV array.

### 4.12.4.4 dispatch\_MWh

```
int TidalTurbine::dispatch_MWh
```

The current dispatch [MWh] of the solar PV array.

### 4.12.4.5 dispatch\_vec\_MWh

```
std::vector<double> TidalTurbine::dispatch_vec_MWh
```

A vector of daily dispatch [MWh] for the current month.

#### 4.12.4.6 dispatchable\_MWh

```
int TidalTurbine::dispatchable_MWh
```

The amount of production that is directly dispatchable to the grid (i.e. production correlated with demand).

#### 4.12.4.7 max\_daily\_production\_MWh

```
double TidalTurbine::max_daily_production_MWh
```

The maximum daily production [MWh] of the solar PV array.

#### 4.12.4.8 production\_MWh

```
int TidalTurbine::production_MWh
```

The current production [MWh] of the solar PV array.

#### 4.12.4.9 production\_vec\_MWh

```
std::vector<double> TidalTurbine::production_vec_MWh
```

A vector of daily production [MWh] for the current month.

#### 4.12.4.10 rotor\_drotation

```
double TidalTurbine::rotor_drotation
```

The rotation rate of the rotor.

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

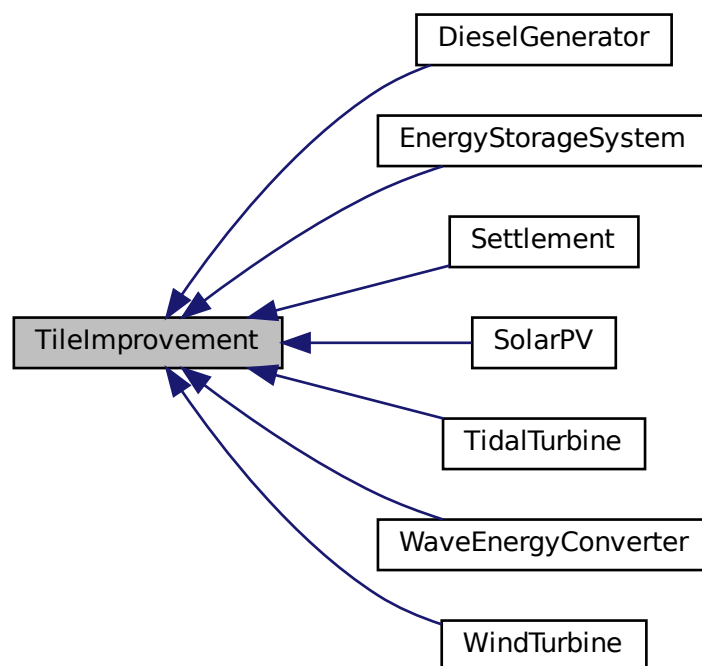
- header/[TidalTurbine.h](#)
- source/[TidalTurbine.cpp](#)

## 4.13 TileImprovement Class Reference

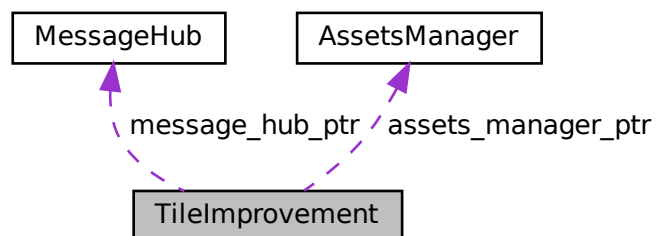
A base class for the tile improvement hierarchy.

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

Inheritance diagram for TileImprovement:



Collaboration diagram for TileImprovement:



## Public Member Functions

- [TileImprovement](#) (double, double, int, sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor for the [TileImprovement](#) class.*
- virtual void [setIsSelected](#) (bool)  
*Method to set the is selected attribute.*
- virtual void [advanceTurn](#) (void)
- virtual void [update](#) (void)
- virtual std::string [getTileOptionsSubstring](#) (void)
- 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.*
- bool [is\\_running](#)  
*A boolean which indicates whether or not the improvement is running.*
- bool [is\\_selected](#)  
*A boolean which indicates whether or not the tile is selected.*
- bool [just\\_built](#)  
*A boolean which indicates that the improvement was just built.*
- bool [just\\_upgraded](#)  
*A boolean which indicates that the improvement was just upgraded.*
- bool [production\\_menu\\_open](#)  
*A boolean which indicates whether or not the production menu is open.*
- bool [upgrade\\_menu\\_open](#)  
*A boolean which indicates whether or not the build menu is open.*
- bool [is\\_broken](#)  
*A boolean which indicated whether or not improvement is broken.*
- unsigned long long int [frame](#)  
*The current frame of this object.*
- int [credits](#)  
*The current balance of credits.*
- int [month](#)  
*The current month of play.*
- int [demand\\_MWh](#)  
*The current demand [MWh].*
- int [health](#)  
*The health of the improvement.*
- int [upgrade\\_level](#)  
*The upgrade level of the improvement.*
- int [upgrade\\_frame](#)  
*The frame of the upgrade animation.*

- int [storage\\_kWh](#)  
*The rated energy capacity [kWh] of the storage.*
- int [storage\\_level](#)  
*The level of storage installed alongside the tile improvement.*
- int [operation\\_maintenance\\_cost](#)  
*The operation and maintenance costs for this turn.*
- int [tile\\_resource](#)  
*The renewable resource quality of the tile.*
- double [tile\\_resource\\_scalar](#)  
*A scalar associated with the renewable resource quality.*
- double [position\\_x](#)  
*The x position of the tile improvement.*
- double [position\\_y](#)  
*The y position of the tile improvement.*
- std::vector< double > [demand\\_vec\\_MWh](#)  
*A vector of daily demands [MWh] for the current month.*
- std::string [game\\_phase](#)  
*The current phase of the game.*
- std::string [tile\\_improvement\\_string](#)  
*A string representation of the tile improvement type.*
- 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.*
- sf::RectangleShape [production\\_menu\\_backing](#)  
*A backing for the production menu.*
- sf::Text [production\\_menu\\_backing\\_text](#)  
*Text for the production menu backing.*
- sf::RectangleShape [upgrade\\_menu\\_backing](#)  
*A backing for the upgrade menu.*
- sf::Text [upgrade\\_menu\\_backing\\_text](#)  
*Text for the upgrade menu backing.*
- sf::Sprite [storage\\_upgrade\\_sprite](#)  
*A sprite for illustrating storage (in upgrade menu).*
- std::vector< sf::Sprite > [storage\\_upgrade\\_sprite\\_vec](#)  
*A vector of sprites for illustrating the storage upgrade level (on tile).*
- sf::Sprite [upgrade\\_arrow\\_sprite](#)  
*An upgrade arrow sprite.*
- sf::Sprite [upgrade\\_plus\\_sprite](#)  
*An upgrade plus sprite.*
- sf::CircleShape [dispatch\\_backing](#)  
*A backing circle for dispatch text illustration.*
- sf::Text [dispatch\\_text](#)  
*Text for illustrating dispatch.*

## Protected Member Functions

- void [\\_\\_setUpProductionMenu](#) (void)  
*Helper method to set up and position production menu assets (drawable).*
- void [\\_\\_setUpUpgradeMenu](#) (void)  
*Helper method to set up and position upgrade menu assets (drawable).*
- void [\\_\\_setUpDispatchIllustration](#) (void)  
*Helper method to set up and position dispatch assets (drawable).*
- void [\\_\\_upgradeStorageCapacity](#) (void)  
*Helper method to upgrade storage capacity.*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*
- void [\\_\\_openProductionMenu](#) (void)  
*Helper method to open the production menu.*
- void [\\_\\_closeProductionMenu](#) (void)  
*Helper method to close the production menu.*
- void [\\_\\_breakdown](#) (void)  
*Helper method to trigger an equipment breakdown.*
- virtual void [\\_\\_repair](#) (void)  
*Helper method to repair a tile improvement.*
- void [\\_\\_openUpgradeMenu](#) (void)  
*Helper method to open the upgrade menu.*
- void [\\_\\_closeUpgradeMenu](#) (void)  
*Helper method to close the build menu.*
- void [\\_\\_sendTileStateRequest](#) (void)  
*Helper method to format and send a request for the parent [HexTile](#) to send a tile state message.*
- void [\\_\\_sendGameStateRequest](#) (void)  
*Helper method to format and send a game state request (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.*
- void [\\_\\_drawDispatch](#) (void)  
*Helper method to draw dispatch illustration.*

## 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.*

### 4.13.1 Detailed Description

A base class for the tile improvement hierarchy.

### 4.13.2 Constructor & Destructor Documentation

#### 4.13.2.1 TileImprovement()

```
TileImprovement::TileImprovement (
    double position_x,
    double position_y,
    int tile_resource,
    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

<i>position_x</i>	The x position of the tile.
<i>position_y</i>	The y position of the tile.
<i>tile_resource</i>	The renewable resource quality of the tile.
<i>event_ptr</i>	Pointer to the event class.
<i>render_window_ptr</i>	Pointer to the render window.
<i>assets_manager_ptr</i>	Pointer to the assets manager.
<i>message_hub_ptr</i>	Pointer to the message hub.

```
726 {
727     // 1. set attributes
728
729     // 1.1. protected
730     this->event_ptr = event_ptr;
731     this->render_window_ptr = render_window_ptr;
732
733     this->assets_manager_ptr = assets_manager_ptr;
734     this->message_hub_ptr = message_hub_ptr;
735
736     // 1.2. public
737     this->is_selected = true;
738     this->just_built = true;
739     this->production_menu_open = false;
740     this->upgrade_menu_open = false;
741     this->is_broken = false;
742
743     this->just_upgraded = false;
744     this->upgrade_frame = 0;
745
746     this->frame = 0;
747     this->credits = 0;
748     this->month = 1;
749     this->demand_MWh = 0;
750
751     this->demand_vec_MWh.resize(30, 0);
752 }
```



```

753     this->operation_maintenance_cost = 0;
754
755     this->tile_resource = tile_resource;
756
757     switch (this->tile_resource) {
758     case (0): {
759         this->tile_resource_scalar = 0.7;
760
761         break;
762     }
763
764
765     case (1): {
766         this->tile_resource_scalar = 0.85;
767
768         break;
769     }
770
771
772     case (2): {
773         this->tile_resource_scalar = 1;
774
775         break;
776     }
777
778
779     case (3): {
780         this->tile_resource_scalar = 1.15;
781
782         break;
783     }
784
785
786     case (4): {
787         this->tile_resource_scalar = 1.3;
788
789         break;
790     }
791
792
793     default: {
794         this->tile_resource_scalar = 1;
795     }
796 }
797
798 this->position_x = position_x;
799 this->position_y = position_y;
800
801 this->game_phase = "build settlement";
802
803 this->__setUpProductionMenu();
804 this->__setUpUpgradeMenu();
805 this->__setUpDispatchIllustration();
806
807 std::cout << "TileImprovement constructed at " << this << std::endl;
808
809 return;
810 } /* TileImprovement() */

```

#### 4.13.2.2 ~TileImprovement()

```

TileImprovement::~TileImprovement (
    void ) [virtual]

```

Destructor for the [TileImprovement](#) class.

```

1043 {
1044     std::cout << "TileImprovement at " << this << " destroyed" << std::endl;
1045
1046     return;
1047 } /* ~TileImprovement() */

```

### 4.13.3 Member Function Documentation

#### 4.13.3.1 \_\_breakdown()

```
void TileImprovement::__breakdown (
    void ) [protected]
```

Helper method to trigger an equipment breakdown.

```
431 {
432     this->is_broken = true;
433     this->is_running = false;
434     this->assets_manager_ptr->getSound("breakdown")->play();
435
436     return;
437 } /* __breakdown() */
```

#### 4.13.3.2 \_\_closeProductionMenu()

```
void TileImprovement::__closeProductionMenu (
    void ) [protected]
```

Helper method to close the production menu.

```
407 {
408     if (not this->production_menu_open) {
409         return;
410     }
411
412     this->production_menu_open = false;
413     this->assets_manager_ptr->getSound("build menu close")->play();
414
415     return;
416 } /* __closeProductionMenu() */
```

#### 4.13.3.3 \_\_closeUpgradeMenu()

```
void TileImprovement::__closeUpgradeMenu (
    void ) [protected]
```

Helper method to close the build menu.

```
516 {
517     if (not this->upgrade_menu_open) {
518         return;
519     }
520
521     this->upgrade_menu_open = false;
522     this->assets_manager_ptr->getSound("build menu close")->play();
523
524     return;
525 } /* __closeUpgradeMenu() */
```

## 4.13.3.4 \_\_drawDispatch()

```
void TileImprovement::__drawDispatch (
    void ) [protected]
```

Helper method to draw dispatch illustration.

```
647 {
648     double alpha = 255 * pow(cos((0.5 * M_PI * this->frame) / FRAMES_PER_SECOND), 2);
649
650
651     // 1. dispatch backing
652     sf::Color backing_colour = this->dispatch_backing.getFillColor();
653
654     backing_colour.a = alpha;
655
656     this->dispatch_backing.setFillColor(backing_colour);
657     this->dispatch_backing.setOutlineColor(sf::Color(0, 0, 0, alpha));
658
659     this->render_window_ptr->draw(this->dispatch_backing);
660
661
662     // 2. dispatch text
663     this->dispatch_text.setOrigin(
664         this->dispatch_text.getLocalBounds().width / 2,
665         this->dispatch_text.getLocalBounds().height / 2
666     );
667
668     this->dispatch_text.setFillColor(
669         sf::Color(0, 0, 0, alpha)
670     );
671
672     this->render_window_ptr->draw(this->dispatch_text);
673
674     return;
675 } /* __drawDispatch() */
```

## 4.13.3.5 \_\_handleKeyPressEvents()

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

Helper method to handle key press events.

```
277 {
278     if (this->tile_improvement_type == TileImprovementType :: SETTLEMENT) {
279         return;
280     }
281
282     if (this->just_built) {
283         return;
284     }
285
286     switch (this->event_ptr->key.code) {
287         case (sf::Keyboard::E): {
288             if (this->is_broken) {
289                 this->assets_manager_ptr->getSound("breakdown")->play();
290             }
291
292             else {
293                 this->__openProductionMenu();
294             }
295
296             break;
297         }
298
299
300         case (sf::Keyboard::R): {
301             if (this->is_broken) {
302                 this->__repair();
303             }
304
305             break;
306         }
307
308
309         default: {
```

```

310             // do nothing!
311
312             break;
313         }
314     }
315
316     return;
317 } /* __handleKeyPressEvents() */

```

#### 4.13.3.6 \_\_handleMouseButtonEvents()

```

void TileImprovement::__handleMouseButtonEvents (
    void ) [protected]

```

Helper method to handle mouse button events.

```

332 {
333     if (this->tile_improvement_type == TileImprovementType :: SETTLEMENT) {
334         return;
335     }
336
337     if (this->just_built) {
338         return;
339     }
340
341     switch (this->event_ptr->mouseButton.button) {
342         case (sf::Mouse::Left): {
343             //...
344
345             break;
346         }
347
348         case (sf::Mouse::Right): {
349             //...
350
351             break;
352         }
353     }
354
355     default: {
356         // do nothing!
357
358         break;
359     }
360 }
361
362 return;
363 } /* __handleMouseButtonEvents() */

```

#### 4.13.3.7 \_\_openProductionMenu()

```

void TileImprovement::__openProductionMenu (
    void ) [protected]

```

Helper method to open the production menu.

```

379 {
380     if (this->production_menu_open) {
381         return;
382     }
383
384     if (this->upgrade_menu_open) {
385         this->__closeUpgradeMenu();
386     }
387
388     this->production_menu_open = true;
389     this->assets_manager_ptr->getSound("build menu open")->play();
390
391     return;
392 } /* __openProductionMenu() */

```

#### 4.13.3.8 \_\_openUpgradeMenu()

```
void TileImprovement::__openUpgradeMenu (
    void ) [protected]
```

Helper method to open the upgrade menu.

```
488 {
489     if (this->upgrade_menu_open) {
490         return;
491     }
492     if (this->production_menu_open) {
493         this->__closeProductionMenu();
494     }
495     this->upgrade_menu_open = true;
496     this->assets_manager_ptr->getSound("build menu open")->play();
497     return;
498 }
499
500 /* __openUpgradeMenu() */
501 }
```

#### 4.13.3.9 \_\_repair()

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

Helper method to repair a tile improvement.

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), and [DieselGenerator](#).

```
452 {
453     this->health = 100;
454     if (this->is_broken) {
455         this->is_broken = false;
456         this->assets_manager_ptr->getSound("positive notification")->play();
457     }
458     if (this->tile_improvement_sprite_static.getTexture() != NULL) {
459         this->tile_improvement_sprite_static.setColor(sf::Color(255, 255, 255, 255));
460     }
461     else {
462         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
463             this->tile_improvement_sprite_animated[i].setColor(
464                 sf::Color(255, 255, 255, 255)
465             );
466         }
467     }
468     return;
469 }
470
471 /* __repair() */
472 }
```

#### 4.13.3.10 \_\_sendCreditsSpentMessage()

```
void TileImprovement::__sendCreditsSpentMessage (
    int credits_spent ) [protected]
```

Helper method to format and send a credits spent message.

##### Parameters

<i>credits_spent</i>	The number of credits that were spent.
----------------------	--

```

593 {
594     Message credits_spent_message;
595
596     credits_spent_message.channel = GAME_CHANNEL;
597     credits_spent_message.subject = "credits spent";
598
599     credits_spent_message.int_payload["credits spent"] = credits_spent;
600
601     this->message_hub_ptr->sendMessage(credits_spent_message);
602
603     std::cout << "Credits spent (" << credits_spent << ") message sent by " << this
604               << std::endl;
605     return;
606 } /* __sendCreditsSpentMessage() */

```

#### 4.13.3.11 \_\_sendGameStateRequest()

```

void TileImprovement::__sendGameStateRequest (
    void ) [protected]

```

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

```

566 {
567     Message game_state_request;
568
569     game_state_request.channel = GAME_CHANNEL;
570     game_state_request.subject = "state request";
571
572     this->message_hub_ptr->sendMessage(game_state_request);
573
574     std::cout << "Game state request message sent by " << this << std::endl;
575     return;
576 } /* __sendGameStateRequest() */

```

#### 4.13.3.12 \_\_sendInsufficientCreditsMessage()

```

void TileImprovement::__sendInsufficientCreditsMessage (
    void ) [protected]

```

Helper method to format and send an insufficient credits message.

```

621 {
622     Message insufficient_credits_message;
623
624     insufficient_credits_message.channel = GAME_CHANNEL;
625     insufficient_credits_message.subject = "insufficient credits";
626
627     this->message_hub_ptr->sendMessage(insufficient_credits_message);
628
629     std::cout << "Insufficient credits message sent by " << this << std::endl;
630
631     return;
632 } /* __sendInsufficientCreditsMessage() */

```

#### 4.13.3.13 \_\_sendTileStateRequest()

```

void TileImprovement::__sendTileStateRequest (
    void ) [protected]

```

Helper method to format and send a request for the parent [HexTile](#) to send a tile state message.

```

541 {
542     Message tile_state_request;
543
544     tile_state_request.channel = TILE_STATE_CHANNEL;
545     tile_state_request.subject = "state request";
546
547     this->message_hub_ptr->sendMessage(tile_state_request);
548
549     std::cout << "Tile state request sent by " << this << std::endl;
550     return;
551 } /* __sendTileStateRequest() */

```

**4.13.3.14 \_\_setUpDispatchIllustration()**

```
void TileImprovement::__setUpDispatchIllustration (
    void ) [protected]
```

Helper method to set up and position dispatch assets (drawable).

```
178 {
179     // 1. set up backing
180     this->dispatch_backing.setRadius(16);
181
182     this->dispatch_backing.setOrigin(
183         this->dispatch_backing.getLocalBounds().width / 2,
184         this->dispatch_backing.getLocalBounds().height / 2
185     );
186
187     this->dispatch_backing.setPosition(
188         this->position_x,
189         this->position_y
190     );
191
192     this->dispatch_backing.setFillColor(RESOURCE_CHIP_GREY);
193     this->dispatch_backing.setOutlineThickness(1);
194     this->dispatch_backing.setOutlineColor(sf::Color(0, 0, 0, 255));
195
196
197     // 2. set up text
198     this->dispatch_text.setFont(*(assets_manager_ptr->getFont("DroidSansMono")));
199     this->dispatch_text.setFillColor(sf::Color(0, 0, 0, 255));
200     this->dispatch_text.setCharacterSize(16);
201     this->dispatch_text.setPosition(
202         this->position_x,
203         this->position_y - 4
204     );
205
206     return;
207 } /* __setUpDispatchIllustration() */
```

**4.13.3.15 \_\_setUpProductionMenu()**

```
void TileImprovement::__setUpProductionMenu (
    void ) [protected]
```

Helper method to set up and position production menu assets (drawable).

```
68 {
69     // 1. set up and place production menu backing and text
70     this->production_menu_backing.setSize(sf::Vector2f(400, 256));
71     this->production_menu_backing.setOrigin(200, 128);
72     this->production_menu_backing.setPosition(400, 400);
73     this->production_menu_backing.setFillColor(MONOCROME_SCREEN_BACKGROUND);
74     this->production_menu_backing.setOutlineColor(MENU_FRAME_GREY);
75     this->production_menu_backing.setOutlineThickness(4);
76
77     this->production_menu_backing_text.setString("**** PRODUCTION MENU ****");
78     this->production_menu_backing_text.setFont(
79         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220"))
80     );
81     this->production_menu_backing_text.setCharacterSize(16);
82     this->production_menu_backing_text.setFillColor(MONOCROME_TEXT_GREEN);
83     this->production_menu_backing_text.setOrigin(
84         this->production_menu_backing_text.getLocalBounds().width / 2, 0
85     );
86     this->production_menu_backing_text.setPosition(400, 400 - 128 + 4);
87
88     return;
89 } /* __setUpProductionMenu() */
```

#### 4.13.3.16 \_\_setUpUpgradeMenu()

```
void TileImprovement::__setUpUpgradeMenu (
    void ) [protected]
```

Helper method to set up and position upgrade menu assets (drawable).

```
104 {
105     // 1. set up and place upgrade menu backing and text
106     this->upgrade_menu_backing.setSize(sf::Vector2f(400, 256));
107     this->upgrade_menu_backing.setOrigin(200, 128);
108     this->upgrade_menu_backing.setPosition(400, 400);
109     this->upgrade_menu_backing.setFillColor(MONOCHROME_SCREEN_BACKGROUND);
110     this->upgrade_menu_backing.setOutlineColor(MENU_FRAME_GREY);
111     this->upgrade_menu_backing.setOutlineThickness(4);
112
113     this->upgrade_menu_backing_text.setString("**** UPGRADE MENU ****");
114     this->upgrade_menu_backing_text.setFont(
115         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220"))
116     );
117     this->upgrade_menu_backing_text.setCharacterSize(16);
118     this->upgrade_menu_backing_text.setFillColor(MONOCHROME_TEXT_GREEN);
119     this->upgrade_menu_backing_text.setOrigin(
120         this->upgrade_menu_backing_text.getLocalBounds().width / 2, 0
121     );
122     this->upgrade_menu_backing_text.setPosition(400, 400 - 128 + 4);
123
124
125     // 2. set up and place storage upgrade sprite (with upgrade plus)
126     this->storage_upgrade_sprite = sf::Sprite(
127         *(this->assets_manager_ptr->getTexture("energy storage system"))
128     );
129
130     this->storage_upgrade_sprite.setOrigin(
131         this->storage_upgrade_sprite.getLocalBounds().width / 2,
132         this->storage_upgrade_sprite.getLocalBounds().height
133     );
134
135     this->storage_upgrade_sprite.setPosition(400 + 100, 400 - 32);
136
137     this->upgrade_plus_sprite = sf::Sprite(
138         *(this->assets_manager_ptr->getTexture("upgrade plus"))
139     );
140
141     this->upgrade_plus_sprite.setOrigin(
142         this->upgrade_plus_sprite.getLocalBounds().width / 2,
143         this->upgrade_plus_sprite.getLocalBounds().height / 2
144     );
145
146     this->upgrade_plus_sprite.setPosition(400 + 130, 400 - 64);
147
148
149     // 3. set up and place upgrade arrow sprite
150     this->upgrade_arrow_sprite = sf::Sprite(
151         *(this->assets_manager_ptr->getTexture("upgrade arrow"))
152     );
153
154     this->upgrade_arrow_sprite.setOrigin(
155         this->upgrade_arrow_sprite.getLocalBounds().width / 2,
156         this->upgrade_arrow_sprite.getLocalBounds().height / 2
157     );
158
159     this->upgrade_arrow_sprite.setPosition(400 - 64, 400 - 64);
160
161     return;
162 } /* __setUpUpgradeMenu() */
```

#### 4.13.3.17 \_\_upgradeStorageCapacity()

```
void TileImprovement::__upgradeStorageCapacity (
    void ) [protected]
```

Helper method to upgrade storage capacity.

```
222 {
223     if (this->credits < ENERGY_STORAGE_SYSTEM_BUILD_COST) {
```



```

224         std::cout << "Cannot add energy storage: insufficient credits (need "
225             << ENERGY_STORAGE_SYSTEM_BUILD_COST << " K)" << std::endl;
226
227         this->__sendInsufficientCreditsMessage();
228         return;
229     }
230
231     if (this->storage_level >= MAX_STORAGE_LEVELS) {
232         return;
233     }
234
235     this->storage_level++;
236     this->storage_kWh += 200;
237
238     this->storage_upgrade_sprite_vec.push_back(
239         sf::Sprite(
240             *(this->assets_manager_ptr->getTexture("storage_level"))
241         )
242     );
243
244     this->storage_upgrade_sprite_vec.back().setOrigin(
245         this->storage_upgrade_sprite_vec.back().getLocalBounds().width / 2,
246         this->storage_upgrade_sprite_vec.back().getLocalBounds().height
247     );
248
249     this->storage_upgrade_sprite_vec.back().setPosition(
250         this->position_x + 18,
251         this->position_y + 25 - 7 * this->storage_upgrade_sprite_vec.size()
252     );
253
254     this->just_upgraded = true;
255
256     this->assets_manager_ptr->getSound("upgrade")->play();
257
258     this->__sendCreditsSpentMessage(ENERGY_STORAGE_SYSTEM_BUILD_COST);
259     this->__sendTileStateRequest();
260
261     return;
262 } /* __upgradeStorageCapacity() */

```

#### 4.13.3.18 advanceTurn()

```

virtual void TileImprovement::advanceTurn (
    void ) [inline], [virtual]

```

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), and [DieselGenerator](#).

```
191 {return;}
```

#### 4.13.3.19 draw()

```

void TileImprovement::draw (
    void ) [virtual]

```

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

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), [Settlement](#), [EnergyStorageSystem](#), and [DieselGenerator](#).

```

914 {
915     if (this->tile_improvement_sprite_static.getTexture() != NULL) {
916         int alpha = this->tile_improvement_sprite_static.getColor().a;
917
918         alpha += 0.08 * FRAMES_PER_SECOND;
919
920         this->tile_improvement_sprite_static.setColor(
921             sf::Color(255, 255, 255, alpha)
922         );
923
924         this->tile_improvement_sprite_static.move(0, 50 * SECONDS_PER_FRAME);

```

```

925
926     if (
927         (alpha >= 255) or
928         (this->tile_improvement_sprite_static.getPosition().y >= this->position_y + 12)
929     ) {
930         this->tile_improvement_sprite_static.setColor(
931             sf::Color(255, 255, 255, 255)
932         );
933
934         this->tile_improvement_sprite_static.setPosition(
935             this->position_x,
936             this->position_y + 12
937         );
938
939         this->just_built = false;
940         this->assets_manager_ptr->getSound("place improvement")->play();
941     }
942
943     this->render_window_ptr->draw(this->tile_improvement_sprite_static);
944 }
945
946
947 else {
948     int alpha = 0;
949
950     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
951         alpha = this->tile_improvement_sprite_animated[i].getColor().a;
952
953         alpha += 0.08 * FRAMES_PER_SECOND;
954
955         this->tile_improvement_sprite_animated[i].setColor(
956             sf::Color(255, 255, 255, alpha)
957         );
958
959         this->tile_improvement_sprite_animated[i].move(0, 50 * SECONDS_PER_FRAME);
960
961         if (
962             (alpha >= 255) or
963             (this->tile_improvement_sprite_animated[i].getPosition().y >= this->position_y + 12)
964         ) {
965             this->tile_improvement_sprite_animated[i].setColor(
966                 sf::Color(255, 255, 255, 255)
967             );
968
969             this->tile_improvement_sprite_animated[i].setPosition(
970                 this->position_x,
971                 this->position_y + 12
972             );
973         }
974
975         this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
976     }
977
978     if (
979         (alpha >= 255) or
980         (this->tile_improvement_sprite_animated[0].getPosition().y >= this->position_y + 12)
981     ) {
982         this->just_built = false;
983         this->assets_manager_ptr->getSound("place improvement")->play();
984
985         switch (this->tile_improvement_type) {
986             case (TileImprovementType :: WIND_TURBINE): {
987                 for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
988                     this->tile_improvement_sprite_animated[i].setOrigin(32, 32);
989                     this->tile_improvement_sprite_animated[i].move(0, -32);
990                 }
991
992                 break;
993             }
994
995             case (TileImprovementType :: TIDAL_TURBINE): {
996                 for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
997                     this->tile_improvement_sprite_animated[i].setOrigin(32, 45);
998                     this->tile_improvement_sprite_animated[i].move(0, -19);
999                 }
1000
1001                 break;
1002             }
1003
1004             case (TileImprovementType :: WAVE_ENERGY_CONVERTER): {
1005                 for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1006                     this->tile_improvement_sprite_animated[i].setOrigin(32, 32);
1007                     this->tile_improvement_sprite_animated[i].move(0, -32);
1008                 }
1009             }
1010         }
1011

```

```

1012             break;
1013         }
1014
1015
1016         default: {
1017             // do nothing!
1018
1019             break;
1020         }
1021     }
1022 }
1023 }
1024
1025
1026     this->frame++;
1027     return;
1028 } /* draw() */

```

#### 4.13.3.20 getTileOptionsSubstring()

```

virtual std::string TileImprovement::getTileOptionsSubstring (
    void ) [inline], [virtual]

```

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), [Settlement](#), [EnergyStorageSystem](#), and [DieselGenerator](#).

```

195 {return "";}

```

#### 4.13.3.21 processEvent()

```

void TileImprovement::processEvent (
    void ) [virtual]

```

Method to process [TileImprovement](#). To be called once per event.

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), [Settlement](#), [EnergyStorageSystem](#), and [DieselGenerator](#).

```

854 {
855     if (this->event_ptr->type == sf::Event::KeyPressed) {
856         this->__handleKeyPressEvents();
857     }
858
859     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
860         this->__handleMouseButtonEvents();
861     }
862
863     return;
864 } /* processEvent() */

```

#### 4.13.3.22 processMessage()

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

Method to process [TileImprovement](#). To be called once per message.

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), [Settlement](#), [EnergyStorageSystem](#), and [DieselGenerator](#).

```
879 {
880     if (not this->message_hub_ptr->isEmpty(GAME_STATE_CHANNEL)) {
881         Message game_state_message = this->message_hub_ptr->receiveMessage(
882             GAME_STATE_CHANNEL
883         );
884
885         if (game_state_message.subject == "turn advance") {
886             this->credits = game_state_message.int_payload["credits"];
887             this->month = game_state_message.int_payload["month"];
888             this->demand_MWh = game_state_message.int_payload["demand_MWh"];
889
890             this->advanceTurn();
891
892             this->message_hub_ptr->incrementMessageRead(GAME_STATE_CHANNEL);
893             std::cout << "Turn advance message read and passed by " << this << std::endl;
894         }
895     }
896
897     return;
898 } /* processMessage() */
```

#### 4.13.3.23 setIsSelected()

```
void TileImprovement::setIsSelected (
    bool is_selected ) [virtual]
```

Method to set the is selected attribute.

##### Parameters

<i>is_selected</i>	The value to set the is selected attribute to.
--------------------	--

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), [Settlement](#), [EnergyStorageSystem](#), and [DieselGenerator](#).

```
827 {
828     this->is_selected = is_selected;
829
830     if ((not is_selected) and this->production_menu_open) {
831         this->__closeProductionMenu();
832     }
833
834     if ((not is_selected) and this->upgrade_menu_open) {
835         this->__closeUpgradeMenu();
836     }
837
838     return;
839 } /* setIsSelected() */
```

#### 4.13.3.24 update()

```
virtual void TileImprovement::update (
    void ) [inline], [virtual]
```

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), and [SolarPV](#).  
193 `{return;}`

## 4.13.4 Member Data Documentation

### 4.13.4.1 assets\_manager\_ptr

`AssetsManager* TileImprovement::assets_manager_ptr` [protected]

A pointer to the assets manager.

### 4.13.4.2 credits

`int TileImprovement::credits`

The current balance of credits.

### 4.13.4.3 demand\_MWh

`int TileImprovement::demand_MWh`

The current demand [MWh].

### 4.13.4.4 demand\_vec\_MWh

`std::vector<double> TileImprovement::demand_vec_MWh`

A vector of daily demands [MWh] for the current month.

### 4.13.4.5 dispatch\_backing

`sf::CircleShape TileImprovement::dispatch_backing`

A backing circle for dispatch text illustration.

#### 4.13.4.6 dispatch\_text

```
sf::Text TileImprovement::dispatch_text
```

Text for illustrating dispatch.

#### 4.13.4.7 event\_ptr

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

A pointer to the event class.

#### 4.13.4.8 frame

```
unsigned long long int TileImprovement::frame
```

The current frame of this object.

#### 4.13.4.9 game\_phase

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

The current phase of the game.

#### 4.13.4.10 health

```
int TileImprovement::health
```

The health of the improvement.

#### 4.13.4.11 is\_broken

```
bool TileImprovement::is_broken
```

A boolean which indicated whether or not improvement is broken.

#### 4.13.4.12 is\_running

```
bool TileImprovement::is_running
```

A boolean which indicates whether or not the improvement is running.

#### 4.13.4.13 is\_selected

```
bool TileImprovement::is_selected
```

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

#### 4.13.4.14 just\_built

```
bool TileImprovement::just_built
```

A boolean which indicates that the improvement was just built.

#### 4.13.4.15 just\_upgraded

```
bool TileImprovement::just_upgraded
```

A boolean which indicates that the improvement was just upgraded.

#### 4.13.4.16 message\_hub\_ptr

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

A pointer to the message hub.

#### 4.13.4.17 month

```
int TileImprovement::month
```

The current month of play.

#### 4.13.4.18 operation\_maintenance\_cost

```
int TileImprovement::operation_maintenance_cost
```

The operation and maintenance costs for this turn.

#### 4.13.4.19 position\_x

```
double TileImprovement::position_x
```

The x position of the tile improvement.

#### 4.13.4.20 position\_y

```
double TileImprovement::position_y
```

The y position of the tile improvement.

#### 4.13.4.21 production\_menu\_backing

```
sf::RectangleShape TileImprovement::production_menu_backing
```

A backing for the production menu.

#### 4.13.4.22 production\_menu\_backing\_text

```
sf::Text TileImprovement::production_menu_backing_text
```

Text for the production menu backing.

#### 4.13.4.23 production\_menu\_open

```
bool TileImprovement::production_menu_open
```

A boolean which indicates whether or not the production menu is open.



#### 4.13.4.24 render\_window\_ptr

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

A pointer to the render window.

#### 4.13.4.25 storage\_kWh

```
int TileImprovement::storage_kWh
```

The rated energy capacity [kWh] of the storage.

#### 4.13.4.26 storage\_level

```
int TileImprovement::storage_level
```

The level of storage installed alongside the tile improvement.

#### 4.13.4.27 storage\_upgrade\_sprite

```
sf::Sprite TileImprovement::storage_upgrade_sprite
```

A sprite for illustrating storage (in upgrade menu).

#### 4.13.4.28 storage\_upgrade\_sprite\_vec

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

A vector of sprites for illustrating the storage upgrade level (on tile).

#### 4.13.4.29 tile\_improvement\_sprite\_animated

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

An animated sprite, for the [ContextMenu](#) visual screen.

#### 4.13.4.30 tile\_improvement\_sprite\_static

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

A static sprite, for decorating the tile.

#### 4.13.4.31 tile\_improvement\_string

```
std::string TileImprovement::tile_improvement_string
```

A string representation of the tile improvement type.

#### 4.13.4.32 tile\_improvement\_type

```
TileImprovementType TileImprovement::tile_improvement_type
```

The type of the tile improvement.

#### 4.13.4.33 tile\_resource

```
int TileImprovement::tile_resource
```

The renewable resource quality of the tile.

#### 4.13.4.34 tile\_resource\_scalar

```
double TileImprovement::tile_resource_scalar
```

A scalar associated with the renewable resource quality.

#### 4.13.4.35 upgrade\_arrow\_sprite

```
sf::Sprite TileImprovement::upgrade_arrow_sprite
```

An upgrade arrow sprite.

**4.13.4.36 upgrade\_frame**

```
int TileImprovement::upgrade_frame
```

The frame of the upgrade animation.

**4.13.4.37 upgrade\_level**

```
int TileImprovement::upgrade_level
```

The upgrade level of the improvement.

**4.13.4.38 upgrade\_menu\_backing**

```
sf::RectangleShape TileImprovement::upgrade_menu_backing
```

A backing for the upgrade menu.

**4.13.4.39 upgrade\_menu\_backing\_text**

```
sf::Text TileImprovement::upgrade_menu_backing_text
```

Text for the upgrade menu backing.

**4.13.4.40 upgrade\_menu\_open**

```
bool TileImprovement::upgrade_menu_open
```

A boolean which indicates whether or not the build menu is open.

**4.13.4.41 upgrade\_plus\_sprite**

```
sf::Sprite TileImprovement::upgrade_plus_sprite
```

An upgrade plus sprite.

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

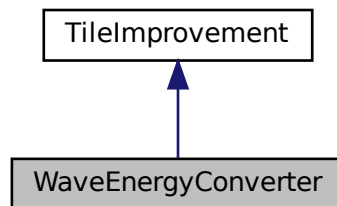
- header/[TileImprovement.h](#)
- source/[TileImprovement.cpp](#)

## 4.14 WaveEnergyConverter Class Reference

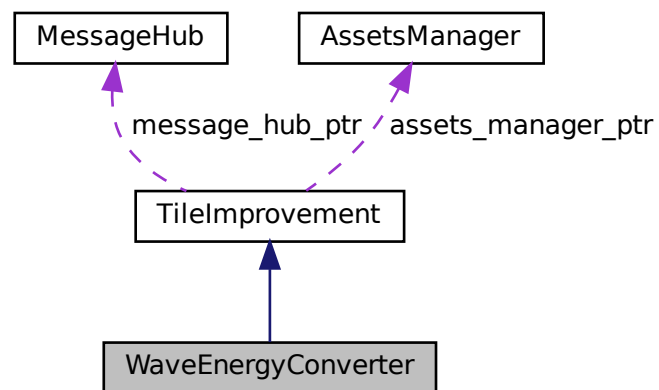
A settlement class (child class of [TileImprovement](#)).

```
#include <WaveEnergyConverter.h>
```

Inheritance diagram for WaveEnergyConverter:



Collaboration diagram for WaveEnergyConverter:



### Public Member Functions

- [WaveEnergyConverter](#) (double, double, int, sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor for the [WaveEnergyConverter](#) class.*
- std::string [getTileOptionsSubstring](#) (void)  
*Helper method to assemble and return tile options substring.*
- void [setIsSelected](#) (bool)  
*Method to set the is selected attribute.*

- void [advanceTurn](#) (void)  
*Method to handle turn advance.*
- void [update](#) (void)  
*Method to trigger production and dispatchable updates.*
- void [processEvent](#) (void)  
*Method to process [WaveEnergyConverter](#). To be called once per event.*
- void [processMessage](#) (void)  
*Method to process [WaveEnergyConverter](#). 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 [~WaveEnergyConverter](#) (void)  
*Destructor for the [WaveEnergyConverter](#) class.*

## Public Attributes

- int [capacity\\_kW](#)  
*The rated production capacity [kW] of the solar PV array.*
- int [production\\_MWh](#)  
*The current production [MWh] of the solar PV array.*
- int [dispatch\\_MWh](#)  
*The current dispatch [MWh] of the solar PV array.*
- int [dispatchable\\_MWh](#)  
*The amount of production that is directly dispatchable to the grid (i.e. production correlated with demand).*
- double [max\\_daily\\_production\\_MWh](#)  
*The maximum daily production [MWh] of the solar PV array.*
- double [bobbing\\_y](#)  
*The bobbing extent of the wave energy converter.*
- std::vector< double > [capacity\\_factor\\_vec](#)  
*A vector of daily capacity factors for the current month.*
- std::vector< double > [production\\_vec\\_MWh](#)  
*A vector of daily production [MWh] for the current month.*
- std::vector< double > [dispatch\\_vec\\_MWh](#)  
*A vector of daily dispatch [MWh] for the current month.*

## Private Member Functions

- void [\\_\\_setUpTileImprovementSpriteAnimated](#) (void)  
*Helper method to set up tile improvement sprite (static).*
- void [\\_\\_drawProductionMenu](#) (void)  
*Helper method to draw production menu assets.*
- void [\\_\\_upgradePowerCapacity](#) (void)  
*Helper method to upgrade power capacity.*
- void [\\_\\_computeProductionCosts](#) (void)  
*Helper method to compute production costs (O&M) based on current production level.*
- void [\\_\\_breakdown](#) (void)  
*Helper method to trigger an equipment breakdown.*
- void [\\_\\_repair](#) (void)  
*Helper method to repair the wave energy converter.*
- void [\\_\\_computeCapacityFactors](#) (void)

- Helper method to compute capacity factors.*
- void [\\_\\_computeProduction](#) (void)
- Helper method to compute production values.*
- void [\\_\\_computeDispatch](#) (void)
- Helper method to compute dispatch values.*
- void [\\_\\_handleKeyPressEvents](#) (void)
- Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)
- Helper method to handle mouse button events.*
- void [\\_\\_drawUpgradeOptions](#) (void)
- Helper method to set up and draw upgrade options.*
- void [\\_\\_sendImprovementStateMessage](#) (void)
- Helper method to format and sent improvement state message.*

## Additional Inherited Members

### 4.14.1 Detailed Description

A settlement class (child class of [TileImprovement](#)).

### 4.14.2 Constructor & Destructor Documentation

#### 4.14.2.1 WaveEnergyConverter()

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

Constructor for the [WaveEnergyConverter](#) class.

Ref: [Wikipedia](#) [2023]

#### Parameters

<i>position_x</i>	The x position of the tile.
<i>position_y</i>	The y position of the tile.
<i>tile_resource</i>	The renewable resource quality of the tile.
<i>event_ptr</i>	Pointer to the event class.
<i>render_window_ptr</i>	Pointer to the render window.
<i>assets_manager_ptr</i>	Pointer to the assets manager.
<i>message_hub_ptr</i>	Pointer to the message hub.

```

763 :
764 TileImprovement (
765     position_x,
766     position_y,
767     tile_resource,
768     event_ptr,
769     render_window_ptr,
770     assets_manager_ptr,
771     message_hub_ptr
772 )
773 {
774     // 1. set attributes
775
776     // 1.1. private
777     //...
778
779     // 1.2. public
780     this->tile_improvement_type = TileImprovementType :: WAVE_ENERGY_CONVERTER;
781
782     this->is_running = false;
783
784     this->health = 100;
785
786     this->capacity_kW = 100;
787     this->upgrade_level = 1;
788
789     this->storage_kWh = 0;
790     this->storage_level = 0;
791
792     this->production_MWh = 0;
793     this->dispatch_MWh = 0;
794     this->dispatchable_MWh = 0;
795
796     this->max_daily_production_MWh = (double)(24 * this->capacity_kW) / 1000;
797
798     this->bobbing_y = 4;
799
800     this->capacity_factor_vec.resize(30, 0);
801     this->production_vec_MWh.resize(30, 0);
802     this->dispatch_vec_MWh.resize(30, 0);
803
804     this->tile_improvement_string = "WAVE ENERGY";
805
806     this->__setUpTileImprovementSpriteAnimated();
807     this->__computeCapacityFactors();
808     this->update();
809
810     std::cout << "WaveEnergyConverter constructed at " << this << std::endl;
811
812     return;
813 } /* WaveEnergyConverter() */

```

#### 4.14.2.2 ~WaveEnergyConverter()

```

WaveEnergyConverter::~WaveEnergyConverter (
    void ) [virtual]

```

Destructor for the [WaveEnergyConverter](#) class.

```

1182 {
1183     std::cout << "WaveEnergyConverter at " << this << " destroyed" << std::endl;
1184
1185     return;
1186 } /* ~WaveEnergyConverter() */

```

#### 4.14.3 Member Function Documentation

#### 4.14.3.1 \_\_breakdown()

```
void WaveEnergyConverter::__breakdown (
    void ) [private]
```

Helper method to trigger an equipment breakdown.

```
250 {
251     TileImprovement :: __breakdown();
252
253     this->production_MWh = 0;
254     this->dispatch_MWh = 0;
255     this->dispatchable_MWh = 0;
256     this->operation_maintenance_cost = 0;
257
258     return;
259 } /* __breakdown() */
```

#### 4.14.3.2 \_\_computeCapacityFactors()

```
void WaveEnergyConverter::__computeCapacityFactors (
    void ) [private]
```

Helper method to compute capacity factors.

```
307 {
308     unsigned seed = std::chrono::system_clock::now().time_since_epoch().count();
309     std::default_random_engine generator(seed);
310
311     double mean =
312         this->tile_resource_scalar * MEAN_DAILY_WAVE_CAPACITY_FACTORS[this->month - 1];
313
314     double stdev = STDEV_DAILY_WAVE_CAPACITY_FACTORS[this->month - 1];
315
316     if (this->tile_resource_scalar > 1) {
317         stdev /= this->tile_resource_scalar;
318     }
319
320     std::normal_distribution<double> normal_dist(mean, stdev);
321
322     double capacity_factor = 0;
323
324     for (int i = 0; i < 30; i++) {
325         capacity_factor = normal_dist(generator);
326
327         if (capacity_factor < 0) {
328             capacity_factor = 0;
329         }
330
331         this->capacity_factor_vec[i] = capacity_factor;
332     }
333
334     return;
335 } /* __computeCapacityFactors() */
```

#### 4.14.3.3 \_\_computeDispatch()

```
void WaveEnergyConverter::__computeDispatch (
    void ) [private]
```

Helper method to compute dispatch values.

```
378 {
379     double stored_energy_MWh = 0;
380     double storage_capacity_MWh = (double)(this->storage_kWh) / 1000;
381
382     double demand_MWh = 0;
383     double production_MWh = 0;
384     double dispatchable_MWh = 0;
```



```

385     double difference_MWh = 0;
386
387     double room_MWh = 0;
388
389     for (int i = 0; i < 30; i++) {
390         demand_MWh = this->demand_vec_MWh[i];
391         production_MWh = this->production_vec_MWh[i];
392
393         if (production_MWh <= demand_MWh) {
394             this->dispatch_vec_MWh[i] = production_MWh;
395             dispatchable_MWh += this->dispatch_vec_MWh[i];
396
397             difference_MWh = demand_MWh - production_MWh;
398
399             if ((storage_capacity_MWh > 0) and (stored_energy_MWh > 0)) {
400                 if (difference_MWh > stored_energy_MWh) {
401                     this->dispatch_vec_MWh[i] += stored_energy_MWh;
402                     dispatchable_MWh += stored_energy_MWh;
403                     stored_energy_MWh = 0;
404                 }
405
406                 else {
407                     this->dispatch_vec_MWh[i] += difference_MWh;
408                     dispatchable_MWh += difference_MWh;
409                     stored_energy_MWh -= difference_MWh;
410                 }
411             }
412         }
413
414         else {
415             this->dispatch_vec_MWh[i] = demand_MWh;
416             dispatchable_MWh += this->dispatch_vec_MWh[i];
417
418             difference_MWh = production_MWh - demand_MWh;
419
420             if (
421                 (storage_capacity_MWh > 0) and
422                 (stored_energy_MWh < storage_capacity_MWh)
423             ) {
424                 room_MWh = storage_capacity_MWh - stored_energy_MWh;
425
426                 if (difference_MWh > room_MWh) {
427                     stored_energy_MWh += room_MWh;
428                 }
429
430                 else {
431                     stored_energy_MWh += difference_MWh;
432                 }
433             }
434         }
435     }
436
437     this->dispatchable_MWh = round(dispatchable_MWh);
438
439     if (this->dispatch_MWh != this->dispatchable_MWh) {
440         this->dispatch_MWh = this->dispatchable_MWh;
441     }
442
443     return;
444 } /* __computeDispatch() */

```

#### 4.14.3.4 \_\_computeProduction()

```

void WaveEnergyConverter::__computeProduction (
    void ) [private]

```

Helper method to compute production values.

```

350 {
351     double production_MWh = 0;
352
353     for (int i = 0; i < 30; i++) {
354         this->production_vec_MWh[i] =
355             this->max_daily_production_MWh * this->capacity_factor_vec[i];
356
357         production_MWh += this->production_vec_MWh[i];
358     }
359
360     this->production_MWh = round(production_MWh);

```

```

361
362     return;
363 } /* __computeProduction() */

```

#### 4.14.3.5 \_\_computeProductionCosts()

```

void WaveEnergyConverter::__computeProductionCosts (
    void ) [private]

```

Helper method to compute production costs (O&M) based on current production level.

```

229 {
230     double operation_maintenance_cost =
231         (this->production_MWh * WAVE_OP_MAINT_COST_PER_MWH_PRODUCTION) / 1000;
232     this->operation_maintenance_cost = round(operation_maintenance_cost);
233
234     return;
235 } /* __computeProductionCosts() */

```

#### 4.14.3.6 \_\_drawProductionMenu()

```

void WaveEnergyConverter::__drawProductionMenu (
    void ) [private]

```

Helper method to draw production menu assets.

```

114 {
115     // 1. draw static sprite
116     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
117         sf::Vector2f initial_position = this->tile_improvement_sprite_animated[i].getPosition();
118         this->tile_improvement_sprite_animated[i].setPosition(400 - 138, 400 + 16);
119
120         sf::Color initial_colour = this->tile_improvement_sprite_animated[i].getColor();
121         this->tile_improvement_sprite_animated[i].setColor(sf::Color(255, 255, 255, 255));
122
123         sf::Vector2f initial_scale = this->tile_improvement_sprite_animated[i].getScale();
124         this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1, 1));
125
126         double initial_rotation = this->tile_improvement_sprite_animated[i].getRotation();
127         this->tile_improvement_sprite_animated[i].setRotation(0);
128
129         this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
130
131         this->tile_improvement_sprite_animated[i].setPosition(initial_position);
132         this->tile_improvement_sprite_animated[i].setColor(initial_colour);
133         this->tile_improvement_sprite_animated[i].setScale(initial_scale);
134         this->tile_improvement_sprite_animated[i].setRotation(initial_rotation);
135     }
136
137     // 2. draw production text
138     std::string production_string = "[W]:  INCREASE DISPATCH\n";
139     production_string             += "[S]:  DECREASE DISPATCH\n";
140     production_string             += "\n";
141
142     production_string             += "DISPATCH:  ";
143     production_string             += std::to_string(this->dispatch_MWh);
144     production_string             += " MWh (MAX ";
145     production_string             += std::to_string(this->dispatchable_MWh);
146     production_string             += ")\n";
147
148     production_string             += "O&M COST:  ";
149     production_string             += std::to_string(this->operation_maintenance_cost);
150     production_string             += " K\n";
151
152     sf::Text production_text(
153         production_string,
154         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
155         16
156     );
157
158     production_text.setOrigin(production_text.getLocalBounds().width / 2, 0);

```

```

159     production_text.setFillColor(MONOCROME_TEXT_GREEN);
160
161     production_text.setPosition(400 + 30, 400 - 45);
162
163     this->render_window_ptr->draw(production_text);
164
165     return;
166 } /* __drawProductionMenu() */

```

#### 4.14.3.7 \_\_drawUpgradeOptions()

```

void WaveEnergyConverter::__drawUpgradeOptions (
    void ) [private]

```

Helper method to set up and draw upgrade options.

```

584 {
585     // 1. draw power capacity upgrade sprite
586     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
587         sf::Vector2f initial_position = this->tile_improvement_sprite_animated[i].getPosition();
588         this->tile_improvement_sprite_animated[i].setPosition(400 - 100, 400 - 32 - 20);
589
590         sf::Color initial_colour = this->tile_improvement_sprite_animated[i].getColor();
591         this->tile_improvement_sprite_animated[i].setColor(sf::Color(255, 255, 255, 255));
592
593         sf::Vector2f initial_scale = this->tile_improvement_sprite_animated[i].getScale();
594         this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1, 1));
595
596         this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
597
598         this->tile_improvement_sprite_animated[i].setPosition(initial_position);
599         this->tile_improvement_sprite_animated[i].setColor(initial_colour);
600         this->tile_improvement_sprite_animated[i].setScale(initial_scale);
601     }
602
603     this->render_window_ptr->draw(this->upgrade_arrow_sprite);
604
605
606     // 2. draw power capacity upgrade text
607     // 16 char line = "\n"
608     std::string power_upgrade_string = "POWER CAPACITY \n";
609     power_upgrade_string += "\n";
610
611     power_upgrade_string += "CAPACITY: ";
612     power_upgrade_string += std::to_string(this->capacity_kW);
613     power_upgrade_string += " kW\n";
614
615     power_upgrade_string += "LEVEL: ";
616     power_upgrade_string += std::to_string(this->upgrade_level);
617     power_upgrade_string += "\n\n";
618
619     if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
620         power_upgrade_string += "[W]: + 100 kW (";
621         power_upgrade_string += std::to_string(WAVE_ENERGY_CONVERTER_BUILD_COST);
622         power_upgrade_string += " K)\n";
623     }
624
625     else {
626         power_upgrade_string += " * MAX LEVEL * \n";
627     }
628
629     sf::Text power_upgrade_text = sf::Text(
630         power_upgrade_string,
631         * (this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
632         16
633     );
634
635     power_upgrade_text.setOrigin(power_upgrade_text.getLocalBounds().width / 2, 0);
636     power_upgrade_text.setPosition(400 - 100, 400 - 32 + 16);
637     power_upgrade_text.setFillColor(MONOCROME_TEXT_GREEN);
638
639     this->render_window_ptr->draw(power_upgrade_text);
640
641
642     // 3. draw energy capacity (storage) upgrade sprite
643     this->render_window_ptr->draw(this->storage_upgrade_sprite);
644     this->render_window_ptr->draw(this->upgrade_plus_sprite);
645
646

```

```

647 // 4. draw energy capacity (storage) upgrade text
648 // 16 char line = " \n"
649 std::string energy_upgrade_string = "ENERGY CAPACITY \n";
650 energy_upgrade_string += " \n";
651
652 energy_upgrade_string += "CAPACITY: ";
653 energy_upgrade_string += std::to_string(this->storage_level * 200);
654 energy_upgrade_string += " kWh\n";
655
656 energy_upgrade_string += "LEVEL: ";
657 energy_upgrade_string += std::to_string(this->storage_level);
658 energy_upgrade_string += "\n\n";
659
660 if (this->storage_level < MAX_STORAGE_LEVELS) {
661     energy_upgrade_string += "[D]: + 200 kWh (";
662     energy_upgrade_string += std::to_string(ENERGY_STORAGE_SYSTEM_BUILD_COST);
663     energy_upgrade_string += " K)\n";
664 }
665
666 else {
667     energy_upgrade_string += " * MAX LEVEL * \n";
668 }
669
670 sf::Text energy_upgrade_text = sf::Text(
671     energy_upgrade_string,
672     *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
673     16
674 );
675
676 energy_upgrade_text.setOrigin(energy_upgrade_text.getLocalBounds().width / 2, 0);
677 energy_upgrade_text.setPosition(400 + 100, 400 - 32 + 16);
678 energy_upgrade_text.setFillColor(MONochrome_TEXT_GREEN);
679
680 this->render_window_ptr->draw(energy_upgrade_text);
681
682 return;
683 } /* __drawUpgradeOptions() */

```

#### 4.14.3.8 \_\_handleKeyPressEvents()

```

void WaveEnergyConverter::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

459 {
460     if (this->just_built) {
461         return;
462     }
463
464     switch (this->event_ptr->key.code) {
465         case (sf::Keyboard::U): {
466             this->__openUpgradeMenu();
467
468             break;
469         }
470
471         case (sf::Keyboard::W): {
472             if (this->production_menu_open) {
473                 this->dispatch_MWh++;
474
475                 if (this->dispatch_MWh > this->dispatchable_MWh) {
476                     this->dispatch_MWh = 0;
477                 }
478
479                 this->__computeProductionCosts();
480                 this->assets_manager_ptr->getSound("interface click")->play();
481             }
482
483             else if (this->upgrade_menu_open) {
484                 this->__upgradePowerCapacity();
485             }
486
487             break;
488         }
489     }
490
491     case (sf::Keyboard::S): {

```

```

493         if (this->production_menu_open) {
494             this->dispatch_MWh--;
495
496             if (this->dispatch_MWh < 0) {
497                 this->dispatch_MWh = this->dispatchable_MWh;
498             }
499
500             this->__computeProductionCosts();
501             this->assets_manager_ptr->getSound("interface click")->play();
502         }
503
504         break;
505     }
506
507
508     case (sf::Keyboard::D): {
509         if (this->upgrade_menu_open) {
510             this->__upgradeStorageCapacity();
511             this->__computeProduction();
512             this->__computeDispatch();
513         }
514
515         break;
516     }
517
518     default: {
519         // do nothing!
520
521         break;
522     }
523 }
524 }
525
526 return;
527 } /* __handleKeyPressEvents() */

```

#### 4.14.3.9 \_\_handleMouseButtonEvents()

```

void WaveEnergyConverter::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

542 {
543     if (this->just_built) {
544         return;
545     }
546     switch (this->event_ptr->mouseButton.button) {
547         case (sf::Mouse::Left): {
548             //...
549
550             break;
551         }
552
553         case (sf::Mouse::Right): {
554             //...
555
556             break;
557         }
558     }
559
560     default: {
561         // do nothing!
562
563         break;
564     }
565 }
566 }
567
568 return;
569 } /* __handleMouseButtonEvents() */

```

#### 4.14.3.10 \_\_repair()

```
void WaveEnergyConverter::__repair (
    void ) [private], [virtual]
```

Helper method to repair the wave energy converter.

Reimplemented from [TileImprovement](#).

```
274 {
275     if (this->credits < WAVE_ENERGY_CONVERTER_BUILD_COST) {
276         std::cout << "Cannot repair wave energy converter: insufficient credits (need "
277             << WAVE_ENERGY_CONVERTER_BUILD_COST << " K)" << std::endl;
278
279         this->__sendInsufficientCreditsMessage();
280         return;
281     }
282
283     TileImprovement :: __repair();
284
285     this->just_upgraded = true;
286
287     this->__sendCreditsSpentMessage(WAVE_ENERGY_CONVERTER_BUILD_COST);
288     this->__sendTileStateRequest();
289     this->__sendGameStateRequest();
290
291     return;
292 } /* __repair() */
```

#### 4.14.3.11 \_\_sendImprovementStateMessage()

```
void WaveEnergyConverter::__sendImprovementStateMessage (
    void ) [private]
```

Helper method to format and sent improvement state message.

```
698 {
699     Message improvement_state_message;
700
701     improvement_state_message.channel = GAME_CHANNEL;
702     improvement_state_message.subject = "improvement state";
703
704     improvement_state_message.int_payload["dispatch_MWh"] = this->dispatch_MWh;
705     improvement_state_message.int_payload["operation_maintenance_cost"] =
706         this->operation_maintenance_cost;
707
708     this->message_hub_ptr->sendMessage(improvement_state_message);
709
710     std::cout << "Improvement state message sent by " << this << std::endl;
711
712     return;
713 } /* __sendImprovementStateMessage() */
```

#### 4.14.3.12 \_\_setUpTileImprovementSpriteAnimated()

```
void WaveEnergyConverter::__setUpTileImprovementSpriteAnimated (
    void ) [private]
```

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

```
68 {
69     sf::Sprite diesel_generator_sheet (
70         *(this->assets_manager_ptr->getTexture("wave energy converter"))
71     );
72
73     int n_elements = diesel_generator_sheet.getLocalBounds().height / 64;
74
75     for (int i = 0; i < n_elements; i++) {
```

```

76         this->tile_improvement_sprite_animated.push_back(
77             sf::Sprite(
78                 *(this->assets_manager_ptr->getTexture("wave energy converter")),
79                 sf::IntRect(0, i * 64, 64, 64)
80             )
81         );
82
83         this->tile_improvement_sprite_animated.back().setOrigin(
84             this->tile_improvement_sprite_animated.back().getLocalBounds().width / 2,
85             this->tile_improvement_sprite_animated.back().getLocalBounds().height
86         );
87
88         this->tile_improvement_sprite_animated.back().setPosition(
89             this->position_x,
90             this->position_y - 32
91         );
92
93         this->tile_improvement_sprite_animated.back().setColor(
94             sf::Color(255, 255, 255, 0)
95         );
96     }
97
98     return;
99 } /* __setUpTileImprovementSpriteAnimated() */

```

#### 4.14.3.13 \_\_upgradePowerCapacity()

```

void WaveEnergyConverter::__upgradePowerCapacity (
    void ) [private]

```

Helper method to upgrade power capacity.

```

181 {
182     if (this->credits < WAVE_ENERGY_CONVERTER_BUILD_COST) {
183         std::cout << "Cannot upgrade wave energy converter: insufficient credits (need "
184             << WAVE_ENERGY_CONVERTER_BUILD_COST << " K)" << std::endl;
185
186         this->__sendInsufficientCreditsMessage();
187         return;
188     }
189
190     if (this->upgrade_level >= MAX_UPGRADE_LEVELS) {
191         return;
192     }
193
194     TileImprovement :: __repair();
195
196     this->capacity_kW += 100;
197     this->upgrade_level++;
198
199     this->max_daily_production_MWh = (double)(24 * this->capacity_kW) / 1000;
200
201     this->__computeProduction();
202     this->__computeDispatch();
203
204     this->just_upgraded = true;
205
206     this->assets_manager_ptr->getSound("upgrade")->play();
207
208     this->__sendCreditsSpentMessage(WAVE_ENERGY_CONVERTER_BUILD_COST);
209     this->__sendTileStateRequest();
210     this->__sendGameStateRequest();
211
212     return;
213 } /* __upgradePowerCapacity() */

```

#### 4.14.3.14 advanceTurn()

```

void WaveEnergyConverter::advanceTurn (
    void ) [virtual]

```

Method to handle turn advance.

Reimplemented from [TileImprovement](#).

```

918 {
919     // 1. send improvement state message
920     this->__sendImprovementStateMessage();
921
922     // 2. update
923     this->__computeCapacityFactors();
924     this->update();
925
926     // 3. handle start/stop
927     if ((not this->is_running) and (this->dispatch_MWh > 0)) {
928         this->is_running = true;
929     }
930
931     else if (this->is_running and (this->dispatch_MWh <= 0)) {
932         this->is_running = false;
933     }
934
935     // 4. handle equipment health
936     if (this->is_running) {
937         this->health--;
938
939         if (this->health <= 0) {
940             this->__breakdown();
941         }
942     }
943
944     // 5. send tile state request (if selected)
945     if (this->is_selected) {
946         this->__sendTileStateRequest();
947     }
948
949     return;
950 } /* advanceTurn() */

```

#### 4.14.3.15 draw()

```

void WaveEnergyConverter::draw (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

1039 {
1040     // 1. if just built, call base method and return
1041     if (this->just_built) {
1042         TileImprovement :: draw();
1043
1044         return;
1045     }
1046
1047
1048     // 2. handle upgrade effects
1049     if (this->just_upgraded) {
1050         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1051             this->tile_improvement_sprite_animated[i].setColor(
1052                 sf::Color(
1053                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1054                     255,
1055                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1056                     255
1057                 )
1058             );
1059
1060             this->tile_improvement_sprite_animated[i].setScale(
1061                 sf::Vector2f(
1062                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1063                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2)
1064                 )
1065             );
1066         }
1067
1068         this->upgrade_frame++;
1069     }

```



```

1070
1071     if (this->upgrade_frame >= 2 * FRAMES_PER_SECOND) {
1072         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1073             this->tile_improvement_sprite_animated[i].setColor(
1074                 sf::Color(255,255,255,255)
1075             );
1076             this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1,1));
1077         }
1078
1079         this->just_upgraded = false;
1080         this->upgrade_frame = 0;
1081     }
1082 }
1083
1084
1085 // 3. draw first element of animated sprite
1086 this->render_window_ptr->draw(this->tile_improvement_sprite_animated[0]);
1087
1088
1089 // 4. draw second element of animated sprite
1090 if (this->is_running) {
1091     this->tile_improvement_sprite_animated[0].setPosition(
1092         this->position_x,
1093         this->position_y + this->bobbing_y * cos(
1094             (double)(0.4 * M_PI * this->frame) / FRAMES_PER_SECOND
1095         )
1096     );
1097
1098     this->tile_improvement_sprite_animated[1].setPosition(
1099         this->position_x,
1100         this->position_y + 1.25 * this->bobbing_y * sin(
1101             (double)(0.4 * M_PI * this->frame) / FRAMES_PER_SECOND
1102         )
1103     );
1104 }
1105
1106 else {
1107     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1108         this->tile_improvement_sprite_animated[i].setPosition(
1109             this->position_x,
1110             this->position_y + this->bobbing_y * cos(
1111                 (double)(0.4 * M_PI * this->frame) / FRAMES_PER_SECOND
1112             )
1113         );
1114     }
1115 }
1116
1117 this->render_window_ptr->draw(this->tile_improvement_sprite_animated[1]);
1118
1119
1120 // 5. draw storage upgrades
1121 for (size_t i = 0; i < this->storage_upgrade_sprite_vec.size(); i++) {
1122     this->render_window_ptr->draw(this->storage_upgrade_sprite_vec[i]);
1123 }
1124
1125
1126 // 6. handle dispatch illustration
1127 if (this->dispatch_MWh > 0) {
1128     this->dispatch_text.setString(std::to_string(this->dispatch_MWh));
1129     this->__drawDispatch();
1130 }
1131
1132
1133 // 7. draw production menu
1134 if (this->production_menu_open) {
1135     this->render_window_ptr->draw(this->production_menu_backing);
1136     this->render_window_ptr->draw(this->production_menu_backing_text);
1137
1138     this->__drawProductionMenu();
1139 }
1140
1141
1142 // 8. draw upgrade menu
1143 if (this->upgrade_menu_open) {
1144     this->render_window_ptr->draw(this->upgrade_menu_backing);
1145     this->render_window_ptr->draw(this->upgrade_menu_backing_text);
1146
1147     this->__drawUpgradeOptions();
1148 }
1149
1150
1151 // 9. handle broken effects
1152 if (this->is_broken) {
1153     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1154         this->tile_improvement_sprite_animated[i].setColor(
1155             sf::Color(
1156                 255,

```

```

1157             255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1158             255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1159             255
1160         )
1161     );
1162 }
1163 }
1164
1165     this->frame++;
1166     return;
1167 } /* draw() */

```

#### 4.14.3.16 getTileOptionsSubstring()

```

std::string WaveEnergyConverter::getTileOptionsSubstring (
    void ) [virtual]

```

Helper method to assemble and return tile options substring.

##### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```

830 {
831     // 32 char x 17 line console "-----\n";
832     std::string options_substring = "CAPACITY: ";
833     options_substring += std::to_string(this->capacity_kW);
834     options_substring += " kW (level ";
835     options_substring += std::to_string(this->upgrade_level);
836     options_substring += ")\n";
837
838     options_substring += "PRODUCTION: ";
839     options_substring += std::to_string(this->production_MWh);
840     options_substring += " MWh\n";
841
842     options_substring += "DISPATCHABLE: ";
843     options_substring += std::to_string(this->dispatchable_MWh);
844     options_substring += " MWh\n";
845
846     options_substring += "HEALTH: ";
847     options_substring += std::to_string(this->health);
848     options_substring += "/100";
849
850     if (this->health <= 0) {
851         options_substring += " ** BROKEN! **\n";
852     }
853
854     else {
855         options_substring += "\n";
856     }
857
858     options_substring += "
859     options_substring += " **** WAVE ENERGY OPTIONS ****
860     options_substring += "
861
862     if (this->is_broken) {
863         options_substring += " [R]: REPAIR ";
864         options_substring += std::to_string(WAVE_ENERGY_CONVERTER_BUILD_COST);
865         options_substring += " K)\n";
866     }
867
868     else {
869         options_substring += " [E]: OPEN PRODUCTION MENU \n";
870     }
871
872     options_substring += " [U]: OPEN UPGRADE MENU \n";
873     options_substring += "HOLD [P]: SCRAP ";
874     options_substring += std::to_string(SCRAP_COST);
875     options_substring += " K)";
876
877     return options_substring;
878 } /* getTileOptionsSubstring() */

```

**4.14.3.17 processEvent()**

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

Method to process [WaveEnergyConverter](#). To be called once per event.

Reimplemented from [TileImprovement](#).

```
990 {
991     TileImprovement :: processEvent();
992
993     if (this->event_ptr->type == sf::Event::KeyPressed) {
994         this->__handleKeyPressEvents();
995     }
996
997     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
998         this->__handleMouseButtonEvents();
999     }
1000
1001     return;
1002 } /* processEvent() */
```

**4.14.3.18 processMessage()**

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

Method to process [WaveEnergyConverter](#). To be called once per message.

Reimplemented from [TileImprovement](#).

```
1017 {
1018     TileImprovement :: processMessage();
1019
1020     //...
1021
1022     return;
1023 } /* processMessage() */
```

**4.14.3.19 setIsSelected()**

```
void WaveEnergyConverter::setIsSelected (
    bool is_selected ) [virtual]
```

Method to set the is selected attribute.

**Parameters**

<i>is_selected</i>	The value to set the is selected attribute to.
--------------------	--

Reimplemented from [TileImprovement](#).

```
895 {
896     TileImprovement :: setIsSelected(is_selected);
897
898     if (this->is_running and this->is_selected) {
899         this->assets_manager_ptr->getSound("ocean waves")->play();
900     }
901 }
```

```
902     return;  
903 } /* setIsSelected() */
```

#### 4.14.3.20 update()

```
void WaveEnergyConverter::update (  
    void ) [virtual]
```

Method to trigger production and dispatchable updates.

Reimplemented from [TileImprovement](#).

```
965 {  
966     this->__computeProduction();  
967     this->__computeProductionCosts();  
968     this->__computeDispatch();  
969  
970     if (this->is_selected) {  
971         this->__sendTileStateRequest();  
972     }  
973  
974     return;  
975 } /* update() */
```

### 4.14.4 Member Data Documentation

#### 4.14.4.1 bobbing\_y

```
double WaveEnergyConverter::bobbing_y
```

The bobbing extent of the wave energy converter.

#### 4.14.4.2 capacity\_factor\_vec

```
std::vector<double> WaveEnergyConverter::capacity_factor_vec
```

A vector of daily capacity factors for the current month.

#### 4.14.4.3 capacity\_kW

```
int WaveEnergyConverter::capacity_kW
```

The rated production capacity [kW] of the solar PV array.

#### 4.14.4.4 dispatch\_MWh

```
int WaveEnergyConverter::dispatch_MWh
```

The current dispatch [MWh] of the solar PV array.

#### 4.14.4.5 dispatch\_vec\_MWh

```
std::vector<double> WaveEnergyConverter::dispatch_vec_MWh
```

A vector of daily dispatch [MWh] for the current month.

#### 4.14.4.6 dispatchable\_MWh

```
int WaveEnergyConverter::dispatchable_MWh
```

The amount of production that is directly dispatchable to the grid (i.e. production correlated with demand).

#### 4.14.4.7 max\_daily\_production\_MWh

```
double WaveEnergyConverter::max_daily_production_MWh
```

The maximum daily production [MWh] of the solar PV array.

#### 4.14.4.8 production\_MWh

```
int WaveEnergyConverter::production_MWh
```

The current production [MWh] of the solar PV array.

#### 4.14.4.9 production\_vec\_MWh

```
std::vector<double> WaveEnergyConverter::production_vec_MWh
```

A vector of daily production [MWh] for the current month.

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

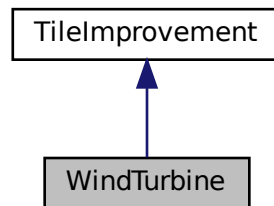
- header/[WaveEnergyConverter.h](#)
- source/[WaveEnergyConverter.cpp](#)

## 4.15 WindTurbine Class Reference

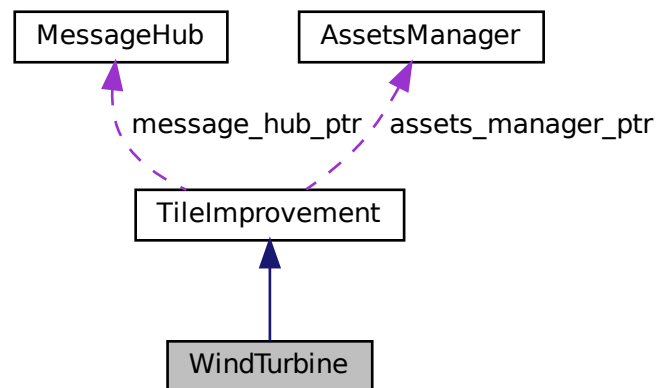
A settlement class (child class of [TileImprovement](#)).

```
#include <WindTurbine.h>
```

Inheritance diagram for WindTurbine:



Collaboration diagram for WindTurbine:



### Public Member Functions

- [WindTurbine](#) (double, double, int, sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor for the [WindTurbine](#) class.*
- std::string [getTileOptionsSubstring](#) (void)  
*Helper method to assemble and return tile options substring.*
- void [setIsSelected](#) (bool)  
*Method to set the is selected attribute.*
- void [advanceTurn](#) (void)

- *Method to handle turn advance.*
- void [update](#) (void)
- *Method to trigger production and dispatchable updates.*
- void [processEvent](#) (void)
- *Method to process [WindTurbine](#). To be called once per event.*
- void [processMessage](#) (void)
- *Method to process [WindTurbine](#). 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 [~WindTurbine](#) (void)
- *Destructor for the [WindTurbine](#) class.*

## Public Attributes

- int [capacity\\_kW](#)
- *The rated production capacity [kW] of the solar PV array.*
- int [production\\_MWh](#)
- *The current production [MWh] of the solar PV array.*
- int [dispatch\\_MWh](#)
- *The current dispatch [MWh] of the solar PV array.*
- int [dispatchable\\_MWh](#)
- *The amount of production that is directly dispatchable to the grid (i.e. production correlated with demand).*
- double [max\\_daily\\_production\\_MWh](#)
- *The maximum daily production [MWh] of the solar PV array.*
- double [rotor\\_drotation](#)
- *The rotation rate of the rotor.*
- std::vector< double > [capacity\\_factor\\_vec](#)
- *A vector of daily capacity factors for the current month.*
- std::vector< double > [production\\_vec\\_MWh](#)
- *A vector of daily production [MWh] for the current month.*
- std::vector< double > [dispatch\\_vec\\_MWh](#)
- *A vector of daily dispatch [MWh] for the current month.*

## Private Member Functions

- void [\\_\\_setUpTileImprovementSpriteAnimated](#) (void)
- *Helper method to set up tile improvement sprite (static).*
- void [\\_\\_drawProductionMenu](#) (void)
- *Helper method to draw production menu assets.*
- void [\\_\\_upgradePowerCapacity](#) (void)
- *Helper method to upgrade the power capacity.*
- void [\\_\\_computeProductionCosts](#) (void)
- *Helper method to compute production costs (O&M) based on current production level.*
- void [\\_\\_breakdown](#) (void)
- *Helper method to trigger an equipment breakdown.*
- void [\\_\\_repair](#) (void)
- *Helper method to repair the wind turbine.*
- void [\\_\\_computeCapacityFactors](#) (void)
- *Helper method to compute capacity factors.*

- void [\\_\\_computeProduction](#) (void)  
*Helper method to compute production values.*
- void [\\_\\_computeDispatch](#) (void)  
*Helper method to compute dispatch values.*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*
- void [\\_\\_drawUpgradeOptions](#) (void)  
*Helper method to set up and draw upgrade options.*
- void [\\_\\_sendImprovementStateMessage](#) (void)  
*Helper method to format and sent improvement state message.*

## Additional Inherited Members

### 4.15.1 Detailed Description

A settlement class (child class of [TileImprovement](#)).

### 4.15.2 Constructor & Destructor Documentation

#### 4.15.2.1 WindTurbine()

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

Constructor for the [WindTurbine](#) class.

Ref: [Wikipedia \[2023\]](#)

#### Parameters

<i>position_x</i>	The x position of the tile.
<i>position_y</i>	The y position of the tile.
<i>tile_resource</i>	The renewable resource quality of the tile.
<i>event_ptr</i>	Pointer to the event class.
<i>render_window_ptr</i>	Pointer to the render window.
<i>assets_manager_ptr</i>	Pointer to the assets manager.
<i>message_hub_ptr</i>	Pointer to the message hub.



```

768 :
769 TileImprovement (
770     position_x,
771     position_y,
772     tile_resource,
773     event_ptr,
774     render_window_ptr,
775     assets_manager_ptr,
776     message_hub_ptr
777 )
778 {
779     // 1. set attributes
780
781     // 1.1. private
782     //...
783
784     // 1.2. public
785     this->tile_improvement_type = TileImprovementType :: WIND_TURBINE;
786
787     this->is_running = false;
788
789     this->health = 100;
790
791     this->capacity_kW = 100;
792     this->upgrade_level = 1;
793
794     this->storage_kWh = 0;
795     this->storage_level = 0;
796
797     this->production_MWh = 0;
798     this->dispatch_MWh = 0;
799     this->dispatchable_MWh = 0;
800
801     this->max_daily_production_MWh = (double)(24 * this->capacity_kW) / 1000;
802
803     this->rotor_drotation = 256 * SECONDS_PER_FRAME;
804
805     this->capacity_factor_vec.resize(30, 0);
806     this->production_vec_MWh.resize(30, 0);
807     this->dispatch_vec_MWh.resize(30, 0);
808
809     this->tile_improvement_string = "WIND TURBINE";
810
811     this->__setUpTileImprovementSpriteAnimated();
812     this->__computeCapacityFactors();
813     this->update();
814
815     std::cout << "WindTurbine constructed at " << this << std::endl;
816
817     return;
818 } /* WindTurbine() */

```

#### 4.15.2.2 ~WindTurbine()

```

WindTurbine::~WindTurbine (
    void ) [virtual]

```

Destructor for the [WindTurbine](#) class.

```

1164 {
1165     std::cout << "WindTurbine at " << this << " destroyed" << std::endl;
1166
1167     return;
1168 } /* ~WindTurbine() */

```

### 4.15.3 Member Function Documentation

#### 4.15.3.1 \_\_breakdown()

```
void WindTurbine::__breakdown (
    void ) [private]
```

Helper method to trigger an equipment breakdown.

```
250 {
251     TileImprovement :: __breakdown();
252
253     this->production_MWh = 0;
254     this->dispatch_MWh = 0;
255     this->dispatchable_MWh = 0;
256     this->operation_maintenance_cost = 0;
257
258     return;
259 } /* __breakdown() */
```

#### 4.15.3.2 \_\_computeCapacityFactors()

```
void WindTurbine::__computeCapacityFactors (
    void ) [private]
```

Helper method to compute capacity factors.

```
307 {
308     unsigned seed = std::chrono::system_clock::now().time_since_epoch().count();
309     std::default_random_engine generator(seed);
310
311     double mean =
312         this->tile_resource_scalar * MEAN_DAILY_WIND_CAPACITY_FACTORS[this->month - 1];
313
314     double stdev = STDEV_DAILY_WIND_CAPACITY_FACTORS[this->month - 1];
315
316     if (this->tile_resource_scalar > 1) {
317         stdev /= this->tile_resource_scalar;
318     }
319
320     std::normal_distribution<double> normal_dist(mean, stdev);
321
322     double capacity_factor = 0;
323
324     for (int i = 0; i < 30; i++) {
325         capacity_factor = normal_dist(generator);
326
327         if (capacity_factor < 0) {
328             capacity_factor = 0;
329         }
330
331         this->capacity_factor_vec[i] = capacity_factor;
332     }
333
334     return;
335 } /* __computeCapacityFactors() */
```

#### 4.15.3.3 \_\_computeDispatch()

```
void WindTurbine::__computeDispatch (
    void ) [private]
```

Helper method to compute dispatch values.

```
378 {
379     double stored_energy_MWh = 0;
380     double storage_capacity_MWh = (double)(this->storage_kWh) / 1000;
381
382     double demand_MWh = 0;
383     double production_MWh = 0;
384     double dispatchable_MWh = 0;
```

```

385     double difference_MWh = 0;
386
387     double room_MWh = 0;
388
389     for (int i = 0; i < 30; i++) {
390         demand_MWh = this->demand_vec_MWh[i];
391         production_MWh = this->production_vec_MWh[i];
392
393         if (production_MWh <= demand_MWh) {
394             this->dispatch_vec_MWh[i] = production_MWh;
395             dispatchable_MWh += this->dispatch_vec_MWh[i];
396
397             difference_MWh = demand_MWh - production_MWh;
398
399             if ((storage_capacity_MWh > 0) and (stored_energy_MWh > 0)) {
400                 if (difference_MWh > stored_energy_MWh) {
401                     this->dispatch_vec_MWh[i] += stored_energy_MWh;
402                     dispatchable_MWh += stored_energy_MWh;
403                     stored_energy_MWh = 0;
404                 }
405
406                 else {
407                     this->dispatch_vec_MWh[i] += difference_MWh;
408                     dispatchable_MWh += difference_MWh;
409                     stored_energy_MWh -= difference_MWh;
410                 }
411             }
412         }
413
414         else {
415             this->dispatch_vec_MWh[i] = demand_MWh;
416             dispatchable_MWh += this->dispatch_vec_MWh[i];
417
418             difference_MWh = production_MWh - demand_MWh;
419
420             if (
421                 (storage_capacity_MWh > 0) and
422                 (stored_energy_MWh < storage_capacity_MWh)
423             ) {
424                 room_MWh = storage_capacity_MWh - stored_energy_MWh;
425
426                 if (difference_MWh > room_MWh) {
427                     stored_energy_MWh += room_MWh;
428                 }
429
430                 else {
431                     stored_energy_MWh += difference_MWh;
432                 }
433             }
434         }
435     }
436
437     this->dispatchable_MWh = round(dispatchable_MWh);
438
439     if (this->dispatch_MWh != this->dispatchable_MWh) {
440         this->dispatch_MWh = this->dispatchable_MWh;
441     }
442
443     return;
444 } /* __computeDispatch() */

```

#### 4.15.3.4 \_\_computeProduction()

```

void WindTurbine::__computeProduction (
    void ) [private]

```

Helper method to compute production values.

```

350 {
351     double production_MWh = 0;
352
353     for (int i = 0; i < 30; i++) {
354         this->production_vec_MWh[i] =
355             this->max_daily_production_MWh * this->capacity_factor_vec[i];
356
357         production_MWh += this->production_vec_MWh[i];
358     }
359
360     this->production_MWh = round(production_MWh);

```

```

361
362     return;
363 } /* __computeProduction() */

```

#### 4.15.3.5 \_\_computeProductionCosts()

```

void WindTurbine::__computeProductionCosts (
    void ) [private]

```

Helper method to compute production costs (O&M) based on current production level.

```

229 {
230     double operation_maintenance_cost =
231         (this->production_MWh * WIND_OP_MAINT_COST_PER_MWH_PRODUCTION) / 1000;
232     this->operation_maintenance_cost = round(operation_maintenance_cost);
233
234     return;
235 } /* __computeProductionCosts() */

```

#### 4.15.3.6 \_\_drawProductionMenu()

```

void WindTurbine::__drawProductionMenu (
    void ) [private]

```

Helper method to draw production menu assets.

```

114 {
115     // 1. draw static sprite
116     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
117         sf::Vector2f initial_position = this->tile_improvement_sprite_animated[i].getPosition();
118         this->tile_improvement_sprite_animated[i].setPosition(400 - 138, 400 + 16);
119
120         sf::Color initial_colour = this->tile_improvement_sprite_animated[i].getColor();
121         this->tile_improvement_sprite_animated[i].setColor(sf::Color(255, 255, 255, 255));
122
123         sf::Vector2f initial_scale = this->tile_improvement_sprite_animated[i].getScale();
124         this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1, 1));
125
126         double initial_rotation = this->tile_improvement_sprite_animated[i].getRotation();
127         this->tile_improvement_sprite_animated[i].setRotation(0);
128
129         this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
130
131         this->tile_improvement_sprite_animated[i].setPosition(initial_position);
132         this->tile_improvement_sprite_animated[i].setColor(initial_colour);
133         this->tile_improvement_sprite_animated[i].setScale(initial_scale);
134         this->tile_improvement_sprite_animated[i].setRotation(initial_rotation);
135     }
136
137     // 2. draw production text
138     std::string production_string = "[W]: INCREASE DISPATCH\n";
139     production_string += "[S]: DECREASE DISPATCH\n";
140     production_string += "\n";
141
142     production_string += "DISPATCH: ";
143     production_string += std::to_string(this->dispatch_MWh);
144     production_string += " MWh (MAX ";
145     production_string += std::to_string(this->dispatchable_MWh);
146     production_string += ")\n";
147
148     production_string += "O&M COST: ";
149     production_string += std::to_string(this->operation_maintenance_cost);
150     production_string += " K\n";
151
152     sf::Text production_text(
153         production_string,
154         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
155         16
156     );
157
158     production_text.setOrigin(production_text.getLocalBounds().width / 2, 0);

```

```

159     production_text.setFillColor(MONOCROME_TEXT_GREEN);
160
161     production_text.setPosition(400 + 30, 400 - 45);
162
163     this->render_window_ptr->draw(production_text);
164
165     return;
166 } /* __drawProductionMenu() */

```

#### 4.15.3.7 \_\_drawUpgradeOptions()

```

void WindTurbine::__drawUpgradeOptions (
    void ) [private]

```

Helper method to set up and draw upgrade options.

```

585 {
586     // 1. draw power capacity upgrade sprite
587     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
588         sf::Vector2f initial_position = this->tile_improvement_sprite_animated[i].getPosition();
589         this->tile_improvement_sprite_animated[i].setPosition(400 - 100, 400 - 56);
590
591         sf::Color initial_colour = this->tile_improvement_sprite_animated[i].getColor();
592         this->tile_improvement_sprite_animated[i].setColor(sf::Color(255, 255, 255, 255));
593
594         sf::Vector2f initial_scale = this->tile_improvement_sprite_animated[i].getScale();
595         this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1, 1));
596
597         double initial_rotation = this->tile_improvement_sprite_animated[i].getRotation();
598         this->tile_improvement_sprite_animated[i].setRotation(0);
599
600         this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
601
602         this->tile_improvement_sprite_animated[i].setPosition(initial_position);
603         this->tile_improvement_sprite_animated[i].setColor(initial_colour);
604         this->tile_improvement_sprite_animated[i].setScale(initial_scale);
605         this->tile_improvement_sprite_animated[i].setRotation(initial_rotation);
606     }
607
608     this->render_window_ptr->draw(this->upgrade_arrow_sprite);
609
610
611     // 2. draw power capacity upgrade text
612     //          16 char line = "                \n"
613     std::string power_upgrade_string = "POWER CAPACITY \n";
614     power_upgrade_string           += "                \n";
615
616     power_upgrade_string           += "CAPACITY: ";
617     power_upgrade_string           += std::to_string(this->capacity_kw);
618     power_upgrade_string           += " kW\n";
619
620     power_upgrade_string           += "LEVEL: ";
621     power_upgrade_string           += std::to_string(this->upgrade_level);
622     power_upgrade_string           += "\n\n";
623
624     if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
625         power_upgrade_string           += "[W]: + 100 kW (";
626         power_upgrade_string           += std::to_string(WIND_TURBINE_BUILD_COST);
627         power_upgrade_string           += " K)\n";
628     }
629
630     else {
631         power_upgrade_string           += " * MAX LEVEL * \n";
632     }
633
634     sf::Text power_upgrade_text = sf::Text(
635         power_upgrade_string,
636         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
637         16
638     );
639
640     power_upgrade_text.setOrigin(power_upgrade_text.getLocalBounds().width / 2, 0);
641     power_upgrade_text.setPosition(400 - 100, 400 - 32 + 16);
642     power_upgrade_text.setFillColor(MONOCROME_TEXT_GREEN);
643
644     this->render_window_ptr->draw(power_upgrade_text);
645
646
647     // 3. draw energy capacity (storage) upgrade sprite

```

```

648     this->render_window_ptr->draw(this->storage_upgrade_sprite);
649     this->render_window_ptr->draw(this->upgrade_plus_sprite);
650
651
652     // 4. draw energy capacity (storage) upgrade text
653     // 16 char line = " \n"
654     std::string energy_upgrade_string = "ENERGY CAPACITY \n";
655     energy_upgrade_string += " \n";
656
657     energy_upgrade_string += "CAPACITY: ";
658     energy_upgrade_string += std::to_string(this->storage_level * 200);
659     energy_upgrade_string += " kWh\n";
660
661     energy_upgrade_string += "LEVEL: ";
662     energy_upgrade_string += std::to_string(this->storage_level);
663     energy_upgrade_string += "\n\n";
664
665     if (this->storage_level < MAX_STORAGE_LEVELS) {
666         energy_upgrade_string += "[D]: + 200 kWh (";
667         energy_upgrade_string += std::to_string(ENERGY_STORAGE_SYSTEM_BUILD_COST);
668         energy_upgrade_string += " K)\n";
669     }
670
671     else {
672         energy_upgrade_string += " * MAX LEVEL * \n";
673     }
674
675     sf::Text energy_upgrade_text = sf::Text(
676         energy_upgrade_string,
677         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
678         16
679     );
680
681     energy_upgrade_text.setOrigin(energy_upgrade_text.getLocalBounds().width / 2, 0);
682     energy_upgrade_text.setPosition(400 + 100, 400 - 32 + 16);
683     energy_upgrade_text.setFillColor(MONOCHROME_TEXT_GREEN);
684
685     this->render_window_ptr->draw(energy_upgrade_text);
686
687     return;
688 } /* __drawUpgradeOptions() */

```

#### 4.15.3.8 \_\_handleKeyPressEvents()

```

void WindTurbine::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

459 {
460     if (this->just_built) {
461         return;
462     }
463
464     switch (this->event_ptr->key.code) {
465         case (sf::Keyboard::U): {
466             this->__openUpgradeMenu();
467
468             break;
469         }
470
471
472         case (sf::Keyboard::W): {
473             if (this->production_menu_open) {
474                 this->dispatch_MWh++;
475
476                 if (this->dispatch_MWh > this->dispatchable_MWh) {
477                     this->dispatch_MWh = 0;
478                 }
479
480                 this->__computeProductionCosts();
481                 this->assets_manager_ptr->getSound("interface click")->play();
482             }
483
484             else if (this->upgrade_menu_open) {
485                 this->__upgradePowerCapacity();
486             }
487
488             break;

```

```

489     }
490
491
492     case (sf::Keyboard::S): {
493         if (this->production_menu_open) {
494             this->dispatch_MWh--;
495
496             if (this->dispatch_MWh < 0) {
497                 this->dispatch_MWh = this->dispatchable_MWh;
498             }
499
500             this->__computeProductionCosts();
501             this->assets_manager_ptr->getSound("interface click")->play();
502         }
503
504         break;
505     }
506
507
508     case (sf::Keyboard::D): {
509         if (this->upgrade_menu_open) {
510             this->__upgradeStorageCapacity();
511             this->__computeProduction();
512             this->__computeDispatch();
513         }
514
515         break;
516     }
517
518
519     default: {
520         // do nothing!
521
522         break;
523     }
524 }
525
526 return;
527 } /* __handleKeyPressEvents() */

```

#### 4.15.3.9 \_\_handleMouseButtonEvents()

```

void WindTurbine::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

542 {
543     if (this->just_built) {
544         return;
545     }
546
547     switch (this->event_ptr->mouseButton.button) {
548         case (sf::Mouse::Left): {
549             //...
550
551             break;
552         }
553
554
555         case (sf::Mouse::Right): {
556             //...
557
558             break;
559         }
560
561
562         default: {
563             // do nothing!
564
565             break;
566         }
567     }
568
569     return;
570 } /* __handleMouseButtonEvents() */

```

#### 4.15.3.10 \_\_repair()

```
void WindTurbine::__repair (
    void ) [private], [virtual]
```

Helper method to repair the wind turbine.

Reimplemented from [TileImprovement](#).

```
274 {
275     if (this->credits < WIND_TURBINE_BUILD_COST) {
276         std::cout << "Cannot repair wind turbine: insufficient credits (need "
277             << WIND_TURBINE_BUILD_COST << " K)" << std::endl;
278
279         this->__sendInsufficientCreditsMessage();
280         return;
281     }
282
283     TileImprovement :: __repair();
284
285     this->just_upgraded = true;
286
287     this->__sendCreditsSpentMessage(WIND_TURBINE_BUILD_COST);
288     this->__sendTileStateRequest();
289     this->__sendGameStateRequest();
290
291     return;
292 } /* __repair() */
```

#### 4.15.3.11 \_\_sendImprovementStateMessage()

```
void WindTurbine::__sendImprovementStateMessage (
    void ) [private]
```

Helper method to format and sent improvement state message.

```
703 {
704     Message improvement_state_message;
705
706     improvement_state_message.channel = GAME_CHANNEL;
707     improvement_state_message.subject = "improvement state";
708
709     improvement_state_message.int_payload["dispatch_MWh"] = this->dispatch_MWh;
710     improvement_state_message.int_payload["operation_maintenance_cost"] =
711         this->operation_maintenance_cost;
712
713     this->message_hub_ptr->sendMessage(improvement_state_message);
714
715     std::cout << "Improvement state message sent by " << this << std::endl;
716
717     return;
718 } /* __sendImprovementStateMessage() */
```

#### 4.15.3.12 \_\_setUpTileImprovementSpriteAnimated()

```
void WindTurbine::__setUpTileImprovementSpriteAnimated (
    void ) [private]
```

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

```
68 {
69     sf::Sprite diesel_generator_sheet (
70         *(this->assets_manager_ptr->getTexture("wind turbine"))
71     );
72
73     int n_elements = diesel_generator_sheet.getLocalBounds().height / 64;
74
75     for (int i = 0; i < n_elements; i++) {
```



```

76         this->tile_improvement_sprite_animated.push_back(
77             sf::Sprite(
78                 *(this->assets_manager_ptr->getTexture("wind turbine")),
79                 sf::IntRect(0, i * 64, 64, 64)
80             )
81         );
82
83         this->tile_improvement_sprite_animated.back().setOrigin(
84             this->tile_improvement_sprite_animated.back().getLocalBounds().width / 2,
85             this->tile_improvement_sprite_animated.back().getLocalBounds().height
86         );
87
88         this->tile_improvement_sprite_animated.back().setPosition(
89             this->position_x,
90             this->position_y - 32
91         );
92
93         this->tile_improvement_sprite_animated.back().setColor(
94             sf::Color(255, 255, 255, 0)
95         );
96     }
97
98     return;
99 } /* __setUpTileImprovementSpriteAnimated() */

```

#### 4.15.3.13 \_\_upgradePowerCapacity()

```

void WindTurbine::__upgradePowerCapacity (
    void ) [private]

```

Helper method to upgrade the power capacity.

```

181 {
182     if (this->credits < WIND_TURBINE_BUILD_COST) {
183         std::cout << "Cannot upgrade wind turbine: insufficient credits (need "
184             << WIND_TURBINE_BUILD_COST << " K)" << std::endl;
185
186         this->__sendInsufficientCreditsMessage();
187         return;
188     }
189
190     if (this->upgrade_level >= MAX_UPGRADE_LEVELS) {
191         return;
192     }
193
194     TileImprovement :: __repair();
195
196     this->capacity_kW += 100;
197     this->upgrade_level++;
198
199     this->max_daily_production_MWh = (double)(24 * this->capacity_kW) / 1000;
200
201     this->__computeProduction();
202     this->__computeDispatch();
203
204     this->just_upgraded = true;
205
206     this->assets_manager_ptr->getSound("upgrade")->play();
207
208     this->__sendCreditsSpentMessage(WIND_TURBINE_BUILD_COST);
209     this->__sendTileStateRequest();
210     this->__sendGameStateRequest();
211
212     return;
213 } /* __upgradePowerCapacity() */

```

#### 4.15.3.14 advanceTurn()

```

void WindTurbine::advanceTurn (
    void ) [virtual]

```

Method to handle turn advance.

Reimplemented from [TileImprovement](#).

```

923 {
924     // 1. send improvement state message
925     this->__sendImprovementStateMessage();
926
927     // 2. update
928     this->__computeCapacityFactors();
929     this->update();
930
931     // 3. handle start/stop
932     if ((not this->is_running) and (this->dispatch_MWh > 0)) {
933         this->is_running = true;
934     }
935
936     else if (this->is_running and (this->dispatch_MWh <= 0)) {
937         this->is_running = false;
938     }
939
940     // 4. handle equipment health
941     if (this->is_running) {
942         this->health--;
943
944         if (this->health <= 0) {
945             this->__breakdown();
946         }
947     }
948
949     // 5. send tile state request (if selected)
950     if (this->is_selected) {
951         this->__sendTileStateRequest();
952     }
953
954     return;
955 } /* advanceTurn() */

```

#### 4.15.3.15 draw()

```

void WindTurbine::draw (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

1044 {
1045     // 1. if just built, call base method and return
1046     if (this->just_built) {
1047         TileImprovement :: draw();
1048
1049         return;
1050     }
1051
1052
1053     // 2. handle upgrade effects
1054     if (this->just_upgraded) {
1055         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1056             this->tile_improvement_sprite_animated[i].setColor(
1057                 sf::Color(
1058                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1059                     255,
1060                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1061                     255
1062                 )
1063             );
1064
1065             this->tile_improvement_sprite_animated[i].setScale(
1066                 sf::Vector2f(
1067                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1068                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2)
1069                 )
1070             );
1071         }
1072
1073         this->upgrade_frame++;
1074     }

```

```

1075
1076     if (this->upgrade_frame >= 2 * FRAMES_PER_SECOND) {
1077         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1078             this->tile_improvement_sprite_animated[i].setColor(
1079                 sf::Color(255,255,255,255)
1080             );
1081             this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1,1));
1082         }
1083
1084         this->just_upgraded = false;
1085         this->upgrade_frame = 0;
1086     }
1087 }
1088
1089
1090 // 3. draw first element of animated sprite
1091 this->render_window_ptr->draw(this->tile_improvement_sprite_animated[0]);
1092
1093
1094 // 4. draw second element of animated sprite
1095 if (this->is_running) {
1096     this->tile_improvement_sprite_animated[1].rotate(this->rotor_drotation);
1097 }
1098
1099 this->render_window_ptr->draw(this->tile_improvement_sprite_animated[1]);
1100
1101
1102 // 5. draw storage upgrades
1103 for (size_t i = 0; i < this->storage_upgrade_sprite_vec.size(); i++) {
1104     this->render_window_ptr->draw(this->storage_upgrade_sprite_vec[i]);
1105 }
1106
1107
1108 // 6. handle dispatch illustration
1109 if (this->dispatch_MWh > 0) {
1110     this->dispatch_text.setString(std::to_string(this->dispatch_MWh));
1111     this->__drawDispatch();
1112 }
1113
1114
1115 // 7. draw production menu
1116 if (this->production_menu_open) {
1117     this->render_window_ptr->draw(this->production_menu_backing);
1118     this->render_window_ptr->draw(this->production_menu_backing_text);
1119
1120     this->__drawProductionMenu();
1121 }
1122
1123
1124 // 8. draw upgrade menu
1125 if (this->upgrade_menu_open) {
1126     this->render_window_ptr->draw(this->upgrade_menu_backing);
1127     this->render_window_ptr->draw(this->upgrade_menu_backing_text);
1128
1129     this->__drawUpgradeOptions();
1130 }
1131
1132
1133 // 9. handle broken effects
1134 if (this->is_broken) {
1135     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1136         this->tile_improvement_sprite_animated[i].setColor(
1137             sf::Color(
1138                 255,
1139                 255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1140                 255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1141                 255
1142             )
1143         );
1144     }
1145 }
1146
1147 this->frame++;
1148 return;
1149 } /* draw() */

```

#### 4.15.3.16 getTileOptionsSubstring()

```

std::string WindTurbine::getTileOptionsSubstring (
    void ) [virtual]

```

Helper method to assemble and return tile options substring.

## Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```

835 {
836     //          32 char x 17 line console "-----\n";
837     std::string options_substring      = "CAPACITY:      ";
838     options_substring                 += std::to_string(this->capacity_kW);
839     options_substring                 += " kW (level ";
840     options_substring                 += std::to_string(this->upgrade_level);
841     options_substring                 += ") \n";
842
843     options_substring                 += "PRODUCTION:    ";
844     options_substring                 += std::to_string(this->production_MWh);
845     options_substring                 += " MWh\n";
846
847     options_substring                 += "DISPATCHABLE: ";
848     options_substring                 += std::to_string(this->dispatchable_MWh);
849     options_substring                 += " MWh\n";
850
851     options_substring                 += "HEALTH:        ";
852     options_substring                 += std::to_string(this->health);
853     options_substring                 += "/100";
854
855     if (this->health <= 0) {
856         options_substring             += " ** BROKEN! **\n";
857     }
858
859     else {
860         options_substring             += "\n";
861     }
862
863     options_substring                 += " \n";
864     options_substring                 += " **** WIND TURBINE OPTIONS **** \n";
865     options_substring                 += " \n";
866
867     if (this->is_broken) {
868         options_substring             += "      [R]: REPAIR (";
869         options_substring             += std::to_string(WIND_TURBINE_BUILD_COST);
870         options_substring             += " K)\n";
871     }
872
873     else {
874         options_substring             += "      [E]: OPEN PRODUCTION MENU \n";
875     }
876
877     options_substring                 += "      [U]: OPEN UPGRADE MENU \n";
878     options_substring                 += "HOLD [P]: SCRAP (";
879     options_substring                 += std::to_string(SCRAP_COST);
880     options_substring                 += " K)";
881
882     return options_substring;
883 } /* getTileOptionsSubstring() */

```

#### 4.15.3.17 processEvent()

```

void WindTurbine::processEvent (
    void ) [virtual]

```

Method to process [WindTurbine](#). To be called once per event.

Reimplemented from [TileImprovement](#).

```

995 {
996     TileImprovement :: processEvent ();
997
998     if (this->event_ptr->type == sf::Event::KeyPressed) {
999         this->__handleKeyPressEvents();
1000     }
1001
1002     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
1003         this->__handleMouseButtonEvents();
1004     }
1005
1006     return;
1007 } /* processEvent() */

```

#### 4.15.3.18 processMessage()

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

Method to process [WindTurbine](#). To be called once per message.

Reimplemented from [TileImprovement](#).

```
1022 {
1023     TileImprovement :: processMessage();
1024
1025     //...
1026
1027     return;
1028 } /* processMessage() */
```

#### 4.15.3.19 setIsSelected()

```
void WindTurbine::setIsSelected (
    bool is_selected ) [virtual]
```

Method to set the is selected attribute.

##### Parameters

<i>is_selected</i>	The value to set the is selected attribute to.
--------------------	--

Reimplemented from [TileImprovement](#).

```
900 {
901     TileImprovement :: setIsSelected(is_selected);
902
903     if (this->is_running and this->is_selected) {
904         this->assets_manager_ptr->getSound("wind turbine running")->play();
905     }
906
907     return;
908 } /* setIsSelected() */
```

#### 4.15.3.20 update()

```
void WindTurbine::update (
    void ) [virtual]
```

Method to trigger production and dispatchable updates.

Reimplemented from [TileImprovement](#).

```
970 {
971     this->__computeProduction();
972     this->__computeProductionCosts();
973     this->__computeDispatch();
974
975     if (this->is_selected) {
976         this->__sendTileStateRequest();
977     }
978
979     return;
980 } /* update() */
```

## 4.15.4 Member Data Documentation

### 4.15.4.1 capacity\_factor\_vec

```
std::vector<double> WindTurbine::capacity_factor_vec
```

A vector of daily capacity factors for the current month.

### 4.15.4.2 capacity\_kW

```
int WindTurbine::capacity_kW
```

The rated production capacity [kW] of the solar PV array.

### 4.15.4.3 dispatch\_MWh

```
int WindTurbine::dispatch_MWh
```

The current dispatch [MWh] of the solar PV array.

### 4.15.4.4 dispatch\_vec\_MWh

```
std::vector<double> WindTurbine::dispatch_vec_MWh
```

A vector of daily dispatch [MWh] for the current month.

### 4.15.4.5 dispatchable\_MWh

```
int WindTurbine::dispatchable_MWh
```

The amount of production that is directly dispatchable to the grid (i.e. production correlated with demand).

#### 4.15.4.6 max\_daily\_production\_MWh

```
double WindTurbine::max_daily_production_MWh
```

The maximum daily production [MWh] of the solar PV array.

#### 4.15.4.7 production\_MWh

```
int WindTurbine::production_MWh
```

The current production [MWh] of the solar PV array.

#### 4.15.4.8 production\_vec\_MWh

```
std::vector<double> WindTurbine::production_vec_MWh
```

A vector of daily production [MWh] for the current month.

#### 4.15.4.9 rotor\_drotation

```
double WindTurbine::rotor_drotation
```

The rotation rate of the rotor.

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

- header/[WindTurbine.h](#)
- source/[WindTurbine.cpp](#)





## Chapter 5

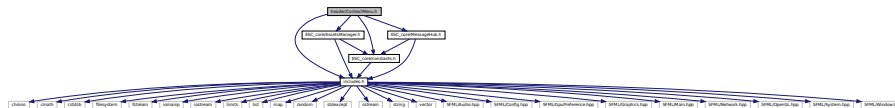
# File Documentation

### 5.1 header/ContextMenu.h File Reference

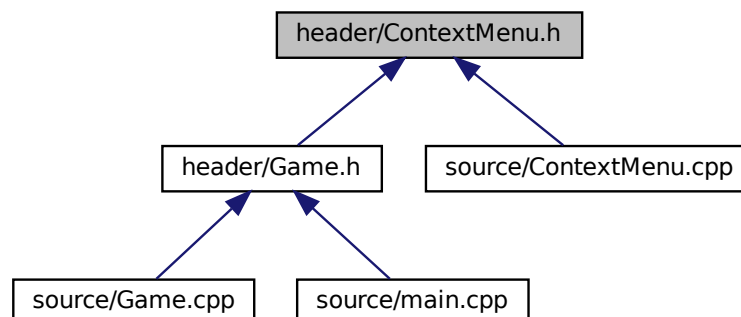
Header file for the [ContextMenu](#) class.

```
#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	<a href="#">Game</a> menu state.
TILE	Tile context state.
N_CONSOLE_STATES	A simple hack to get the number of console screen states.

```

68         {
69     NONE\_STATE,
70     READY,
71     MENU,
72     TILE,
73     N\_CONSOLE\_STATES
74 };

```

## 5.2 header/DieselGenerator.h File Reference

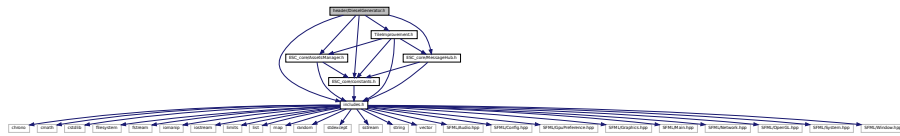
Header file for the [DieselGenerator](#) class.

```

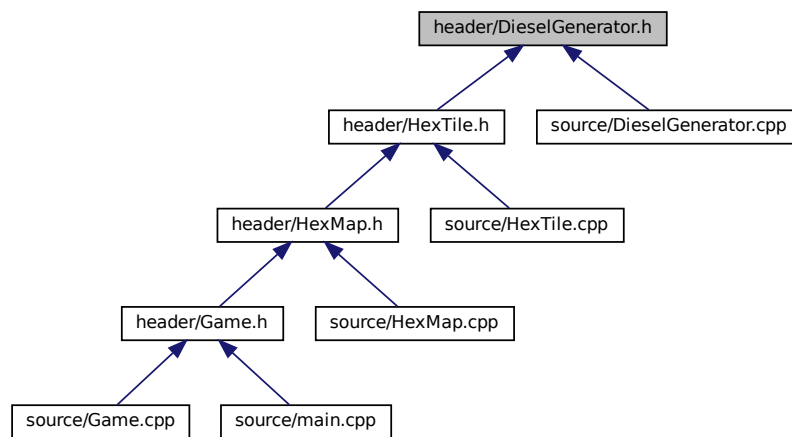
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"

```

```
#include "ESC_core/MessageHub.h"
#include "TileImprovement.h"
Include dependency graph for DieselGenerator.h:
```



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



## Classes

- class [DieselGenerator](#)  
A settlement class (child class of [TileImprovement](#)).

### 5.2.1 Detailed Description

Header file for the [DieselGenerator](#) class.

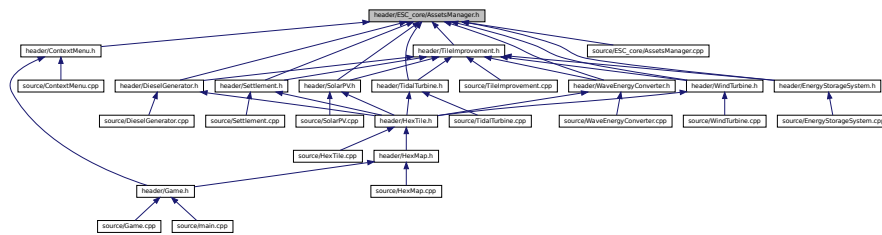
## 5.3 header/EnergyStorageSystem.h File Reference

Header file for the [EnergyStorageSystem](#) class.

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



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



## Classes

- class [AssetsManager](#)  
A class which manages visual and sound assets.

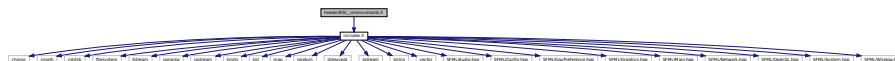
### 5.4.1 Detailed Description

Header file for the [AssetsManager](#) class.

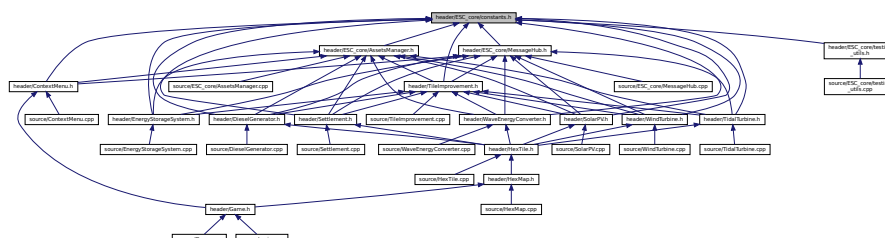
## 5.5 header/ESC\_core/constants.h File Reference

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 std::string `SETTLEMENT_CHANNEL` = "SETTLEMENT CHANNEL"
- A message channel for the settlement.*
- const int `CLEAR_FOREST_COST` = 40
- The cost of clearing a forest tile.*
- const int `CLEAR_MOUNTAINS_COST` = 250
- The cost of clearing a mountains tile.*
- const int `CLEAR_PLAINS_COST` = 20
- The cost of clearing a plains tile.*
- const int `DIESEL_GENERATOR_BUILD_COST` = 100
- The cost of building (or upgrading) a diesel generator in 100 kW increments.*
- const int `WIND_TURBINE_BUILD_COST` = 400
- The cost of building (or upgrading) a wind turbine in 100 kW increments.*
- const double `WIND_TURBINE_WATER_BUILD_MULTIPLIER` = 1.25
- The additional cost of building on water.*
- const int `SOLAR_PV_BUILD_COST` = 300
- The cost of building (or upgrading) a solar PV array in 100 kW increments.*
- const double `SOLAR_PV_WATER_BUILD_MULTIPLIER` = 1.5
- The additional cost of building on water.*
- const int `TIDAL_TURBINE_BUILD_COST` = 600
- The cost of building (or upgrading) a tidal turbine in 100 kW increments.*
- const int `WAVE_ENERGY_CONVERTER_BUILD_COST` = 800
- The cost of building (or upgrading) a wave energy converter in 100 kW increments.*
- const int `ENERGY_STORAGE_SYSTEM_BUILD_COST` = 160
- The cost of adding energy storage in 200 kWh increments.*
- const int `SCRAP_COST` = 50
- The cost of scrapping a tile improvement (other than settlement).*
- const int `MAX_UPGRADE_LEVELS` = 5
- The maximum upgrade level of any tile improvement.*
- const int `MAX_STORAGE_LEVELS` = 5
- The maximum storage level of any tile improvement.*
- const int `STARTING_CREDITS` = 800
- The starting balance of credits.*
- const double `CREDITS_PER_MWH_SERVED` = 1
- The number of credits (x1000) earned.*
- const int `EMISSIONS_LIFETIME_LIMIT_TONNES` = 1500
- The lifetime limit on CO<sub>2</sub>-equivalent emissions (1 tonne CO<sub>2</sub>e ~ 667 L diesel).*
- 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 int `STARTING_POPULATION` = 100
- The starting population of a settlement.*
- const double `POPULATION_MONTHLY_GROWTH_RATE` = 1.02
- The monthly population growth rate.*
- const double `LITRES_DIESEL_PER_MWH_PRODUCTION` = 375
- The litres of diesel consumed in producing 1 MWh (assumes higher heating value and constant thermal efficiency of ~0.25).*
- const double `COST_PER_LITRE_DIESEL` = 1.75

- The cost of a litre of diesel.*

  - const double `KG_CO2E_PER_LITRE_DIESEL` = 3.1596
- The CO2-equivalent mass of emissions that result from burning one litre of diesel fuel.*

  - const double `DIESEL_OP_MAINT_COST_PER_MWH_PRODUCTION` = 50
- The operation and maintenace cost of running a diesel generator (assumed 0.05 credits per kWh produced).*

  - const double `SOLAR_OP_MAINT_COST_PER_MWH_PRODUCTION` = 10
- The operation and maintenance cost of running a solar PV array (assumed 0.01 credits per kWh produced).*

  - const double `TIDAL_OP_MAINT_COST_PER_MWH_PRODUCTION` = 50
- The operation and maintenance cost of running a tidal turbine (assumed 0.05 credits per kWh produced).*

  - const double `WAVE_OP_MAINT_COST_PER_MWH_PRODUCTION` = 50
- The operation and maintenance cost of running a wave energy converter (assumed 0.05 credits per kWh produced).*

  - const double `WIND_OP_MAINT_COST_PER_MWH_PRODUCTION` = 50
- The operation and maintenance cost of running a wind turbine (assumed 0.05 credits per kWh produced).*

  - const std::vector< double > `MEAN_DAILY_DEMAND_RATIOS`

*The mean daily demand ratio for each month, where demand ratio is demand [MWh] divided by maximum daily demand [MWh]. Maximum daily demand is simply (24)(max load [kW]) / 1000.*
- const std::vector< double > `STDEV_DAILY_DEMAND_RATIOS`

*The standard deviation in daily demand ratio for each month, where demand ratio is demand [MWh] divided by maximum daily demand [MWh]. Maximum daily demand is simply (24)(max load [kW]) / 1000.*
- const double `MAXIMUM_DAILY_DEMAND_PER_CAPITA` = 0.0475

*The maximum daily demand [MWh] (at any point in the year) per capita.*
- const std::vector< double > `MEAN_DAILY_SOLAR_CAPACITY_FACTORS`

*The mean daily solar capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.*
- const std::vector< double > `STDEV_DAILY_SOLAR_CAPACITY_FACTORS`

*The standard deviation in daily solar capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.*
- const double `DAILY_TIDAL_CAPACITY_FACTOR` = 0.225

*The daily tidal capacity factor, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000. The tides are not a random process (usually semi-diurnal, mostly driven by orbits of moon and sun).*
- const std::vector< double > `MEAN_DAILY_WAVE_CAPACITY_FACTORS`

*The mean daily wave capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.*
- const std::vector< double > `STDEV_DAILY_WAVE_CAPACITY_FACTORS`

*The standard deviation in daily wave capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.*
- const std::vector< double > `MEAN_DAILY_WIND_CAPACITY_FACTORS`

*The mean daily wind capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.*
- const std::vector< double > `STDEV_DAILY_WIND_CAPACITY_FACTORS`

*The standard deviation in daily wind capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.*
- 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.*

### 5.5.1 Detailed Description

Header file for various constants.



## 5.5.2 Function Documentation

### 5.5.2.1 FOREST\_GREEN()

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

The base colour of a forest tile.

### 5.5.2.2 LAKE\_BLUE()

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

The base colour of a lake (water) tile.

### 5.5.2.3 MENU\_FRAME\_GREY()

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

The base colour of the context menu frame.

### 5.5.2.4 MONOCHROME\_SCREEN\_BACKGROUND()

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

The base colour of old monochrome screens.

#### 5.5.2.5 MONOCHROME\_TEXT\_AMBER()

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

The base colour of old monochrome text (amber).

#### 5.5.2.6 MONOCHROME\_TEXT\_GREEN()

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

The base colour of old monochrome text (green).

#### 5.5.2.7 MONOCHROME\_TEXT\_RED()

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

The base colour of old monochrome text (red).

#### 5.5.2.8 MOUNTAINS\_GREY()

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

The base colour of a mountains tile.

#### 5.5.2.9 OCEAN\_BLUE()

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

The base colour of an ocean (water) tile.

#### 5.5.2.10 PLAINS\_YELLOW()

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

The base colour of a plains tile.

#### 5.5.2.11 RESOURCE\_CHIP\_GREY()

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

The base colour of the resource chip (backing).

#### 5.5.2.12 VISUAL\_SCREEN\_FRAME\_GREY()

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

The base colour of the framing of the visual screen.

### 5.5.3 Variable Documentation

#### 5.5.3.1 BUILD\_SETTLEMENT\_COST

```
const int BUILD_SETTLEMENT_COST = 250
```

The cost of building a settlement.

#### 5.5.3.2 CLEAR\_FOREST\_COST

```
const int CLEAR_FOREST_COST = 40
```

The cost of clearing a forest tile.

#### 5.5.3.3 CLEAR\_MOUNTAINS\_COST

```
const int CLEAR_MOUNTAINS_COST = 250
```

The cost of clearing a mountains tile.

#### 5.5.3.4 CLEAR\_PLAINS\_COST

```
const int CLEAR_PLAINS_COST = 20
```

The cost of clearing a plains tile.

#### 5.5.3.5 COST\_PER\_LITRE\_DIESEL

```
const double COST_PER_LITRE_DIESEL = 1.75
```

The cost of a litre of diesel.

#### 5.5.3.6 CREDITS\_PER\_MWH\_SERVED

```
const double CREDITS_PER_MWH_SERVED = 1
```

The number of credits (x1000) earned.

#### 5.5.3.7 DAILY\_TIDAL\_CAPACITY\_FACTOR

```
const double DAILY_TIDAL_CAPACITY_FACTOR = 0.225
```

The daily tidal capacity factor, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply  $(24)(\text{power capacity [kW]}) / 1000$ . The tides are not a random process (usually semi-diurnal, mostly driven by orbits of moon and sun).

#### 5.5.3.8 DIESEL\_GENERATOR\_BUILD\_COST

```
const int DIESEL_GENERATOR_BUILD_COST = 100
```

The cost of building (or upgrading) a diesel generator in 100 kW increments.

#### 5.5.3.9 DIESEL\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION

```
const double DIESEL_OP_MAINT_COST_PER_MWH_PRODUCTION = 50
```

The operation and maintenace cost of running a diesel generator (assumed 0.05 credits per kWh produced).

#### 5.5.3.10 EMISSIONS\_LIFETIME\_LIMIT\_TONNES

```
const int EMISSIONS_LIFETIME_LIMIT_TONNES = 1500
```

The lifetime limit on CO2-equivalent emissions (1 tonne CO2e  $\sim$  667 L diesel).

#### 5.5.3.11 ENERGY\_STORAGE\_SYSTEM\_BUILD\_COST

```
const int ENERGY_STORAGE_SYSTEM_BUILD_COST = 160
```

The cost of adding energy storage in 200 kWh increments.

#### 5.5.3.12 FLOAT\_TOLERANCE

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

Tolerance for floating point equality tests.

#### 5.5.3.13 FRAMES\_PER\_SECOND

```
const int FRAMES_PER_SECOND = 60
```

Target frames per second.

#### 5.5.3.14 GAME\_CHANNEL

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

A message channel for game messages.

#### 5.5.3.15 GAME\_HEIGHT

```
const int GAME_HEIGHT = 800
```

Height of the game space.

#### 5.5.3.16 GAME\_STATE\_CHANNEL

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

A message channel for game state messages.

#### 5.5.3.17 GAME\_WIDTH

```
const int GAME_WIDTH = 1200
```

Width of the game space.

#### 5.5.3.18 HEX\_MAP\_CHANNEL

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

A message channel for hex map messages.

#### 5.5.3.19 KG\_CO2E\_PER\_LITRE\_DIESEL

```
const double KG_CO2E_PER_LITRE_DIESEL = 3.1596
```

The CO<sub>2</sub>-equivalent mass of emissions that result from burning one litre of diesel fuel.

#### 5.5.3.20 LITRES\_DIESEL\_PER\_MWH\_PRODUCTION

```
const double LITRES_DIESEL_PER_MWH_PRODUCTION = 375
```

The litres of diesel consumed in producing 1 MWh (assumes higher heating value and constant thermal efficiency of ~0.25).

#### 5.5.3.21 MAX\_STORAGE\_LEVELS

```
const int MAX_STORAGE_LEVELS = 5
```

The maximum storage level of any tile improvement.

#### 5.5.3.22 MAX\_UPGRADE\_LEVELS

```
const int MAX_UPGRADE_LEVELS = 5
```

The maximum upgrade level of any tile improvement.

#### 5.5.3.23 MAXIMUM\_DAILY\_DEMAND\_PER\_CAPITA

```
const double MAXIMUM_DAILY_DEMAND_PER_CAPITA = 0.0475
```

The maximum daily demand [MWh] (at any point in the year) per capita.

#### 5.5.3.24 MEAN\_DAILY\_DEMAND\_RATIOS

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

**Initial value:**

```
= {  
    0.702, 0.704, 0.652,  
    0.546, 0.445, 0.362,  
    0.261, 0.261, 0.379,  
    0.518, 0.622, 0.716  
}
```

The mean daily demand ratio for each month, where demand ratio is demand [MWh] divided by maximum daily demand [MWh]. Maximum daily demand is simply (24)(max load [kW]) / 1000.

#### 5.5.3.25 MEAN\_DAILY\_SOLAR\_CAPACITY\_FACTORS

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

**Initial value:**

```
= {  
    0.029, 0.061, 0.117,  
    0.183, 0.228, 0.233,  
    0.219, 0.185, 0.139,  
    0.081, 0.040, 0.021  
}
```

The mean daily solar capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

### 5.5.3.26 MEAN\_DAILY\_WAVE\_CAPACITY\_FACTORS

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

**Initial value:**

```
= {  
    0.742, 0.694, 0.618,  
    0.467, 0.366, 0.292,  
    0.280, 0.293, 0.374,  
    0.424, 0.662, 0.600  
}
```

The mean daily wave capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

### 5.5.3.27 MEAN\_DAILY\_WIND\_CAPACITY\_FACTORS

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

**Initial value:**

```
= {  
    0.591, 0.594, 0.627,  
    0.629, 0.579, 0.537,  
    0.442, 0.507, 0.587,  
    0.618, 0.611, 0.580  
}
```

The mean daily wind capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

### 5.5.3.28 NO\_TILE\_SELECTED\_CHANNEL

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

A message channel for no tile selected messages.

### 5.5.3.29 POPULATION\_MONTHLY\_GROWTH\_RATE

```
const double POPULATION_MONTHLY_GROWTH_RATE = 1.02
```

The monthly population growth rate.

### 5.5.3.30 RESOURCE\_ASSESSMENT\_COST

```
const int RESOURCE_ASSESSMENT_COST = 20
```

The cost of doing a resource assessment.



#### 5.5.3.31 SCRAP\_COST

```
const int SCRAP_COST = 50
```

The cost of scrapping a tile improvement (other than settlement).

#### 5.5.3.32 SECONDS\_PER\_FRAME

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

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

#### 5.5.3.33 SECONDS\_PER\_MONTH

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

#### 5.5.3.34 SECONDS\_PER\_YEAR

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

#### 5.5.3.35 SETTLEMENT\_CHANNEL

```
const std::string SETTLEMENT_CHANNEL = "SETTLEMENT CHANNEL"
```

A message channel for the settlement.

#### 5.5.3.36 SOLAR\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION

```
const double SOLAR_OP_MAINT_COST_PER_MWH_PRODUCTION = 10
```

The operation and maintenance cost of running a solar PV array (assumed 0.01 credits per kWh produced).

#### 5.5.3.37 SOLAR\_PV\_BUILD\_COST

```
const int SOLAR_PV_BUILD_COST = 300
```

The cost of building (or upgrading) a solar PV array in 100 kW increments.

#### 5.5.3.38 SOLAR\_PV\_WATER\_BUILD\_MULTIPLIER

```
const double SOLAR_PV_WATER_BUILD_MULTIPLIER = 1.5
```

The additional cost of building on water.

#### 5.5.3.39 STARTING\_CREDITS

```
const int STARTING_CREDITS = 800
```

The starting balance of credits.

#### 5.5.3.40 STARTING\_POPULATION

```
const int STARTING_POPULATION = 100
```

The starting population of a settlement.

#### 5.5.3.41 STDEV\_DAILY\_DEMAND\_RATIOS

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

**Initial value:**

```
= {  
    0.069, 0.074, 0.072,  
    0.072, 0.063, 0.060,  
    0.012, 0.031, 0.040,  
    0.049, 0.063, 0.053  
}
```

The standard deviation in daily demand ratio for each month, where demand ratio is demand [MWh] divided by maximum daily demand [MWh]. Maximum daily demand is simply (24)(max load [kW]) / 1000.

#### 5.5.3.42 STDEV\_DAILY\_SOLAR\_CAPACITY\_FACTORS

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

**Initial value:**

```
= {  
    0.013, 0.024, 0.043,  
    0.049, 0.072, 0.072,  
    0.076, 0.065, 0.048,  
    0.026, 0.018, 0.009  
}
```

The standard deviation in daily solar capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

#### 5.5.3.43 STDEV\_DAILY\_WAVE\_CAPACITY\_FACTORS

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

**Initial value:**

```
= {  
    0.146, 0.135, 0.163,  
    0.145, 0.158, 0.106,  
    0.086, 0.058, 0.145,  
    0.171, 0.184, 0.309  
}
```

The standard deviation in daily wave capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

#### 5.5.3.44 STDEV\_DAILY\_WIND\_CAPACITY\_FACTORS

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

**Initial value:**

```
= {  
    0.147, 0.142, 0.198,  
    0.154, 0.162, 0.202,  
    0.180, 0.217, 0.198,  
    0.168, 0.141, 0.168  
}
```

The standard deviation in daily wind capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

#### 5.5.3.45 TIDAL\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION

```
const double TIDAL_OP_MAINT_COST_PER_MWH_PRODUCTION = 50
```

The operation and maintenance cost of running a tidal turbine (assumed 0.05 credits per kWh produced).

#### 5.5.3.46 TIDAL\_TURBINE\_BUILD\_COST

```
const int TIDAL_TURBINE_BUILD_COST = 600
```

The cost of building (or upgrading) a tidal turbine in 100 kW increments.

#### 5.5.3.47 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).

#### 5.5.3.48 TILE\_SELECTED\_CHANNEL

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

A message channel for tile selection messages.

#### 5.5.3.49 TILE\_STATE\_CHANNEL

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

A message channel for tile state messages.

#### 5.5.3.50 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).

#### 5.5.3.51 WAVE\_ENERGY\_CONVERTER\_BUILD\_COST

```
const int WAVE_ENERGY_CONVERTER_BUILD_COST = 800
```

The cost of building (or upgrading) a wave energy converter in 100 kW increments.

#### 5.5.3.52 WAVE\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION

```
const double WAVE_OP_MAINT_COST_PER_MWH_PRODUCTION = 50
```

The operation and maintenance cost of running a wave energy converter (assumed 0.05 credits per kWh produced).

#### 5.5.3.53 WIND\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION

```
const double WIND_OP_MAINT_COST_PER_MWH_PRODUCTION = 50
```

The operation and maintenance cost of running a wind turbine (assumed 0.05 credits per kWh produced).

#### 5.5.3.54 WIND\_TURBINE\_BUILD\_COST

```
const int WIND_TURBINE_BUILD_COST = 400
```

The cost of building (or upgrading) a wind turbine in 100 kW increments.

#### 5.5.3.55 WIND\_TURBINE\_WATER\_BUILD\_MULTIPLIER

```
const double WIND_TURBINE_WATER_BUILD_MULTIPLIER = 1.25
```

The additional cost of building on water.

## 5.6 header/ESC\_core/doxygen\_cite.h File Reference

Header file which simply cites the doxygen tool.

### 5.6.1 Detailed Description

Header file which simply cites the doxygen tool.

Ref: [van Heesch. \[2023\]](#)

## 5.7 header/ESC\_core/includes.h File Reference

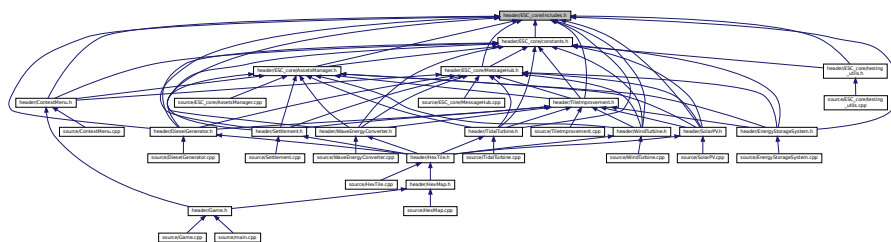
Header file for various includes.

```
#include <chrono>
#include <cmath>
#include <cstdlib>
#include <filesystem>
#include <fstream>
#include <iomanip>
#include <iostream>
#include <limits>
#include <list>
#include <map>
#include <random>
#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:



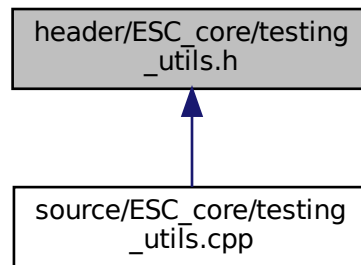
### 5.7.1 Detailed Description

Header file for various includes.

Ref: [Gomila \[2023\]](#)



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  $x \geq y$ .*
- void [testLessThan](#) (double, double, std::string, int)  
*Tests if  $x < y$ .*
- void [testLessThanOrEqualTo](#) (double, double, std::string, int)  
*Tests if  $x \leq y$ .*
- 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.*

### 5.9.1 Detailed Description

Header file for various testing utilities.

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

### 5.9.2 Function Documentation



### 5.9.2.1 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

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

```
462 {
463     std::string error_str = "\n ERROR   failed to throw expected error prior to line ";
464     error_str += std::to_string(line);
465     error_str += " of ";
466     error_str += file;
467
468     #ifdef _WIN32
469         std::cout << error_str << std::endl;
470     #endif
471
472     throw std::runtime_error(error_str);
473     return;
474 } /* expectedErrorNotDetected() */
```

### 5.9.2.2 printGold()

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

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

#### Parameters

<i>input_str</i>	The text of the string to be sent to std::cout.
------------------	---

```
114 {
115     std::cout << "\x1B[33m" << input_str << "\033[0m";
116     return;
117 } /* printGold() */
```

### 5.9.2.3 printGreen()

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

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

#### Parameters

<i>input_str</i>	The text of the string to be sent to std::cout.
------------------	---

```

94 {
95     std::cout << "\xB[32m" << input_str << "\033[0m";
96     return;
97 } /* printGreen() */

```

#### 5.9.2.4 printRed()

```

void printRed (
    std::string input_str )

```

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

##### Parameters

<i>input_str</i>	The text of the string to be sent to std::cout.
------------------	---

```

134 {
135     std::cout << "\xB[31m" << input_str << "\033[0m";
136     return;
137 } /* printRed() */

```

#### 5.9.2.5 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

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

```

168 {
169     if (fabs(x - y) <= FLOAT_TOLERANCE) {
170         return;
171     }
172
173     std::string error_str = "ERROR: testFloatEquals():\t in ";
174     error_str += file;
175     error_str += "\tline ";
176     error_str += std::to_string(line);
177     error_str += ":\t\n";
178     error_str += std::to_string(x);
179     error_str += " and ";
180     error_str += std::to_string(y);
181     error_str += " are not equal to within +/- ";
182     error_str += std::to_string(FLOAT_TOLERANCE);
183     error_str += "\n";
184
185     #ifdef _WIN32
186         std::cout << error_str << std::endl;
187     #endif

```

```

188
189     throw std::runtime_error(error_str);
190     return;
191 } /* testFloatEquals() */

```

### 5.9.2.6 testGreaterThan()

```

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

```

Tests if  $x > y$ .

#### Parameters

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

```

221 {
222     if (x > y) {
223         return;
224     }
225
226     std::string error_str = "ERROR: testGreaterThan():\t in ";
227     error_str += file;
228     error_str += "\tline ";
229     error_str += std::to_string(line);
230     error_str += ":\t\n";
231     error_str += std::to_string(x);
232     error_str += " is not greater than ";
233     error_str += std::to_string(y);
234     error_str += "\n";
235
236     #ifdef _WIN32
237         std::cout << error_str << std::endl;
238     #endif
239
240     throw std::runtime_error(error_str);
241     return;
242 } /* testGreaterThan() */

```

### 5.9.2.7 testGreaterThanOrEqualTo()

```

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

```

Tests if  $x \geq y$ .

#### Parameters

<i>x</i>	The first of two numbers to test.
----------	-----------------------------------

## Parameters

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

```

272 {
273     if (x >= y) {
274         return;
275     }
276
277     std::string error_str = "ERROR: testGreaterThanOrEqualTo():\t in ";
278     error_str += file;
279     error_str += "\tline ";
280     error_str += std::to_string(line);
281     error_str += ":\t\n";
282     error_str += std::to_string(x);
283     error_str += " is not greater than or equal to ";
284     error_str += std::to_string(y);
285     error_str += "\n";
286
287     #ifdef _WIN32
288         std::cout << error_str << std::endl;
289     #endif
290
291     throw std::runtime_error(error_str);
292     return;
293 } /* testGreaterThanOrEqualTo() */

```

## 5.9.2.8 testLessThan()

```

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

```

Tests if  $x < y$ .

## Parameters

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

```

323 {
324     if (x < y) {
325         return;
326     }
327
328     std::string error_str = "ERROR: testLessThan():\t in ";
329     error_str += file;
330     error_str += "\tline ";
331     error_str += std::to_string(line);
332     error_str += ":\t\n";
333     error_str += std::to_string(x);
334     error_str += " is not less than ";
335     error_str += std::to_string(y);
336     error_str += "\n";
337
338     #ifdef _WIN32
339         std::cout << error_str << std::endl;
340     #endif
341
342     throw std::runtime_error(error_str);
343     return;

```

```
344 }    /* testLessThan() */
```

### 5.9.2.9 testLessThanOrEqualTo()

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

Tests if  $x \leq y$ .

#### Parameters

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

```
374 {
375     if (x <= y) {
376         return;
377     }
378
379     std::string error_str = "ERROR: testLessThanOrEqualTo():\t in ";
380     error_str += file;
381     error_str += "\tline ";
382     error_str += std::to_string(line);
383     error_str += ":\t\n";
384     error_str += std::to_string(x);
385     error_str += " is not less than or equal to ";
386     error_str += std::to_string(y);
387     error_str += "\n";
388
389     #ifdef _WIN32
390         std::cout << error_str << std::endl;
391     #endif
392
393     throw std::runtime_error(error_str);
394     return;
395 }    /* testLessThanOrEqualTo() */
```

### 5.9.2.10 testTruth()

```
void testTruth (
    bool statement,
    std::string file,
    int line )
```

Tests if the given statement is true.

#### Parameters

<i>statement</i>	The statement whose truth is to be tested ("1 == 0", for example).
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```

422 {
423     if (statement) {
424         return;
425     }
426
427     std::string error_str = "ERROR: testTruth():\t in ";
428     error_str += file;
429     error_str += "\tline ";
430     error_str += std::to_string(line);
431     error_str += ":\t\n";
432     error_str += "Given statement is not true";
433
434     #ifdef _WIN32
435         std::cout << error_str << std::endl;
436     #endif
437
438     throw std::runtime_error(error_str);
439     return;
440 } /* testTruth() */

```

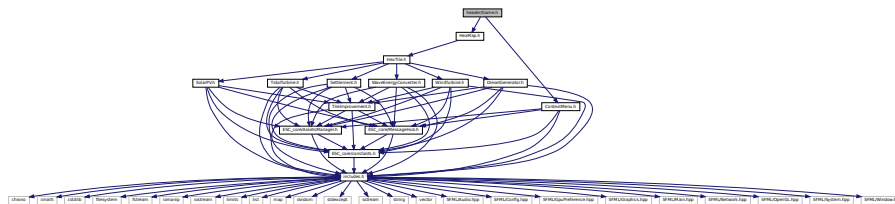
## 5.10 header/Game.h File Reference

```

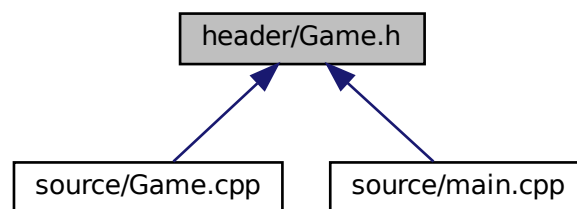
#include "HexMap.h"
#include "ContextMenu.h"

```

Include dependency graph for Game.h:



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



## Classes

- class [Game](#)

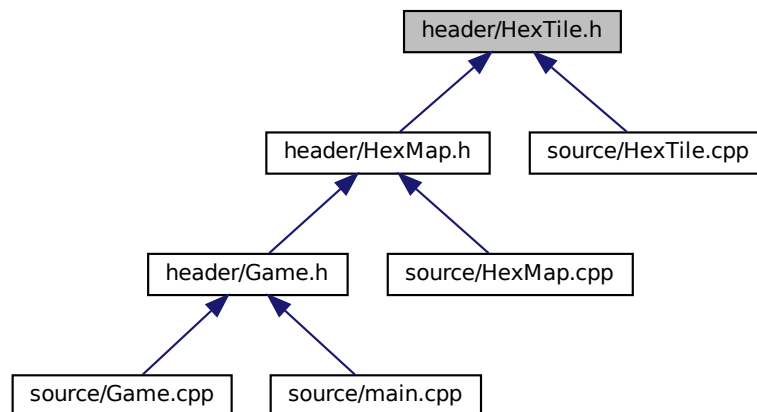
*A class which acts as the central class for the game, by containing all other classes and implementing the game loop.*







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.

### 5.12.1 Detailed Description

Header file for the [Game](#) class.

Header file for the [HexTile](#) class.

### 5.12.2 Enumeration Type Documentation

#### 5.12.2.1 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.

```

88         {
89     POOR,
90     BELOW_AVERAGE,
91     AVERAGE,
92     ABOVE_AVERAGE,
93     GOOD,
94     N_TILE_RESOURCES
95 }; /* TileResource */

```

## 5.12.2.2 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.

```

71         {
72     NONE_TYPE,
73     FOREST,
74     LAKE,
75     MOUNTAINS,
76     OCEAN,
77     PLAINS,
78     N_TILE_TYPES
79 }; /* TileType */

```

## 5.13 header/Settlement.h File Reference

Header file for the [Settlement](#) class.

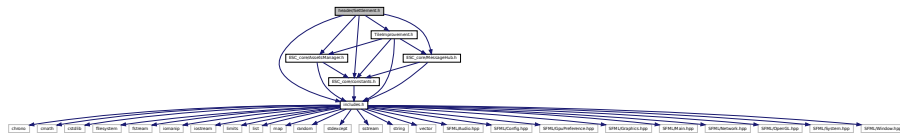
```

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

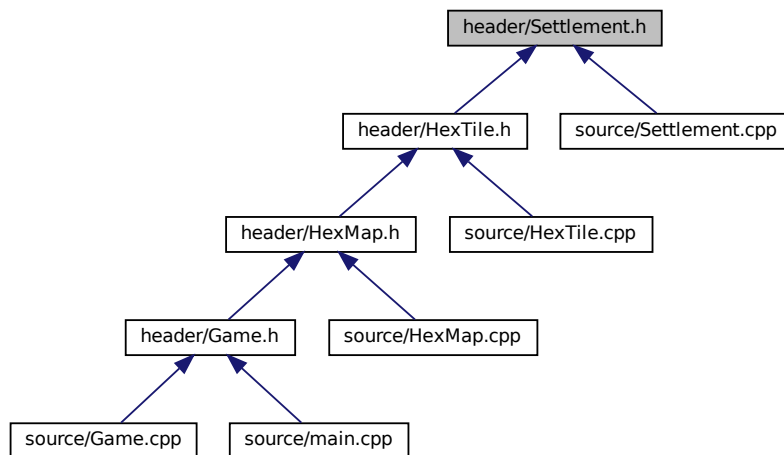
```

```
#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](#)).

### 5.13.1 Detailed Description

Header file for the [Settlement](#) class.

## 5.14 header/SolarPV.h File Reference

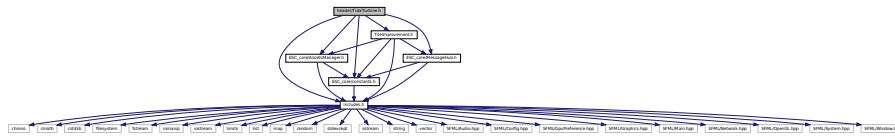
Header file for the [SolarPV](#) class.

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

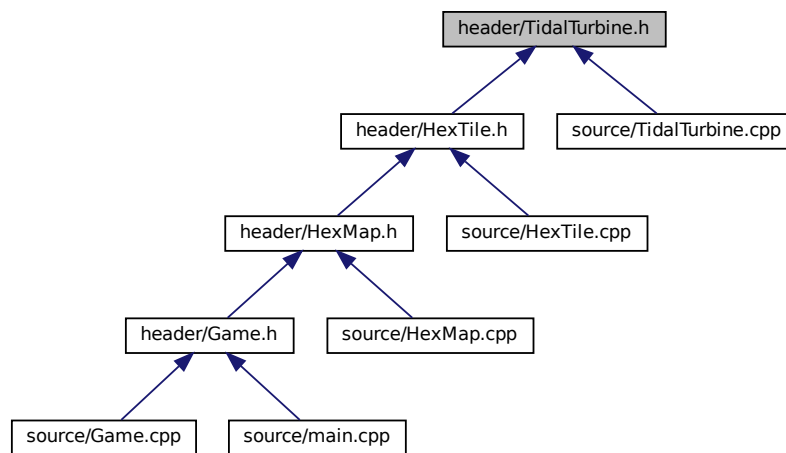


```
#include "TileImprovement.h"
```

Include dependency graph for TidalTurbine.h:



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



## Classes

- class [TidalTurbine](#)  
A settlement class (child class of [TileImprovement](#)).

### 5.15.1 Detailed Description

Header file for the [TidalTurbine](#) class.

## 5.16 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"
```



## Enumerator

SETTLEMENT	A settlement.
DIESEL_GENERATOR	A diesel generator.
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.

```

68         {
69     SETTLEMENT,
70     DIESEL_GENERATOR,
71     SOLAR_PV,
72     WIND_TURBINE,
73     TIDAL_TURBINE,
74     WAVE_ENERGY_CONVERTER,
75     ENERGY_STORAGE_SYSTEM,
76     N_TILE_IMPROVEMENT_TYPES
77 }; /* TileImprovementType */

```

## 5.17 header/WaveEnergyConverter.h File Reference

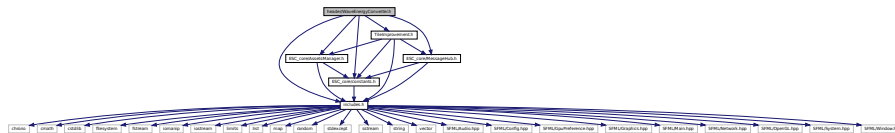
Header file for the [WaveEnergyConverter](#) class.

```

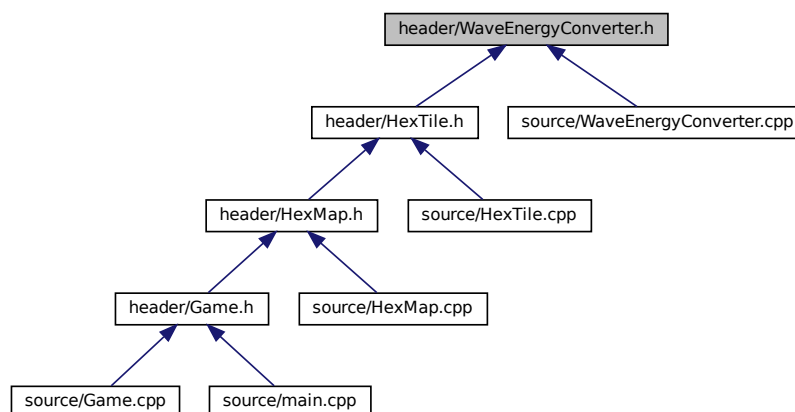
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"
#include "ESC_core/MessageHub.h"
#include "TileImprovement.h"

```

Include dependency graph for WaveEnergyConverter.h:



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



## Classes

- class [WaveEnergyConverter](#)  
A settlement class (child class of [TileImprovement](#)).

### 5.17.1 Detailed Description

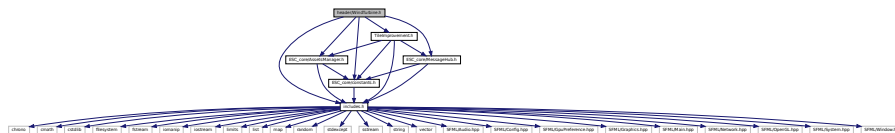
Header file for the [WaveEnergyConverter](#) class.

## 5.18 header/WindTurbine.h File Reference

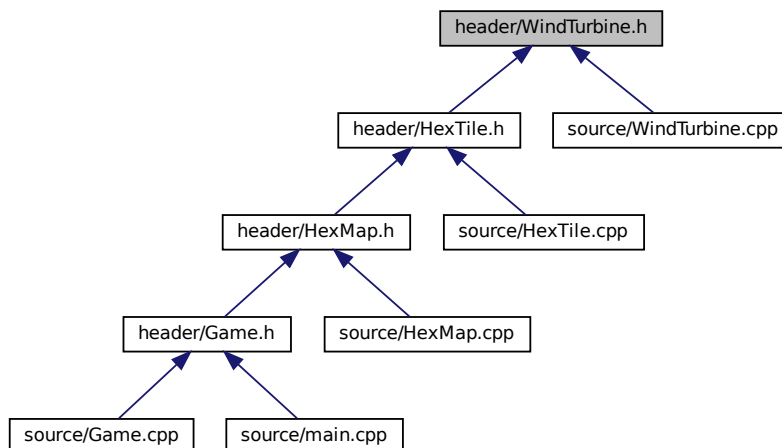
Header file for the [WindTurbine](#) class.

```
#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 WindTurbine.h:



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



## Classes

- class [WindTurbine](#)  
A settlement class (child class of [TileImprovement](#)).



### 5.18.1 Detailed Description

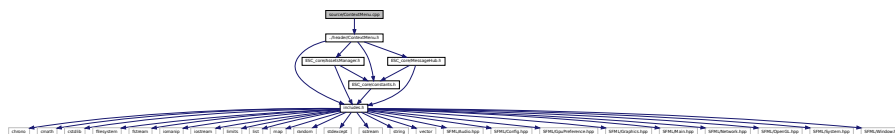
Header file for the `WindTurbine` class.

## 5.19 source/ContextMenu.cpp File Reference

Implementation file for the `ContextMenu` class.

```
#include "../header/ContextMenu.h"
```

Include dependency graph for ContextMenu.cpp:



### 5.19.1 Detailed Description

Implementation file for the `ContextMenu` class.

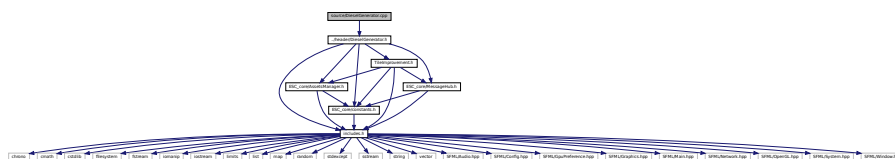
A class which defines a context menu for the game.

## 5.20 source/DieselGenerator.cpp File Reference

Implementation file for the DieselGenerator class.

```
#include "../header/DieselGenerator.h"
```

Include dependency graph for DieselGenerator.cpp:



### 5.20.1 Detailed Description

Implementation file for the [DieselGenerator](#) class.

A base class for the tile improvement hierarchy.



### 5.23.1 Detailed Description

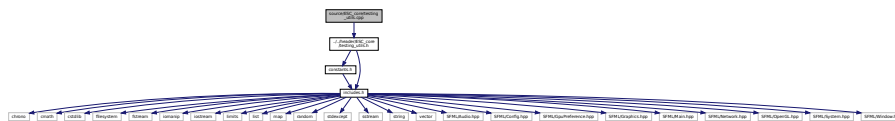
Implementation file for the `MessageHub` class.

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

## 5.24 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  $x \geq y$ .*
- 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  $x \leq y$ .*
- 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.*

### 5.24.1 Detailed Description

Implementation file for various testing utilities.

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

## 5.24.2 Function Documentation

### 5.24.2.1 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

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

```
462 {
463     std::string error_str = "\n ERROR   failed to throw expected error prior to line ";
464     error_str += std::to_string(line);
465     error_str += " of ";
466     error_str += file;
467
468     #ifdef _WIN32
469         std::cout << error_str << std::endl;
470     #endif
471
472     throw std::runtime_error(error_str);
473     return;
474 } /* expectedErrorNotDetected() */
```

### 5.24.2.2 printGold()

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

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

#### Parameters

<i>input_str</i>	The text of the string to be sent to std::cout.
------------------	---

```
114 {
115     std::cout << "\x1B[33m" << input_str << "\033[0m";
116     return;
117 } /* printGold() */
```

### 5.24.2.3 printGreen()

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

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

## Parameters

<i>input_str</i>	The text of the string to be sent to <code>std::cout</code> .
------------------	---

```

94 {
95     std::cout << "\x1B[32m" << input_str << "\033[0m";
96     return;
97 } /* printGreen() */

```

## 5.24.2.4 printRed()

```

void printRed (
    std::string input_str )

```

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

## Parameters

<i>input_str</i>	The text of the string to be sent to <code>std::cout</code> .
------------------	---

```

134 {
135     std::cout << "\x1B[31m" << input_str << "\033[0m";
136     return;
137 } /* printRed() */

```

## 5.24.2.5 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

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

```

168 {
169     if (fabs(x - y) <= FLOAT_TOLERANCE) {
170         return;
171     }
172
173     std::string error_str = "ERROR: testFloatEquals():\t in ";
174     error_str += file;
175     error_str += "\tline ";
176     error_str += std::to_string(line);
177     error_str += ":\t\n";
178     error_str += std::to_string(x);
179     error_str += " and ";
180     error_str += std::to_string(y);
181     error_str += " are not equal to within +/- ";

```

```

182     error_str += std::to_string(FLOAT_TOLERANCE);
183     error_str += "\n";
184
185     #ifdef _WIN32
186         std::cout << error_str << std::endl;
187     #endif
188
189     throw std::runtime_error(error_str);
190     return;
191 } /* testFloatEquals() */

```

#### 5.24.2.6 testGreaterThan()

```

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

```

Tests if  $x > y$ .

##### Parameters

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

```

221 {
222     if (x > y) {
223         return;
224     }
225
226     std::string error_str = "ERROR: testGreaterThan():\t in ";
227     error_str += file;
228     error_str += "\tline ";
229     error_str += std::to_string(line);
230     error_str += ":\t\n";
231     error_str += std::to_string(x);
232     error_str += " is not greater than ";
233     error_str += std::to_string(y);
234     error_str += "\n";
235
236     #ifdef _WIN32
237         std::cout << error_str << std::endl;
238     #endif
239
240     throw std::runtime_error(error_str);
241     return;
242 } /* testGreaterThan() */

```

#### 5.24.2.7 testGreaterThanOrEqualTo()

```

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

```

Tests if  $x \geq y$ .

## Parameters

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

```

272 {
273     if (x >= y) {
274         return;
275     }
276
277     std::string error_str = "ERROR: testGreaterThanOrEqualTo():\t in ";
278     error_str += file;
279     error_str += "\tline ";
280     error_str += std::to_string(line);
281     error_str += ":\t\n";
282     error_str += std::to_string(x);
283     error_str += " is not greater than or equal to ";
284     error_str += std::to_string(y);
285     error_str += "\n";
286
287     #ifdef _WIN32
288         std::cout << error_str << std::endl;
289     #endif
290
291     throw std::runtime_error(error_str);
292     return;
293 } /* testGreaterThanOrEqualTo() */

```

## 5.24.2.8 testLessThan()

```

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

```

Tests if  $x < y$ .

## Parameters

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

```

323 {
324     if (x < y) {
325         return;
326     }
327
328     std::string error_str = "ERROR: testLessThan():\t in ";
329     error_str += file;
330     error_str += "\tline ";
331     error_str += std::to_string(line);
332     error_str += ":\t\n";
333     error_str += std::to_string(x);
334     error_str += " is not less than ";
335     error_str += std::to_string(y);
336     error_str += "\n";
337
338     #ifdef _WIN32
339         std::cout << error_str << std::endl;
340     #endif
341
342     throw std::runtime_error(error_str);

```

```

343     return;
344 } /* testLessThan() */

```

#### 5.24.2.9 testLessThanOrEqualTo()

```

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

```

Tests if  $x \leq y$ .

##### Parameters

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

```

374 {
375     if (x <= y) {
376         return;
377     }
378
379     std::string error_str = "ERROR: testLessThanOrEqualTo():\t in ";
380     error_str += file;
381     error_str += "\tline ";
382     error_str += std::to_string(line);
383     error_str += ":\t\n";
384     error_str += std::to_string(x);
385     error_str += " is not less than or equal to ";
386     error_str += std::to_string(y);
387     error_str += "\n";
388
389     #ifdef _WIN32
390         std::cout << error_str << std::endl;
391     #endif
392
393     throw std::runtime_error(error_str);
394     return;
395 } /* testLessThanOrEqualTo() */

```

#### 5.24.2.10 testTruth()

```

void testTruth (
    bool statement,
    std::string file,
    int line )

```

Tests if the given statement is true.

##### Parameters

<i>statement</i>	The statement whose truth is to be tested ("1 == 0", for example).
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").



```

422 {
423     if (statement) {
424         return;
425     }
426
427     std::string error_str = "ERROR: testTruth():\t in ";
428     error_str += file;
429     error_str += "\tline ";
430     error_str += std::to_string(line);
431     error_str += ":\t\n";
432     error_str += "Given statement is not true";
433
434     #ifdef _WIN32
435         std::cout << error_str << std::endl;
436     #endif
437
438     throw std::runtime_error(error_str);
439     return;
440 } /* testTruth() */

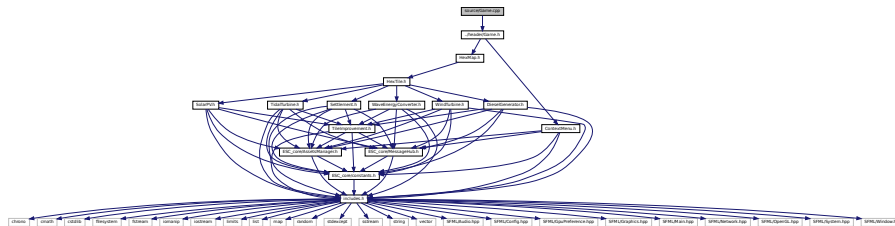
```

## 5.25 source/Game.cpp File Reference

Implementation file for the [Game](#) class.

```
#include "../header/Game.h"
```

Include dependency graph for Game.cpp:



### 5.25.1 Detailed Description

Implementation file for the [Game](#) class.

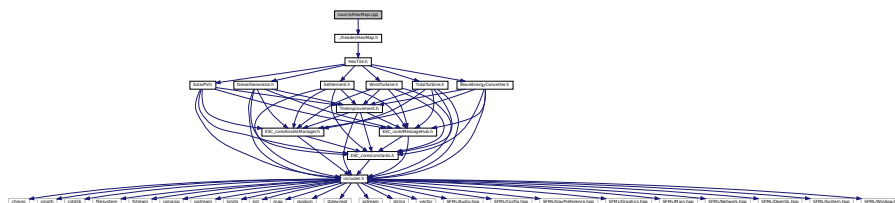
A class which defines a tile of a hex map.

## 5.26 source/HexMap.cpp File Reference

Implementation file for the [HexMap](#) class.

```
#include "../header/HexMap.h"
```

Include dependency graph for HexMap.cpp:





## 5.28.1 Detailed Description

Implementation file for `main()` for Road To Zero.

## 5.28.2 Function Documentation

### 5.28.2.1 `constructRenderWindow()`

```
sf::RenderWindow * constructRenderWindow (
    void )
```

Helper function to construct render window.

#### Returns

Pointer to the render window.

```
339 {
340     sf::RenderWindow* render_window_ptr = new sf::RenderWindow(
341         sf::VideoMode(GAME_WIDTH, GAME_HEIGHT),
342         "Road To Zero"
343     );
344
345     return render_window_ptr;
346 } /* constructRenderWindow() */
```

### 5.28.2.2 `loadAssets()`

```
void loadAssets (
    AssetsManager * assets_manager_ptr )
```

Helper function to load game assets.

#### Parameters

<code>assets_manager_ptr</code>	Pointer to the assets manager.
---------------------------------	--------------------------------

```
66 {
67     // 1. load font assets
68     assets_manager_ptr->loadFont("assets/fonts/DroidSansMono.ttf", "DroidSansMono");
69     assets_manager_ptr->loadFont("assets/fonts/Glass_TTY_VT220.ttf", "Glass_TTY_VT220");
70
71     // 2. load tile sheets
72     assets_manager_ptr->loadTexture(
73         "assets/tile_sheets/pine_tree_64x64_1_CC-BY.png",
74         "pine_tree_64x64_1"
75     );
76
77     assets_manager_ptr->loadTexture(
78         "assets/tile_sheets/wheat_64x64_1_CC-BY.png",
79         "wheat_64x64_1"
80     );
81
82     assets_manager_ptr->loadTexture(
83         "assets/tile_sheets/mountain_64x64_1_CC-BY.png",
84         "mountain_64x64_1"
```

```
85     "mountain_64x64_1"
86 );
87
88 assets_manager_ptr->loadTexture(
89     "assets/tile_sheets/water_waves_64x64_1_CC-BY.png",
90     "water_waves_64x64_1"
91 );
92
93 assets_manager_ptr->loadTexture(
94     "assets/tile_sheets/water_shimmer_64x64_1_CC-BY.png",
95     "water_shimmer_64x64_1"
96 );
97
98 assets_manager_ptr->loadTexture(
99     "assets/tile_sheets/brick_house_64x64_1_CC-BY.png",
100    "brick_house_64x64_1"
101 );
102
103 assets_manager_ptr->loadTexture(
104     "assets/tile_sheets/magnifying_glass_64x64_1_CC-BY.png",
105     "magnifying_glass_64x64_1"
106 );
107
108 assets_manager_ptr->loadTexture(
109     "assets/tile_sheets/exp2_0_CC0.png",
110     "tile clear explosion"
111 );
112
113 assets_manager_ptr->loadTexture(
114     "assets/tile_sheets/emissions_8x8_1_CC-BY.png",
115     "emissions"
116 );
117
118 assets_manager_ptr->loadTexture(
119     "assets/tile_sheets/diesel_generator_64x64_2_CC-BY.png",
120     "diesel generator"
121 );
122
123 assets_manager_ptr->loadTexture(
124     "assets/tile_sheets/solar_PV_64x64_1_CC-BY.png",
125     "solar PV array"
126 );
127
128 assets_manager_ptr->loadTexture(
129     "assets/tile_sheets/wind_turbine_64x64_2_CC-BY.png",
130     "wind turbine"
131 );
132
133 assets_manager_ptr->loadTexture(
134     "assets/tile_sheets/energy_storage_system_64x64_1_CC-BY.png",
135     "energy storage system"
136 );
137
138 assets_manager_ptr->loadTexture(
139     "assets/tile_sheets/tidal_turbine_64x64_2_CC-BY.png",
140     "tidal turbine"
141 );
142
143 assets_manager_ptr->loadTexture(
144     "assets/tile_sheets/wave_energy_converter_64x64_2_CC-BY.png",
145     "wave energy converter"
146 );
147
148 assets_manager_ptr->loadTexture(
149     "assets/tile_sheets/upgrade_arrow_16x16_1_CC-BY.png",
150     "upgrade arrow"
151 );
152
153 assets_manager_ptr->loadTexture(
154     "assets/tile_sheets/upgrade_plus_16x16_1_CC-BY.png",
155     "upgrade plus"
156 );
157
158 assets_manager_ptr->loadTexture(
159     "assets/tile_sheets/energy_storage_16x16_1_CC-BY.png",
160     "storage level"
161 );
162
163 assets_manager_ptr->loadTexture(
164     "assets/tile_sheets/coin_16x16_1_CC-BY.png",
165     "coin"
166 );
167
168
169 // 3. load sounds
170 assets_manager_ptr->loadSound(
171     "assets/audio/samples/mixkit-magical-coin-win-1936_MixkitFree.ogg",
```

```
172     "coin ring"
173 );
174
175 assets_manager_ptr->loadSound(
176     "assets/audio/samples/mixkit-positive-notification-951_MixkitFree.ogg",
177     "positive notification"
178 );
179
180 assets_manager_ptr->loadSound(
181     "assets/audio/samples/mixkit-sci-fi-click-900_MixkitFree.ogg",
182     "sci-fi click"
183 );
184
185 assets_manager_ptr->loadSound(
186     "assets/audio/samples/mixkit-apartment-buzzer-bell-press-932_MixkitFree.ogg",
187     "insufficient credits"
188 );
189
190 assets_manager_ptr->loadSound(
191     "assets/audio/samples/mixkit-data-scanner-2487_MixkitFree.ogg",
192     "resource assessment"
193 );
194
195 assets_manager_ptr->loadSound(
196     "assets/audio/samples/mixkit-interface-click-1126_MixkitFree.ogg",
197     "console string print"
198 );
199
200 assets_manager_ptr->loadSound(
201     "assets/audio/samples/mixkit-video-game-retro-click-237_MixkitFree.ogg",
202     "resource overlay toggle on"
203 );
204
205 assets_manager_ptr->loadSound(
206     "assets/audio/samples/mixkit-video-game-retro-click-237_REVERSED_MixkitFree.ogg",
207     "resource overlay toggle off"
208 );
209
210 assets_manager_ptr->loadSound(
211     "assets/audio/samples/mixkit-explosion-with-rocks-debris-1703_MixkitFree.ogg",
212     "clear mountains tile"
213 );
214
215 assets_manager_ptr->loadSound(
216     "assets/audio/samples/mixkit-arcade-game-explosion-2759_MixkitFree.ogg",
217     "clear non-mountains tile"
218 );
219
220 assets_manager_ptr->loadSound(
221     "assets/audio/samples/mixkit-electronic-retro-block-hit-2185_MixkitFree.ogg",
222     "place improvement"
223 );
224
225 assets_manager_ptr->loadSound(
226     "assets/audio/samples/mixkit-video-game-lock-2851_REVERSED_MixkitFree.ogg",
227     "build menu open"
228 );
229
230 assets_manager_ptr->loadSound(
231     "assets/audio/samples/mixkit-video-game-lock-2851_MixkitFree.ogg",
232     "build menu close"
233 );
234
235 assets_manager_ptr->loadSound(
236     "assets/audio/samples/mixkit-jump-into-the-water-1180_MixkitFree.ogg",
237     "splash"
238 );
239
240 assets_manager_ptr->loadSound(
241     "assets/audio/samples/505316__nuncaconoci__diesel_CC0.ogg",
242     "diesel running"
243 );
244
245 assets_manager_ptr->loadSound(
246     "assets/audio/samples/33460__pempi__320d_2_CC-BY.ogg",
247     "diesel start"
248 );
249
250 assets_manager_ptr->loadSound(
251     "assets/audio/samples/132724__andy_gardner__wind-turbine-blades_CC-BY.ogg",
252     "wind turbine running"
253 );
254
255 assets_manager_ptr->loadSound(
256     "assets/audio/samples/58416__darren1979__oceanwaves_CC-SAMPLING.ogg",
257     "ocean waves"
258 );
```

```

259
260     assets_manager_ptr->loadSound(
261         "assets/audio/samples/369927__mephisto_egmont__water-flowing-in-tubes_CC-BY.ogg",
262         "water flow"
263     );
264
265     assets_manager_ptr->loadSound(
266         "assets/audio/samples/647663__jotraing__electric-train-motor-idle-loop-new-generation-rollingstock_CC0.ogg",
267         "solar hum"
268     );
269
270     assets_manager_ptr->loadSound(
271         "assets/audio/samples/mixkit-epic-futuristic-movie-accent-2913_MixkitFree.ogg",
272         "game title screen"
273     );
274
275     assets_manager_ptr->loadSound(
276         "assets/audio/samples/mixkit-calm-park-with-people-and-children_MixkitFree.ogg",
277         "people and children"
278     );
279
280     assets_manager_ptr->loadSound(
281         "assets/audio/samples/mixkit-magical-coin-win-1936_MixkitFree.ogg",
282         "upgrade"
283     );
284
285     assets_manager_ptr->loadSound(
286         "assets/audio/samples/mixkit-cool-interface-click-tone-2568_MixkitFree.ogg",
287         "interface click"
288     );
289
290     assets_manager_ptr->loadSound(
291         "assets/audio/samples/mixkit-factory-metal-hard-hit-2980_MixkitFree.ogg",
292         "breakdown"
293     );
294
295     assets_manager_ptr->loadSound(
296         "assets/audio/samples/mixkit-fantasy-game-success-notification-270_MixkitFree.ogg",
297         "victory"
298     );
299
300     assets_manager_ptr->loadSound(
301         "assets/audio/samples/mixkit-player-losing-or-failing-2042_MixkitFree.ogg",
302         "loss"
303     );
304
305
306     // 4. load tracks
307     assets_manager_ptr->loadTrack(
308         "assets/audio/tracks/TreeStarMoon_Dobranoc_CC0.ogg",
309         "Tree Star Moon - Dobranoc"
310     );
311
312     assets_manager_ptr->loadTrack(
313         "assets/audio/tracks/TreeStarMoon_Lighthouse_CC0.ogg",
314         "Tree Star Moon - Lighthouse"
315     );
316
317     assets_manager_ptr->loadTrack(
318         "assets/audio/tracks/TreeStarMoon_SkyFarm_CC0.ogg",
319         "Tree Star Moon - Sky Farm"
320     );
321
322     return;
323 } /* loadAssets() */

```

### 5.28.2.3 main()

```

int main (
    int argc,
    char ** argv )
{
    // 1. load assets
    AssetsManager assets_manager;
    loadAssets(&assets_manager);

    // 2. construct render window
    sf::RenderWindow* render_window_ptr = constructRenderWindow();

```

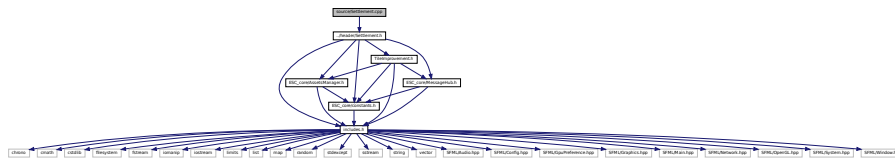
```
362
363 // 3. start game loop
364 bool quit_game = false;
365 assets_manager.playTrack();
366
367 while (not quit_game) {
368     Game game(render_window_ptr, &assets_manager);
369     quit_game = game.run();
370 }
371
372 // 4. clean up
373 render_window_ptr->close();
374 delete render_window_ptr;
375
376 return 0;
377 } /* main() */
```

## 5.29 source/Settlement.cpp File Reference

Implementation file for the **Settlement** class.

```
#include "../header/Settlement.h"
```

Include dependency graph for Settlement.cpp:



### 5.29.1 Detailed Description

Implementation file for the **Settlement** class.

A base class for the tile improvement hierarchy.

### 5.30 source/SolarPV.cpp File Reference

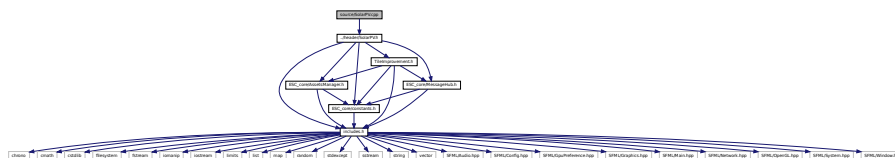
Implementation file for the **SolarPV** class.

```
#include "../header/SolarPV.h"
```

```

// Include dependency graph for SolarPV.cpp:

```





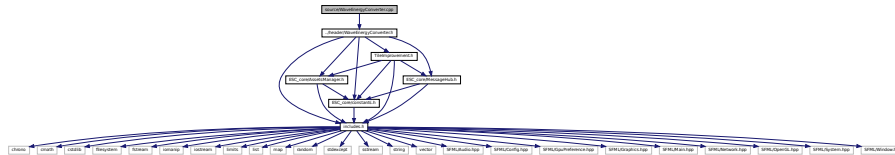


## 5.33 source/WaveEnergyConverter.cpp File Reference

Implementation file for the [WaveEnergyConverter](#) class.

```
#include "../header/WaveEnergyConverter.h"
```

Include dependency graph for WaveEnergyConverter.cpp:



### 5.33.1 Detailed Description

Implementation file for the [WaveEnergyConverter](#) class.

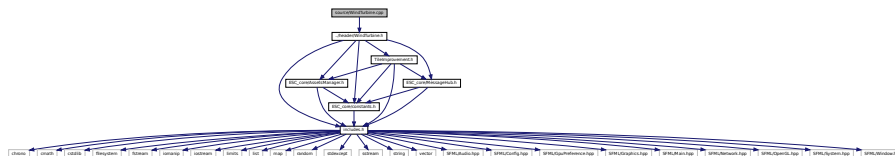
A base class for the tile improvement hierarchy.

## 5.34 source/WindTurbine.cpp File Reference

Implementation file for the [WindTurbine](#) class.

```
#include "../header/WindTurbine.h"
```

Include dependency graph for WindTurbine.cpp:



### 5.34.1 Detailed Description

Implementation file for the [WindTurbine](#) class.

A base class for the tile improvement hierarchy.



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# Index

- \_\_advanceTurn
  - Game, [65](#)
- \_\_assembleHexMap
  - HexMap, [93](#)
- \_\_assessNeighbours
  - HexMap, [94](#)
- \_\_breakdown
  - DieselGenerator, [41](#)
  - SolarPV, [182](#)
  - TidalTurbine, [199](#)
  - TileImprovement, [219](#)
  - WaveEnergyConverter, [241](#)
  - WindTurbine, [259](#)
- \_\_buildDieselGenerator
  - HexTile, [118](#)
- \_\_buildDrawOrderVector
  - HexMap, [94](#)
- \_\_buildEnergyStorage
  - HexTile, [119](#)
- \_\_buildSettlement
  - HexTile, [119](#)
- \_\_buildSolarPV
  - HexTile, [120](#)
- \_\_buildTidalTurbine
  - HexTile, [120](#)
- \_\_buildWaveEnergyConverter
  - HexTile, [121](#)
- \_\_buildWindTurbine
  - HexTile, [121](#)
- \_\_checkTerminatingConditions
  - Game, [66](#)
- \_\_clearDecoration
  - HexTile, [122](#)
- \_\_closeBuildMenu
  - HexTile, [123](#)
- \_\_closeProductionMenu
  - TileImprovement, [220](#)
- \_\_closeUpgradeMenu
  - TileImprovement, [220](#)
- \_\_computeCapacityFactors
  - SolarPV, [182](#)
  - TidalTurbine, [200](#)
  - WaveEnergyConverter, [242](#)
  - WindTurbine, [260](#)
- \_\_computeCurrentDemand
  - Game, [66](#)
- \_\_computeDispatch
  - SolarPV, [183](#)
  - TidalTurbine, [200](#)
  - WaveEnergyConverter, [242](#)
  - WindTurbine, [260](#)
- \_\_computeProduction
  - SolarPV, [184](#)
  - TidalTurbine, [201](#)
  - WaveEnergyConverter, [243](#)
  - WindTurbine, [261](#)
- \_\_computeProductionCosts
  - DieselGenerator, [41](#)
  - SolarPV, [184](#)
  - TidalTurbine, [201](#)
  - WaveEnergyConverter, [244](#)
  - WindTurbine, [262](#)
- \_\_draw
  - Game, [67](#)
- \_\_drawConsoleScreenFrame
  - ContextMenu, [22](#)
- \_\_drawConsoleText
  - ContextMenu, [23](#)
- \_\_drawDispatch
  - TileImprovement, [220](#)
- \_\_drawFrameClockOverlay
  - Game, [68](#)
- \_\_drawHUD
  - Game, [68](#)
- \_\_drawLossCredits
  - Game, [70](#)
- \_\_drawLossDemand
  - Game, [70](#)
- \_\_drawLossEmissions
  - Game, [71](#)
- \_\_drawProductionMenu
  - DieselGenerator, [41](#)
  - SolarPV, [184](#)
  - TidalTurbine, [201](#)
  - WaveEnergyConverter, [244](#)
  - WindTurbine, [262](#)
- \_\_drawTurnSummary
  - Game, [72](#)
- \_\_drawUpgradeOptions
  - SolarPV, [185](#)
  - TidalTurbine, [202](#)
  - WaveEnergyConverter, [245](#)
  - WindTurbine, [263](#)
- \_\_drawVictory
  - Game, [72](#)
- \_\_drawVisualScreenFrame
  - ContextMenu, [24](#)
- \_\_enforceOceanContinuity

- HexMap, [95](#)
- \_\_getMajorityTileType
  - HexMap, [96](#)
- \_\_getNeighboursVector
  - HexMap, [97](#)
- \_\_getNoise
  - HexMap, [97](#)
- \_\_getSelectedTile
  - HexMap, [99](#)
- \_\_getTileCoordsSubstring
  - HexTile, [123](#)
- \_\_getTileImprovementSubstring
  - HexTile, [123](#)
- \_\_getTileOptionsSubstring
  - HexTile, [124](#)
- \_\_getTileResourceSubstring
  - HexTile, [125](#)
- \_\_getTileTypeSubstring
  - HexTile, [126](#)
- \_\_getValidMapIndexPositions
  - HexMap, [99](#)
- \_\_handleImprovementStateMessage
  - Game, [73](#)
- \_\_handleKeyPressEvents
  - ContextMenu, [24](#)
  - DieselGenerator, [42](#)
  - EnergyStorageSystem, [55](#)
  - Game, [74](#)
  - HexMap, [100](#)
  - HexTile, [127](#)
  - Settlement, [172](#)
  - SolarPV, [186](#)
  - TidalTurbine, [204](#)
  - TileImprovement, [221](#)
  - WaveEnergyConverter, [246](#)
  - WindTurbine, [264](#)
- \_\_handleKeyReleaseEvents
  - HexTile, [131](#)
- \_\_handleMouseButtonEvents
  - ContextMenu, [25](#)
  - DieselGenerator, [43](#)
  - EnergyStorageSystem, [56](#)
  - Game, [74](#)
  - HexMap, [100](#)
  - HexTile, [131](#)
  - Settlement, [173](#)
  - SolarPV, [187](#)
  - TidalTurbine, [205](#)
  - TileImprovement, [222](#)
  - WaveEnergyConverter, [247](#)
  - WindTurbine, [265](#)
- \_\_insufficientCreditsAlarm
  - Game, [75](#)
- \_\_isClicked
  - HexTile, [132](#)
- \_\_isLakeTouchingOcean
  - HexMap, [101](#)
- \_\_layTiles
  - HexMap, [101](#)
- \_\_loadSoundBuffer
  - AssetsManager, [9](#)
- \_\_openBuildMenu
  - HexTile, [132](#)
- \_\_openProductionMenu
  - TileImprovement, [222](#)
- \_\_openUpgradeMenu
  - TileImprovement, [222](#)
- \_\_procedurallyGenerateTileResources
  - HexMap, [104](#)
- \_\_procedurallyGenerateTileTypes
  - HexMap, [104](#)
- \_\_processEvent
  - Game, [76](#)
- \_\_processMessage
  - Game, [76](#)
- \_\_repair
  - DieselGenerator, [44](#)
  - SolarPV, [188](#)
  - TidalTurbine, [205](#)
  - TileImprovement, [223](#)
  - WaveEnergyConverter, [247](#)
  - WindTurbine, [265](#)
- \_\_scrapImprovement
  - HexTile, [133](#)
- \_\_sendAssessNeighboursMessage
  - HexTile, [134](#)
- \_\_sendCreditsEarnedMessage
  - Game, [78](#)
- \_\_sendCreditsSpentMessage
  - HexTile, [134](#)
  - TileImprovement, [223](#)
- \_\_sendGameStateMessage
  - Game, [78](#)
- \_\_sendGameStateRequest
  - HexTile, [134](#)
  - TileImprovement, [224](#)
- \_\_sendImprovementStateMessage
  - DieselGenerator, [44](#)
  - SolarPV, [188](#)
  - TidalTurbine, [205](#)
  - WaveEnergyConverter, [248](#)
  - WindTurbine, [266](#)
- \_\_sendInsufficientCreditsMessage
  - HexTile, [135](#)
  - TileImprovement, [224](#)
- \_\_sendNoTileSelectedMessage
  - HexMap, [105](#)
- \_\_sendQuitGameMessage
  - ContextMenu, [25](#)
- \_\_sendRestartGameMessage
  - ContextMenu, [25](#)
- \_\_sendTileSelectedMessage
  - HexTile, [135](#)
- \_\_sendTileStateMessage
  - HexTile, [135](#)
- \_\_sendTileStateRequest
  - HexTile, [135](#)

- TileImprovement, 224
- \_\_sendTurnAdvanceMessage
  - Game, 79
- \_\_sendUpdateGamePhaseMessage
  - HexTile, 136
- \_\_setConsoleState
  - ContextMenu, 26
- \_\_setConsoleString
  - ContextMenu, 26
- \_\_setIsSelected
  - HexTile, 136
- \_\_setResourceText
  - HexTile, 138
- \_\_setUpBuildMenu
  - HexTile, 139
- \_\_setUpBuildOption
  - HexTile, 140
- \_\_setUpCoinSprite
  - Settlement, 173
- \_\_setUpConsoleScreen
  - ContextMenu, 27
- \_\_setUpConsoleScreenFrame
  - ContextMenu, 27
- \_\_setUpDieselGeneratorBuildOption
  - HexTile, 141
- \_\_setUpDispatchIllustration
  - TileImprovement, 224
- \_\_setUpEnergyStorageSystemBuildOption
  - HexTile, 141
- \_\_setUpGlassScreen
  - HexMap, 105
- \_\_setUpMagnifyingGlassSprite
  - HexTile, 142
- \_\_setUpMenuFrame
  - ContextMenu, 29
- \_\_setUpNodeSprite
  - HexTile, 142
- \_\_setUpProductionMenu
  - EnergyStorageSystem, 56
  - TileImprovement, 225
- \_\_setUpResourceChipSprite
  - HexTile, 142
- \_\_setUpSelectOutlineSprite
  - HexTile, 143
- \_\_setUpSolarPVBuildOption
  - HexTile, 143
- \_\_setUpTidalTurbineBuildOption
  - HexTile, 144
- \_\_setUpTileExplosionReel
  - HexTile, 144
- \_\_setUpTileImprovementSpriteAnimated
  - DieselGenerator, 44
  - TidalTurbine, 206
  - WaveEnergyConverter, 248
  - WindTurbine, 266
- \_\_setUpTileImprovementSpriteStatic
  - EnergyStorageSystem, 56
  - Settlement, 173
- SolarPV, 189
- \_\_setUpTileSprite
  - HexTile, 145
- \_\_setUpUpgradeMenu
  - TileImprovement, 225
- \_\_setUpVisualScreen
  - ContextMenu, 30
- \_\_setUpVisualScreenFrame
  - ContextMenu, 30
- \_\_setUpWaveEnergyConverterBuildOption
  - HexTile, 145
- \_\_setUpWindTurbineBuildOption
  - HexTile, 145
- \_\_smoothTileTypes
  - HexMap, 105
- \_\_summarizeTurn
  - Game, 79
- \_\_toggleFrameClockOverlay
  - Game, 81
- \_\_upgrade
  - DieselGenerator, 45
  - EnergyStorageSystem, 57
- \_\_upgradePowerCapacity
  - SolarPV, 189
  - TidalTurbine, 206
  - WaveEnergyConverter, 249
  - WindTurbine, 267
- \_\_upgradeStorageCapacity
  - TileImprovement, 226
- ~AssetsManager
  - AssetsManager, 8
- ~ContextMenu
  - ContextMenu, 22
- ~DieselGenerator
  - DieselGenerator, 41
- ~EnergyStorageSystem
  - EnergyStorageSystem, 55
- ~Game
  - Game, 65
- ~HexMap
  - HexMap, 93
- ~HexTile
  - HexTile, 118
- ~MessageHub
  - MessageHub, 163
- ~Settlement
  - Settlement, 172
- ~SolarPV
  - SolarPV, 182
- ~TidalTurbine
  - TidalTurbine, 199
- ~TileImprovement
  - TileImprovement, 219
- ~WaveEnergyConverter
  - WaveEnergyConverter, 241
- ~WindTurbine
  - WindTurbine, 259
- ABOVE\_AVERAGE

- HexTile.h, 308
- addChannel
  - MessageHub, 163
- advanceTurn
  - DieselGenerator, 45
  - SolarPV, 190
  - TidalTurbine, 207
  - TileImprovement, 227
  - WaveEnergyConverter, 249
  - WindTurbine, 267
- assess
  - HexMap, 106
  - HexTile, 146
- assets\_manager\_ptr
  - ContextMenu, 33
  - Game, 83
  - HexMap, 109
  - HexTile, 153
  - TileImprovement, 231
- AssetsManager, 7
  - \_\_loadSoundBuffer, 9
  - ~AssetsManager, 8
  - AssetsManager, 8
  - clear, 10
  - current\_track, 18
  - font\_map, 18
  - getCurrentTrackKey, 11
  - getFont, 11
  - getSound, 12
  - getSoundBuffer, 12
  - getTexture, 13
  - getTrackStatus, 13
  - loadFont, 14
  - loadSound, 14
  - loadTexture, 15
  - loadTrack, 16
  - nextTrack, 16
  - pauseTrack, 17
  - playTrack, 17
  - previousTrack, 17
  - sound\_map, 18
  - soundbuffer\_map, 18
  - stopTrack, 17
  - texture\_map, 18
  - track\_map, 19
- AVERAGE
  - HexTile.h, 308
- BELOW\_AVERAGE
  - HexTile.h, 308
- bobbing\_y
  - TidalTurbine, 212
  - WaveEnergyConverter, 254
- bool\_payload
  - Message, 160
- border\_tiles\_vec
  - HexMap, 109
- build\_menu\_backing
  - HexTile, 153
- build\_menu\_open
  - HexTile, 154
- build\_menu\_options\_text\_vec
  - HexTile, 154
- build\_menu\_options\_vec
  - HexTile, 154
- BUILD\_SETTLEMENT
  - Game.h, 305
- BUILD\_SETTLEMENT\_COST
  - constants.h, 285
- capacity\_factor\_vec
  - SolarPV, 194
  - TidalTurbine, 212
  - WaveEnergyConverter, 254
  - WindTurbine, 272
- capacity\_kW
  - DieselGenerator, 50
  - SolarPV, 194
  - TidalTurbine, 212
  - WaveEnergyConverter, 254
  - WindTurbine, 272
- capacity\_MWh
  - EnergyStorageSystem, 60
- channel
  - Message, 160
- charge\_MWh
  - EnergyStorageSystem, 60
- check\_terminating\_conditions
  - Game, 83
- clear
  - AssetsManager, 10
  - HexMap, 106
  - MessageHub, 164
- CLEAR\_FOREST\_COST
  - constants.h, 285
- CLEAR\_MOUNTAINS\_COST
  - constants.h, 285
- CLEAR\_PLAINS\_COST
  - constants.h, 286
- clearMessages
  - MessageHub, 164
- clock
  - Game, 83
- coin\_sprite
  - Settlement, 177
- consecutive\_zero\_emissions\_months
  - Game, 83
- console\_screen
  - ContextMenu, 33
- console\_screen\_frame\_bottom
  - ContextMenu, 33
- console\_screen\_frame\_left
  - ContextMenu, 34
- console\_screen\_frame\_right
  - ContextMenu, 34
- console\_screen\_frame\_top



- ContextMenu, [34](#)
- console\_state
  - ContextMenu, [34](#)
- console\_string
  - ContextMenu, [34](#)
- console\_string\_changed
  - ContextMenu, [34](#)
- console\_substring\_idx
  - ContextMenu, [35](#)
- ConsoleState
  - ContextMenu.h, [276](#)
- constants.h
  - BUILD\_SETTLEMENT\_COST, [285](#)
  - CLEAR\_FOREST\_COST, [285](#)
  - CLEAR\_MOUNTAINS\_COST, [285](#)
  - CLEAR\_PLAINS\_COST, [286](#)
  - COST\_PER\_LITRE\_DIESEL, [286](#)
  - CREDITS\_PER\_MWH\_SERVED, [286](#)
  - DAILY\_TIDAL\_CAPACITY\_FACTOR, [286](#)
  - DIESEL\_GENERATOR\_BUILD\_COST, [286](#)
  - DIESEL\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION, [286](#)
  - EMISSIONS\_LIFETIME\_LIMIT\_TONNES, [287](#)
  - ENERGY\_STORAGE\_SYSTEM\_BUILD\_COST, [287](#)
  - FLOAT\_TOLERANCE, [287](#)
  - FOREST\_GREEN, [283](#)
  - FRAMES\_PER\_SECOND, [287](#)
  - GAME\_CHANNEL, [287](#)
  - GAME\_HEIGHT, [287](#)
  - GAME\_STATE\_CHANNEL, [288](#)
  - GAME\_WIDTH, [288](#)
  - HEX\_MAP\_CHANNEL, [288](#)
  - KG\_CO2E\_PER\_LITRE\_DIESEL, [288](#)
  - LAKE\_BLUE, [283](#)
  - LITRES\_DIESEL\_PER\_MWH\_PRODUCTION, [288](#)
  - MAX\_STORAGE\_LEVELS, [288](#)
  - MAX\_UPGRADE\_LEVELS, [289](#)
  - MAXIMUM\_DAILY\_DEMAND\_PER\_CAPITA, [289](#)
  - MEAN\_DAILY\_DEMAND\_RATIOS, [289](#)
  - MEAN\_DAILY\_SOLAR\_CAPACITY\_FACTORS, [289](#)
  - MEAN\_DAILY\_WAVE\_CAPACITY\_FACTORS, [289](#)
  - MEAN\_DAILY\_WIND\_CAPACITY\_FACTORS, [290](#)
  - MENU\_FRAME\_GREY, [283](#)
  - MONOCHROME\_SCREEN\_BACKGROUND, [283](#)
  - MONOCHROME\_TEXT\_AMBER, [283](#)
  - MONOCHROME\_TEXT\_GREEN, [284](#)
  - MONOCHROME\_TEXT\_RED, [284](#)
  - MOUNTAINS\_GREY, [284](#)
  - NO\_TILE\_SELECTED\_CHANNEL, [290](#)
  - OCEAN\_BLUE, [284](#)
  - PLAINS\_YELLOW, [284](#)
  - POPULATION\_MONTHLY\_GROWTH\_RATE, [290](#)
  - RESOURCE\_ASSESSMENT\_COST, [290](#)
  - RESOURCE\_CHIP\_GREY, [285](#)
  - SCRAP\_COST, [290](#)
  - SECONDS\_PER\_FRAME, [291](#)
  - SECONDS\_PER\_MONTH, [291](#)
  - SECONDS\_PER\_YEAR, [291](#)
  - SETTLEMENT\_CHANNEL, [291](#)
  - SOLAR\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION, [291](#)
  - SOLAR\_PV\_BUILD\_COST, [291](#)
  - SOLAR\_PV\_WATER\_BUILD\_MULTIPLIER, [292](#)
  - STARTING\_CREDITS, [292](#)
  - STARTING\_POPULATION, [292](#)
  - STDEV\_DAILY\_DEMAND\_RATIOS, [292](#)
  - STDEV\_DAILY\_SOLAR\_CAPACITY\_FACTORS, [292](#)
  - STDEV\_DAILY\_WAVE\_CAPACITY\_FACTORS, [293](#)
  - STDEV\_DAILY\_WIND\_CAPACITY\_FACTORS, [293](#)
  - TIDAL\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION, [293](#)
  - TIDAL\_TURBINE\_BUILD\_COST, [293](#)
  - TILE\_RESOURCE\_CUMULATIVE\_PROBABILITIES, [294](#)
  - TILE\_SELECTED\_CHANNEL, [294](#)
  - TILE\_STATE\_CHANNEL, [294](#)
  - TILE\_TYPE\_CUMULATIVE\_PROBABILITIES, [294](#)
  - VISUAL\_SCREEN\_FRAME\_GREY, [285](#)
  - WAVE\_ENERGY\_CONVERTER\_BUILD\_COST, [294](#)
  - WAVE\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION, [295](#)
  - WIND\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION, [295](#)
  - WIND\_TURBINE\_BUILD\_COST, [295](#)
  - WIND\_TURBINE\_WATER\_BUILD\_MULTIPLIER, [295](#)
- constructRenderWindow
  - main.cpp, [325](#)
- context\_menu\_ptr
  - Game, [83](#)
- ContextMenu, [19](#)
  - \_\_drawConsoleScreenFrame, [22](#)
  - \_\_drawConsoleText, [23](#)
  - \_\_drawVisualScreenFrame, [24](#)
  - \_\_handleKeyPressEvents, [24](#)
  - \_\_handleMouseButtonEvents, [25](#)
  - \_\_sendQuitGameMessage, [25](#)
  - \_\_sendRestartGameMessage, [25](#)
  - \_\_setConsoleState, [26](#)
  - \_\_setConsoleString, [26](#)
  - \_\_setUpConsoleScreen, [27](#)
  - \_\_setUpConsoleScreenFrame, [27](#)
  - \_\_setUpMenuFrame, [29](#)
  - \_\_setUpVisualScreen, [30](#)
  - \_\_setUpVisualScreenFrame, [30](#)
  - ~ContextMenu, [22](#)
  - assets\_manager\_ptr, [33](#)
  - console\_screen, [33](#)
  - console\_screen\_frame\_bottom, [33](#)

- console\_screen\_frame\_left, 34
- console\_screen\_frame\_right, 34
- console\_screen\_frame\_top, 34
- console\_state, 34
- console\_string, 34
- console\_string\_changed, 34
- console\_substring\_idx, 35
- ContextMenu, 21
- draw, 31
- event\_ptr, 35
- frame, 35
- game\_menu\_up, 35
- menu\_frame, 35
- message\_hub\_ptr, 35
- position\_x, 36
- position\_y, 36
- processEvent, 32
- processMessage, 32
- render\_window\_ptr, 36
- visual\_screen, 36
- visual\_screen\_frame\_bottom, 36
- visual\_screen\_frame\_left, 36
- visual\_screen\_frame\_right, 37
- visual\_screen\_frame\_top, 37
- ContextMenu.h
  - ConsoleState, 276
  - MENU, 276
  - N\_CONSOLE\_STATES, 276
  - NONE\_STATE, 276
  - READY, 276
  - TILE, 276
- COST\_PER\_LITRE\_DIESEL
  - constants.h, 286
- credits
  - Game, 83
  - HexTile, 154
  - TileImprovement, 231
- CREDITS\_PER\_MWH\_SERVED
  - constants.h, 286
- cumulative\_emissions\_tonnes
  - Game, 84
- current\_track
  - AssetsManager, 18
- DAILY\_TIDAL\_CAPACITY\_FACTOR
  - constants.h, 286
- decorateTile
  - HexTile, 146
- decoration\_cleared
  - HexTile, 154
- demand\_MWh
  - Game, 84
  - TileImprovement, 231
- demand\_remaining\_MWh
  - Game, 84
- demand\_served\_MWh
  - Game, 84
- demand\_vec\_MWh
  - Game, 84
- TileImprovement, 231
- DIESEL\_GENERATOR
  - TileImprovement.h, 313
- DIESEL\_GENERATOR\_BUILD\_COST
  - constants.h, 286
- DIESEL\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION
  - constants.h, 286
- DieselGenerator, 37
  - \_\_breakdown, 41
  - \_\_computeProductionCosts, 41
  - \_\_drawProductionMenu, 41
  - \_\_handleKeyPressEvents, 42
  - \_\_handleMouseButtonEvents, 43
  - \_\_repair, 44
  - \_\_sendImprovementStateMessage, 44
  - \_\_setUpTileImprovementSpriteAnimated, 44
  - \_\_upgrade, 45
  - ~DieselGenerator, 41
  - advanceTurn, 45
  - capacity\_kW, 50
  - DieselGenerator, 39
  - draw, 46
  - emissions\_tonnes\_CO2e, 50
  - fuel\_cost, 50
  - getTileOptionsSubstring, 48
  - max\_production\_MWh, 51
  - processEvent, 49
  - processMessage, 49
  - production\_MWh, 51
  - setIsSelected, 50
  - smoke\_da, 51
  - smoke\_dx, 51
  - smoke\_dy, 51
  - smoke\_prob, 51
  - smoke\_sprite\_list, 52
- dispatch\_backing
  - TileImprovement, 231
- dispatch\_income
  - Game, 84
- dispatch\_MWh
  - SolarPV, 194
  - TidalTurbine, 212
  - WaveEnergyConverter, 254
  - WindTurbine, 272
- dispatch\_text
  - TileImprovement, 231
- dispatch\_vec\_MWh
  - SolarPV, 194
  - TidalTurbine, 212
  - WaveEnergyConverter, 255
  - WindTurbine, 272
- dispatchable\_MWh
  - SolarPV, 195
  - TidalTurbine, 212
  - WaveEnergyConverter, 255
  - WindTurbine, 272
- double\_payload
  - Message, 160

- draw
  - ContextMenu, 31
  - DieselGenerator, 46
  - EnergyStorageSystem, 57
  - HexMap, 107
  - HexTile, 148
  - Settlement, 174
  - SolarPV, 190
  - TidalTurbine, 208
  - TileImprovement, 227
  - WaveEnergyConverter, 250
  - WindTurbine, 268
- draw\_coin
  - Settlement, 177
- draw\_explosion
  - HexTile, 154
- EMISSIONS\_LIFETIME\_LIMIT\_TONNES
  - constants.h, 287
- emissions\_tonnes\_CO2e
  - DieselGenerator, 50
- ENERGY\_STORAGE\_SYSTEM
  - TileImprovement.h, 313
- ENERGY\_STORAGE\_SYSTEM\_BUILD\_COST
  - constants.h, 287
- EnergyStorageSystem, 52
  - \_\_handleKeyPressEvents, 55
  - \_\_handleMouseButtonEvents, 56
  - \_\_setUpProductionMenu, 56
  - \_\_setUpTileImprovementSpriteStatic, 56
  - \_\_upgrade, 57
  - ~EnergyStorageSystem, 55
  - capacity\_MWh, 60
  - charge\_MWh, 60
  - draw, 57
  - EnergyStorageSystem, 54
  - getTileOptionsSubstring, 58
  - processEvent, 59
  - processMessage, 59
  - setIsSelected, 59
- event
  - Game, 85
- event\_ptr
  - ContextMenu, 35
  - HexMap, 110
  - HexTile, 155
  - TileImprovement, 232
- expectedErrorNotDetected
  - testing\_utils.cpp, 318
  - testing\_utils.h, 298
- explosion\_frame
  - HexTile, 155
- explosion\_sprite\_reel
  - HexTile, 155
- FLOAT\_TOLERANCE
  - constants.h, 287
- font\_map
  - AssetsManager, 18
- FOREST
  - HexTile.h, 308
- FOREST\_GREEN
  - constants.h, 283
- frame
  - ContextMenu, 35
  - Game, 85
  - HexMap, 110
  - HexTile, 155
  - TileImprovement, 232
- FRAMES\_PER\_SECOND
  - constants.h, 287
- fuel\_cost
  - DieselGenerator, 50
- Game, 60
  - \_\_advanceTurn, 65
  - \_\_checkTerminatingConditions, 66
  - \_\_computeCurrentDemand, 66
  - \_\_draw, 67
  - \_\_drawFrameClockOverlay, 68
  - \_\_drawHUD, 68
  - \_\_drawLossCredits, 70
  - \_\_drawLossDemand, 70
  - \_\_drawLossEmissions, 71
  - \_\_drawTurnSummary, 72
  - \_\_drawVictory, 72
  - \_\_handleImprovementStateMessage, 73
  - \_\_handleKeyPressEvents, 74
  - \_\_handleMouseButtonEvents, 74
  - \_\_insufficientCreditsAlarm, 75
  - \_\_processEvent, 76
  - \_\_processMessage, 76
  - \_\_sendCreditsEarnedMessage, 78
  - \_\_sendGameStateMessage, 78
  - \_\_sendTurnAdvanceMessage, 79
  - \_\_summarizeTurn, 79
  - \_\_toggleFrameClockOverlay, 81
  - ~Game, 65
  - assets\_manager\_ptr, 83
  - check\_terminating\_conditions, 83
  - clock, 83
  - consecutive\_zero\_emissions\_months, 83
  - context\_menu\_ptr, 83
  - credits, 83
  - cumulative\_emissions\_tonnes, 84
  - demand\_MWh, 84
  - demand\_remaining\_MWh, 84
  - demand\_served\_MWh, 84
  - demand\_vec\_MWh, 84
  - dispatch\_income, 84
  - event, 85
  - frame, 85
  - Game, 64
  - game\_loop\_broken, 85
  - game\_phase, 85
  - hex\_map\_ptr, 85
  - message\_deadlock, 85
  - message\_deadlock\_frame, 86

- message\_hub, 86
- month, 86
- net\_credit\_flow, 86
- overproduction\_MWh, 86
- overproduction\_penalty, 86
- past\_demand\_MWh, 87
- population, 87
- quit\_game, 87
- render\_window\_ptr, 87
- run, 81
- show\_frame\_clock\_overlay, 87
- show\_tutorial, 87
- substring\_idx, 88
- time\_since\_start\_s, 88
- turn, 88
- turn\_emissions\_tonnes, 88
- turn\_end, 88
- turn\_fuel\_cost, 88
- turn\_operation\_maintenance\_cost, 89
- turn\_summary\_string, 89
- turn\_summary\_text, 89
- year, 89
- Game.h
  - BUILD\_SETTLEMENT, 305
  - GamePhase, 305
  - LOSS\_CREDITS, 305
  - LOSS\_DEMAND, 305
  - LOSS\_EMISSIONS, 305
  - N\_GAME\_PHASES, 305
  - SYSTEM\_MANAGEMENT, 305
  - VICTORY, 305
- GAME\_CHANNEL
  - constants.h, 287
- GAME\_HEIGHT
  - constants.h, 287
- game\_loop\_broken
  - Game, 85
- game\_menu\_up
  - ContextMenu, 35
- game\_phase
  - Game, 85
  - HexTile, 155
  - TileImprovement, 232
- GAME\_STATE\_CHANNEL
  - constants.h, 288
- GAME\_WIDTH
  - constants.h, 288
- GamePhase
  - Game.h, 305
- getCurrentTrackKey
  - AssetsManager, 11
- getFont
  - AssetsManager, 11
- getSound
  - AssetsManager, 12
- getSoundBuffer
  - AssetsManager, 12
- getTexture
  - AssetsManager, 13
- getTileOptionsSubstring
  - DieselGenerator, 48
  - EnergyStorageSystem, 58
  - Settlement, 175
  - SolarPV, 192
  - TidalTurbine, 209
  - TileImprovement, 229
  - WaveEnergyConverter, 252
  - WindTurbine, 269
- getTrackStatus
  - AssetsManager, 13
- glass\_screen
  - HexMap, 110
- GOOD
  - HexTile.h, 308
- has\_improvement
  - HexTile, 155
- hasTraffic
  - MessageHub, 164
- header/ContextMenu.h, 275
- header/DieselGenerator.h, 276
- header/EnergyStorageSystem.h, 277
- header/ESC\_core/AssetsManager.h, 278
- header/ESC\_core/constants.h, 279
- header/ESC\_core/doxygen\_cite.h, 295
- header/ESC\_core/includes.h, 296
- header/ESC\_core/MessageHub.h, 297
- header/ESC\_core/testing\_utils.h, 297
- header/Game.h, 304
- header/HexMap.h, 305
- header/HexTile.h, 306
- header/Settlement.h, 308
- header/SolarPV.h, 309
- header/TidalTurbine.h, 310
- header/TileImprovement.h, 311
- header/WaveEnergyConverter.h, 313
- header/WindTurbine.h, 314
- health
  - TileImprovement, 232
- hex\_draw\_order\_vec
  - HexMap, 110
- hex\_map
  - HexMap, 110
- HEX\_MAP\_CHANNEL
  - constants.h, 288
- hex\_map\_ptr
  - Game, 85
- HexMap, 90
  - \_\_assembleHexMap, 93
  - \_\_assessNeighbours, 94
  - \_\_buildDrawOrderVector, 94
  - \_\_enforceOceanContinuity, 95
  - \_\_getMajorityTileType, 96
  - \_\_getNeighboursVector, 97
  - \_\_getNoise, 97
  - \_\_getSelectedTile, 99
  - \_\_getValidMapIndexPositions, 99

- \_\_handleKeyPressEvents, 100
- \_\_handleMouseButtonEvents, 100
- \_\_isLakeTouchingOcean, 101
- \_\_layTiles, 101
- \_\_procedurallyGenerateTileResources, 104
- \_\_procedurallyGenerateTileTypes, 104
- \_\_sendNoTileSelectedMessage, 105
- \_\_setUpGlassScreen, 105
- \_\_smoothTileTypes, 105
- ~HexMap, 93
- assess, 106
- assets\_manager\_ptr, 109
- border\_tiles\_vec, 109
- clear, 106
- draw, 107
- event\_ptr, 110
- frame, 110
- glass\_screen, 110
- hex\_draw\_order\_vec, 110
- hex\_map, 110
- HexMap, 92
- message\_hub\_ptr, 110
- n\_layers, 111
- n\_tiles, 111
- position\_x, 111
- position\_y, 111
- processEvent, 107
- processMessage, 108
- render\_window\_ptr, 111
- reroll, 108
- show\_resource, 111
- tile\_position\_x\_vec, 112
- tile\_position\_y\_vec, 112
- tile\_selected, 112
- toggleResourceOverlay, 109
- HexTile, 112
  - \_\_buildDieselGenerator, 118
  - \_\_buildEnergyStorage, 119
  - \_\_buildSettlement, 119
  - \_\_buildSolarPV, 120
  - \_\_buildTidalTurbine, 120
  - \_\_buildWaveEnergyConverter, 121
  - \_\_buildWindTurbine, 121
  - \_\_clearDecoration, 122
  - \_\_closeBuildMenu, 123
  - \_\_getTileCoordsSubstring, 123
  - \_\_getTileImprovementSubstring, 123
  - \_\_getTileOptionsSubstring, 124
  - \_\_getTileResourceSubstring, 125
  - \_\_getTileTypeSubstring, 126
  - \_\_handleKeyPressEvents, 127
  - \_\_handleKeyReleaseEvents, 131
  - \_\_handleMouseButtonEvents, 131
  - \_\_isClicked, 132
  - \_\_openBuildMenu, 132
  - \_\_scrapImprovement, 133
  - \_\_sendAssessNeighboursMessage, 134
  - \_\_sendCreditsSpentMessage, 134
  - \_\_sendGameStateRequest, 134
  - \_\_sendInsufficientCreditsMessage, 135
  - \_\_sendTileSelectedMessage, 135
  - \_\_sendTileStateMessage, 135
  - \_\_sendUpdateGamePhaseMessage, 136
  - \_\_setIsSelected, 136
  - \_\_setResourceText, 138
  - \_\_setUpBuildMenu, 139
  - \_\_setUpBuildOption, 140
  - \_\_setUpDieselGeneratorBuildOption, 141
  - \_\_setUpEnergyStorageSystemBuildOption, 141
  - \_\_setUpMagnifyingGlassSprite, 142
  - \_\_setUpNodeSprite, 142
  - \_\_setUpResourceChipSprite, 142
  - \_\_setUpSelectOutlineSprite, 143
  - \_\_setUpSolarPVBuildOption, 143
  - \_\_setUpTidalTurbineBuildOption, 144
  - \_\_setUpTileExplosionReel, 144
  - \_\_setUpTileSprite, 145
  - \_\_setUpWaveEnergyConverterBuildOption, 145
  - \_\_setUpWindTurbineBuildOption, 145
  - ~HexTile, 118
  - assess, 146
  - assets\_manager\_ptr, 153
  - build\_menu\_backing, 153
  - build\_menu\_backing\_text, 153
  - build\_menu\_open, 154
  - build\_menu\_options\_text\_vec, 154
  - build\_menu\_options\_vec, 154
  - credits, 154
  - decorateTile, 146
  - decoration\_cleared, 154
  - draw, 148
  - draw\_explosion, 154
  - event\_ptr, 155
  - explosion\_frame, 155
  - explosion\_sprite\_reel, 155
  - frame, 155
  - game\_phase, 155
  - has\_improvement, 155
  - HexTile, 117
  - is\_selected, 156
  - magnifying\_glass\_sprite, 156
  - major\_radius, 156
  - message\_hub\_ptr, 156
  - minor\_radius, 156
  - node\_sprite, 156
  - position\_x, 157
  - position\_y, 157
  - processEvent, 149
  - processMessage, 149
  - render\_window\_ptr, 157
  - resource\_assessed, 157
  - resource\_assessment, 157
  - resource\_chip\_sprite, 157
  - resource\_text, 158
  - scrap\_improvement\_frame, 158
  - select\_outline\_sprite, 158

- setTileResource, [150](#), [151](#)
- setTileType, [151](#), [152](#)
- show\_node, [158](#)
- show\_resource, [158](#)
- tile\_decoration\_sprite, [158](#)
- tile\_improvement\_ptr, [159](#)
- tile\_resource, [159](#)
- tile\_sprite, [159](#)
- tile\_type, [159](#)
- toggleResourceOverlay, [153](#)
- HexTile.h
  - ABOVE\_AVERAGE, [308](#)
  - AVERAGE, [308](#)
  - BELOW\_AVERAGE, [308](#)
  - FOREST, [308](#)
  - GOOD, [308](#)
  - LAKE, [308](#)
  - MOUNTAINS, [308](#)
  - N\_TILE\_RESOURCES, [308](#)
  - N\_TILE\_TYPES, [308](#)
  - NONE\_TYPE, [308](#)
  - OCEAN, [308](#)
  - PLAINS, [308](#)
  - POOR, [308](#)
  - TileResource, [307](#)
  - TileType, [308](#)
- incrementMessageRead
  - MessageHub, [164](#)
- int\_payload
  - Message, [160](#)
- is\_broken
  - TileImprovement, [232](#)
- is\_running
  - TileImprovement, [232](#)
- is\_selected
  - HexTile, [156](#)
  - TileImprovement, [233](#)
- isEmpty
  - MessageHub, [165](#)
- just\_built
  - TileImprovement, [233](#)
- just\_upgraded
  - TileImprovement, [233](#)
- KG\_CO2E\_PER\_LITRE\_DIESEL
  - constants.h, [288](#)
- LAKE
  - HexTile.h, [308](#)
- LAKE\_BLUE
  - constants.h, [283](#)
- LITRES\_DIESEL\_PER\_MWH\_PRODUCTION
  - constants.h, [288](#)
- loadAssets
  - main.cpp, [325](#)
- loadFont
  - AssetsManager, [14](#)
- loadSound
  - AssetsManager, [14](#)
- loadTexture
  - AssetsManager, [15](#)
- loadTrack
  - AssetsManager, [16](#)
- LOSS\_CREDITS
  - Game.h, [305](#)
- LOSS\_DEMAND
  - Game.h, [305](#)
- LOSS\_EMISSIONS
  - Game.h, [305](#)
- magnifying\_glass\_sprite
  - HexTile, [156](#)
- main
  - main.cpp, [328](#)
- main.cpp
  - constructRenderWindow, [325](#)
  - loadAssets, [325](#)
  - main, [328](#)
- major\_radius
  - HexTile, [156](#)
- max\_daily\_production\_MWh
  - SolarPV, [195](#)
  - TidalTurbine, [213](#)
  - WaveEnergyConverter, [255](#)
  - WindTurbine, [272](#)
- max\_production\_MWh
  - DieselGenerator, [51](#)
- MAX\_STORAGE\_LEVELS
  - constants.h, [288](#)
- MAX\_UPGRADE\_LEVELS
  - constants.h, [289](#)
- MAXIMUM\_DAILY\_DEMAND\_PER\_CAPITA
  - constants.h, [289](#)
- MEAN\_DAILY\_DEMAND\_RATIOS
  - constants.h, [289](#)
- MEAN\_DAILY\_SOLAR\_CAPACITY\_FACTORS
  - constants.h, [289](#)
- MEAN\_DAILY\_WAVE\_CAPACITY\_FACTORS
  - constants.h, [289](#)
- MEAN\_DAILY\_WIND\_CAPACITY\_FACTORS
  - constants.h, [290](#)
- MENU
  - ContextMenu.h, [276](#)
- menu\_frame
  - ContextMenu, [35](#)
- MENU\_FRAME\_GREY
  - constants.h, [283](#)
- Message, [159](#)
  - bool\_payload, [160](#)
  - channel, [160](#)
  - double\_payload, [160](#)
  - int\_payload, [160](#)
  - number\_of\_reads, [161](#)
  - string\_payload, [161](#)
  - subject, [161](#)
  - vector\_payload, [161](#)

- message\_deadlock
  - Game, [85](#)
- message\_deadlock\_frame
  - Game, [86](#)
- message\_hub
  - Game, [86](#)
- message\_hub\_ptr
  - ContextMenu, [35](#)
  - HexMap, [110](#)
  - HexTile, [156](#)
  - TileImprovement, [233](#)
- message\_map
  - MessageHub, [169](#)
- MessageHub, [161](#)
  - ~MessageHub, [163](#)
  - addChannel, [163](#)
  - clear, [164](#)
  - clearMessages, [164](#)
  - hasTraffic, [164](#)
  - incrementMessageRead, [164](#)
  - isEmpty, [165](#)
  - message\_map, [169](#)
  - MessageHub, [162](#)
  - popMessage, [166](#)
  - printState, [166](#)
  - receiveMessage, [167](#)
  - removeChannel, [168](#)
  - sendMessage, [168](#)
- minor\_radius
  - HexTile, [156](#)
- MONOCHROME\_SCREEN\_BACKGROUND
  - constants.h, [283](#)
- MONOCHROME\_TEXT\_AMBER
  - constants.h, [283](#)
- MONOCHROME\_TEXT\_GREEN
  - constants.h, [284](#)
- MONOCHROME\_TEXT\_RED
  - constants.h, [284](#)
- month
  - Game, [86](#)
  - TileImprovement, [233](#)
- MOUNTAINS
  - HexTile.h, [308](#)
- MOUNTAINS\_GREY
  - constants.h, [284](#)
- N\_CONSOLE\_STATES
  - ContextMenu.h, [276](#)
- N\_GAME\_PHASES
  - Game.h, [305](#)
- n\_layers
  - HexMap, [111](#)
- N\_TILE\_IMPROVEMENT\_TYPES
  - TileImprovement.h, [313](#)
- N\_TILE\_RESOURCES
  - HexTile.h, [308](#)
- N\_TILE\_TYPES
  - HexTile.h, [308](#)
- n\_tiles
  - HexMap, [111](#)
- net\_credit\_flow
  - Game, [86](#)
- nextTrack
  - AssetsManager, [16](#)
- NO\_TILE\_SELECTED\_CHANNEL
  - constants.h, [290](#)
- node\_sprite
  - HexTile, [156](#)
- NONE\_STATE
  - ContextMenu.h, [276](#)
- NONE\_TYPE
  - HexTile.h, [308](#)
- number\_of\_reads
  - Message, [161](#)
- OCEAN
  - HexTile.h, [308](#)
- OCEAN\_BLUE
  - constants.h, [284](#)
- operation\_maintenance\_cost
  - TileImprovement, [233](#)
- overproduction\_MWh
  - Game, [86](#)
- overproduction\_penalty
  - Game, [86](#)
- past\_demand\_MWh
  - Game, [87](#)
- pauseTrack
  - AssetsManager, [17](#)
- PLAINS
  - HexTile.h, [308](#)
- PLAINS\_YELLOW
  - constants.h, [284](#)
- playTrack
  - AssetsManager, [17](#)
- POOR
  - HexTile.h, [308](#)
- popMessage
  - MessageHub, [166](#)
- population
  - Game, [87](#)
- POPULATION\_MONTHLY\_GROWTH\_RATE
  - constants.h, [290](#)
- position\_x
  - ContextMenu, [36](#)
  - HexMap, [111](#)
  - HexTile, [157](#)
  - TileImprovement, [234](#)
- position\_y
  - ContextMenu, [36](#)
  - HexMap, [111](#)
  - HexTile, [157](#)
  - TileImprovement, [234](#)
- previousTrack
  - AssetsManager, [17](#)
- printGold
  - testing\_utils.cpp, [318](#)



- testing\_utils.h, 299
- printGreen
  - testing\_utils.cpp, 318
  - testing\_utils.h, 299
- printRed
  - testing\_utils.cpp, 319
  - testing\_utils.h, 300
- printState
  - MessageHub, 166
- processEvent
  - ContextMenu, 32
  - DieselGenerator, 49
  - EnergyStorageSystem, 59
  - HexMap, 107
  - HexTile, 149
  - Settlement, 175
  - SolarPV, 192
  - TidalTurbine, 210
  - TileImprovement, 229
  - WaveEnergyConverter, 252
  - WindTurbine, 270
- processMessage
  - ContextMenu, 32
  - DieselGenerator, 49
  - EnergyStorageSystem, 59
  - HexMap, 108
  - HexTile, 149
  - Settlement, 176
  - SolarPV, 193
  - TidalTurbine, 210
  - TileImprovement, 229
  - WaveEnergyConverter, 253
  - WindTurbine, 270
- production\_menu\_backing
  - TileImprovement, 234
- production\_menu\_backing\_text
  - TileImprovement, 234
- production\_menu\_open
  - TileImprovement, 234
- production\_MWh
  - DieselGenerator, 51
  - SolarPV, 195
  - TidalTurbine, 213
  - WaveEnergyConverter, 255
  - WindTurbine, 273
- production\_vec\_MWh
  - SolarPV, 195
  - TidalTurbine, 213
  - WaveEnergyConverter, 255
  - WindTurbine, 273
- quit\_game
  - Game, 87
- READY
  - ContextMenu.h, 276
- receiveMessage
  - MessageHub, 167
- removeChannel
  - MessageHub, 168
- render\_window\_ptr
  - ContextMenu, 36
  - Game, 87
  - HexMap, 111
  - HexTile, 157
  - TileImprovement, 234
- reroll
  - HexMap, 108
- resource\_assessed
  - HexTile, 157
- resource\_assessment
  - HexTile, 157
- RESOURCE\_ASSESSMENT\_COST
  - constants.h, 290
- RESOURCE\_CHIP\_GREY
  - constants.h, 285
- resource\_chip\_sprite
  - HexTile, 157
- resource\_text
  - HexTile, 158
- rotor\_drotation
  - TidalTurbine, 213
  - WindTurbine, 273
- run
  - Game, 81
- SCRAP\_COST
  - constants.h, 290
- scrap\_improvement\_frame
  - HexTile, 158
- SECONDS\_PER\_FRAME
  - constants.h, 291
- SECONDS\_PER\_MONTH
  - constants.h, 291
- SECONDS\_PER\_YEAR
  - constants.h, 291
- select\_outline\_sprite
  - HexTile, 158
- sendMessage
  - MessageHub, 168
- setIsSelected
  - DieselGenerator, 50
  - EnergyStorageSystem, 59
  - Settlement, 176
  - SolarPV, 193
  - TidalTurbine, 211
  - TileImprovement, 230
  - WaveEnergyConverter, 253
  - WindTurbine, 271
- setTileResource
  - HexTile, 150, 151
- setTileType
  - HexTile, 151, 152
- SETTLEMENT
  - TileImprovement.h, 313
- Settlement, 169
  - \_\_handleKeyPressEvents, 172
  - \_\_handleMouseButtonEvents, 173



- \_\_setUpCoinSprite, 173
- \_\_setUpTileImprovementSpriteStatic, 173
- ~Settlement, 172
- coin\_sprite, 177
- draw, 174
- draw\_coin, 177
- getTileOptionsSubstring, 175
- processEvent, 175
- processMessage, 176
- setIsSelected, 176
- Settlement, 171
- smoke\_da, 177
- smoke\_dx, 177
- smoke\_dy, 177
- smoke\_prob, 177
- smoke\_sprite\_list, 178
- SETTLEMENT\_CHANNEL
  - constants.h, 291
- show\_frame\_clock\_overlay
  - Game, 87
- show\_node
  - HexTile, 158
- show\_resource
  - HexMap, 111
  - HexTile, 158
- show\_tutorial
  - Game, 87
- smoke\_da
  - DieselGenerator, 51
  - Settlement, 177
- smoke\_dx
  - DieselGenerator, 51
  - Settlement, 177
- smoke\_dy
  - DieselGenerator, 51
  - Settlement, 177
- smoke\_prob
  - DieselGenerator, 51
  - Settlement, 177
- smoke\_sprite\_list
  - DieselGenerator, 52
  - Settlement, 178
- SOLAR\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION
  - constants.h, 291
- SOLAR\_PV
  - TileImprovement.h, 313
- SOLAR\_PV\_BUILD\_COST
  - constants.h, 291
- SOLAR\_PV\_WATER\_BUILD\_MULTIPLIER
  - constants.h, 292
- SolarPV, 178
  - \_\_breakdown, 182
  - \_\_computeCapacityFactors, 182
  - \_\_computeDispatch, 183
  - \_\_computeProduction, 184
  - \_\_computeProductionCosts, 184
  - \_\_drawProductionMenu, 184
  - \_\_drawUpgradeOptions, 185
  - \_\_handleKeyPressEvents, 186
  - \_\_handleMouseButtonEvents, 187
  - \_\_repair, 188
  - \_\_sendImprovementStateMessage, 188
  - \_\_setUpTileImprovementSpriteStatic, 189
  - \_\_upgradePowerCapacity, 189
  - ~SolarPV, 182
  - advanceTurn, 190
  - capacity\_factor\_vec, 194
  - capacity\_kW, 194
  - dispatch\_MWh, 194
  - dispatch\_vec\_MWh, 194
  - dispatchable\_MWh, 195
  - draw, 190
  - getTileOptionsSubstring, 192
  - max\_daily\_production\_MWh, 195
  - processEvent, 192
  - processMessage, 193
  - production\_MWh, 195
  - production\_vec\_MWh, 195
  - setIsSelected, 193
  - SolarPV, 181
  - update, 194
- sound\_map
  - AssetsManager, 18
- soundbuffer\_map
  - AssetsManager, 18
- source/ContextMenu.cpp, 315
- source/DieselGenerator.cpp, 315
- source/EnergyStorageSystem.cpp, 316
- source/ESC\_core/AssetsManager.cpp, 316
- source/ESC\_core/MessageHub.cpp, 316
- source/ESC\_core/testing\_utils.cpp, 317
- source/Game.cpp, 323
- source/HexMap.cpp, 323
- source/HexTile.cpp, 324
- source/main.cpp, 324
- source/Settlement.cpp, 329
- source/SolarPV.cpp, 329
- source/TidalTurbine.cpp, 330
- source/TileImprovement.cpp, 330
- source/WaveEnergyConverter.cpp, 331
- source/WindTurbine.cpp, 331
- STARTING\_CREDITS
  - constants.h, 292
- STARTING\_POPULATION
  - constants.h, 292
- STDEV\_DAILY\_DEMAND\_RATIOS
  - constants.h, 292
- STDEV\_DAILY\_SOLAR\_CAPACITY\_FACTORS
  - constants.h, 292
- STDEV\_DAILY\_WAVE\_CAPACITY\_FACTORS
  - constants.h, 293
- STDEV\_DAILY\_WIND\_CAPACITY\_FACTORS
  - constants.h, 293
- stopTrack
  - AssetsManager, 17
- storage\_kWh

- TileImprovement, 235
- storage\_level
  - TileImprovement, 235
- storage\_upgrade\_sprite
  - TileImprovement, 235
- storage\_upgrade\_sprite\_vec
  - TileImprovement, 235
- string\_payload
  - Message, 161
- subject
  - Message, 161
- substring\_idx
  - Game, 88
- SYSTEM\_MANAGEMENT
  - Game.h, 305
- testFloatEquals
  - testing\_utils.cpp, 319
  - testing\_utils.h, 300
- testGreaterThan
  - testing\_utils.cpp, 320
  - testing\_utils.h, 301
- testGreaterThanOrEqualTo
  - testing\_utils.cpp, 320
  - testing\_utils.h, 301
- testing\_utils.cpp
  - expectedErrorNotDetected, 318
  - printGold, 318
  - printGreen, 318
  - printRed, 319
  - testFloatEquals, 319
  - testGreaterThan, 320
  - testGreaterThanOrEqualTo, 320
  - testLessThan, 321
  - testLessThanOrEqualTo, 322
  - testTruth, 322
- testing\_utils.h
  - expectedErrorNotDetected, 298
  - printGold, 299
  - printGreen, 299
  - printRed, 300
  - testFloatEquals, 300
  - testGreaterThan, 301
  - testGreaterThanOrEqualTo, 301
  - testLessThan, 302
  - testLessThanOrEqualTo, 303
  - testTruth, 303
- testLessThan
  - testing\_utils.cpp, 321
  - testing\_utils.h, 302
- testLessThanOrEqualTo
  - testing\_utils.cpp, 322
  - testing\_utils.h, 303
- testTruth
  - testing\_utils.cpp, 322
  - testing\_utils.h, 303
- texture\_map
  - AssetsManager, 18
- TIDAL\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION
  - constants.h, 293
- TIDAL\_TURBINE
  - TileImprovement.h, 313
- TIDAL\_TURBINE\_BUILD\_COST
  - constants.h, 293
- TidalTurbine, 196
  - \_\_breakdown, 199
  - \_\_computeCapacityFactors, 200
  - \_\_computeDispatch, 200
  - \_\_computeProduction, 201
  - \_\_computeProductionCosts, 201
  - \_\_drawProductionMenu, 201
  - \_\_drawUpgradeOptions, 202
  - \_\_handleKeyPressEvents, 204
  - \_\_handleMouseButtonEvents, 205
  - \_\_repair, 205
  - \_\_sendImprovementStateMessage, 205
  - \_\_setUpTileImprovementSpriteAnimated, 206
  - \_\_upgradePowerCapacity, 206
  - ~TidalTurbine, 199
  - advanceTurn, 207
  - bobbing\_y, 212
  - capacity\_factor\_vec, 212
  - capacity\_kW, 212
  - dispatch\_MWh, 212
  - dispatch\_vec\_MWh, 212
  - dispatchable\_MWh, 212
  - draw, 208
  - getTileOptionsSubstring, 209
  - max\_daily\_production\_MWh, 213
  - processEvent, 210
  - processMessage, 210
  - production\_MWh, 213
  - production\_vec\_MWh, 213
  - rotor\_drotation, 213
  - setIsSelected, 211
  - TidalTurbine, 198
  - update, 211
- TILE
  - ContextMenu.h, 276
- tile\_decoration\_sprite
  - HexTile, 158
- tile\_improvement\_ptr
  - HexTile, 159
- tile\_improvement\_sprite\_animated
  - TileImprovement, 235
- tile\_improvement\_sprite\_static
  - TileImprovement, 235
- tile\_improvement\_string
  - TileImprovement, 236
- tile\_improvement\_type
  - TileImprovement, 236
- tile\_position\_x\_vec
  - HexMap, 112
- tile\_position\_y\_vec
  - HexMap, 112
- tile\_resource
  - HexTile, 159

- TileImprovement, 236
- TILE\_RESOURCE\_CUMULATIVE\_PROBABILITIES
  - constants.h, 294
- tile\_resource\_scalar
  - TileImprovement, 236
- tile\_selected
  - HexMap, 112
- TILE\_SELECTED\_CHANNEL
  - constants.h, 294
- tile\_sprite
  - HexTile, 159
- TILE\_STATE\_CHANNEL
  - constants.h, 294
- tile\_type
  - HexTile, 159
- TILE\_TYPE\_CUMULATIVE\_PROBABILITIES
  - constants.h, 294
- TileImprovement, 214
  - \_\_breakdown, 219
  - \_\_closeProductionMenu, 220
  - \_\_closeUpgradeMenu, 220
  - \_\_drawDispatch, 220
  - \_\_handleKeyPressEvents, 221
  - \_\_handleMouseButtonEvents, 222
  - \_\_openProductionMenu, 222
  - \_\_openUpgradeMenu, 222
  - \_\_repair, 223
  - \_\_sendCreditsSpentMessage, 223
  - \_\_sendGameStateRequest, 224
  - \_\_sendInsufficientCreditsMessage, 224
  - \_\_sendTileStateRequest, 224
  - \_\_setUpDispatchIllustration, 224
  - \_\_setUpProductionMenu, 225
  - \_\_setUpUpgradeMenu, 225
  - \_\_upgradeStorageCapacity, 226
  - ~TileImprovement, 219
  - advanceTurn, 227
  - assets\_manager\_ptr, 231
  - credits, 231
  - demand\_MWh, 231
  - demand\_vec\_MWh, 231
  - dispatch\_backing, 231
  - dispatch\_text, 231
  - draw, 227
  - event\_ptr, 232
  - frame, 232
  - game\_phase, 232
  - getTileOptionsSubstring, 229
  - health, 232
  - is\_broken, 232
  - is\_running, 232
  - is\_selected, 233
  - just\_built, 233
  - just\_upgraded, 233
  - message\_hub\_ptr, 233
  - month, 233
  - operation\_maintenance\_cost, 233
  - position\_x, 234
  - position\_y, 234
  - processEvent, 229
  - processMessage, 229
  - production\_menu\_backing, 234
  - production\_menu\_backing\_text, 234
  - production\_menu\_open, 234
  - render\_window\_ptr, 234
  - setIsSelected, 230
  - storage\_kWh, 235
  - storage\_level, 235
  - storage\_upgrade\_sprite, 235
  - storage\_upgrade\_sprite\_vec, 235
  - tile\_improvement\_sprite\_animated, 235
  - tile\_improvement\_sprite\_static, 235
  - tile\_improvement\_string, 236
  - tile\_improvement\_type, 236
  - tile\_resource, 236
  - tile\_resource\_scalar, 236
- TileImprovement, 218
  - update, 230
  - upgrade\_arrow\_sprite, 236
  - upgrade\_frame, 236
  - upgrade\_level, 237
  - upgrade\_menu\_backing, 237
  - upgrade\_menu\_backing\_text, 237
  - upgrade\_menu\_open, 237
  - upgrade\_plus\_sprite, 237
- TileImprovement.h
  - DIESEL\_GENERATOR, 313
  - ENERGY\_STORAGE\_SYSTEM, 313
  - N\_TILE\_IMPROVEMENT\_TYPES, 313
  - SETTLEMENT, 313
  - SOLAR\_PV, 313
  - TIDAL\_TURBINE, 313
  - TileImprovementType, 312
  - WAVE\_ENERGY\_CONVERTER, 313
  - WIND\_TURBINE, 313
- TileImprovementType
  - TileImprovement.h, 312
- TileResource
  - HexTile.h, 307
- TileType
  - HexTile.h, 308
- time\_since\_start\_s
  - Game, 88
- toggleResourceOverlay
  - HexMap, 109
  - HexTile, 153
- track\_map
  - AssetsManager, 19
- turn
  - Game, 88
- turn\_emissions\_tonnes
  - Game, 88
- turn\_end
  - Game, 88
- turn\_fuel\_cost
  - Game, 88

- turn\_operation\_maintenance\_cost
  - Game, [89](#)
- turn\_summary\_string
  - Game, [89](#)
- turn\_summary\_text
  - Game, [89](#)
- update
  - SolarPV, [194](#)
  - TidalTurbine, [211](#)
  - TileImprovement, [230](#)
  - WaveEnergyConverter, [254](#)
  - WindTurbine, [271](#)
- upgrade\_arrow\_sprite
  - TileImprovement, [236](#)
- upgrade\_frame
  - TileImprovement, [236](#)
- upgrade\_level
  - TileImprovement, [237](#)
- upgrade\_menu\_backing
  - TileImprovement, [237](#)
- upgrade\_menu\_backing\_text
  - TileImprovement, [237](#)
- upgrade\_menu\_open
  - TileImprovement, [237](#)
- upgrade\_plus\_sprite
  - TileImprovement, [237](#)
- vector\_payload
  - Message, [161](#)
- VICTORY
  - Game.h, [305](#)
- visual\_screen
  - ContextMenu, [36](#)
- visual\_screen\_frame\_bottom
  - ContextMenu, [36](#)
- VISUAL\_SCREEN\_FRAME\_GREY
  - constants.h, [285](#)
- visual\_screen\_frame\_left
  - ContextMenu, [36](#)
- visual\_screen\_frame\_right
  - ContextMenu, [37](#)
- visual\_screen\_frame\_top
  - ContextMenu, [37](#)
- WAVE\_ENERGY\_CONVERTER
  - TileImprovement.h, [313](#)
- WAVE\_ENERGY\_CONVERTER\_BUILD\_COST
  - constants.h, [294](#)
- WAVE\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION
  - constants.h, [295](#)
- WaveEnergyConverter, [238](#)
  - \_\_breakdown, [241](#)
  - \_\_computeCapacityFactors, [242](#)
  - \_\_computeDispatch, [242](#)
  - \_\_computeProduction, [243](#)
  - \_\_computeProductionCosts, [244](#)
  - \_\_drawProductionMenu, [244](#)
  - \_\_drawUpgradeOptions, [245](#)
  - \_\_handleKeyPressEvents, [246](#)
  - \_\_handleMouseButtonEvents, [247](#)
  - \_\_repair, [247](#)
  - \_\_sendImprovementStateMessage, [248](#)
  - \_\_setUpTileImprovementSpriteAnimated, [248](#)
  - \_\_upgradePowerCapacity, [249](#)
  - ~WaveEnergyConverter, [241](#)
  - advanceTurn, [249](#)
  - bobbing\_y, [254](#)
  - capacity\_factor\_vec, [254](#)
  - capacity\_kW, [254](#)
  - dispatch\_MWh, [254](#)
  - dispatch\_vec\_MWh, [255](#)
  - dispatchable\_MWh, [255](#)
  - draw, [250](#)
  - getTileOptionsSubstring, [252](#)
  - max\_daily\_production\_MWh, [255](#)
  - processEvent, [252](#)
  - processMessage, [253](#)
  - production\_MWh, [255](#)
  - production\_vec\_MWh, [255](#)
  - setIsSelected, [253](#)
  - update, [254](#)
  - WaveEnergyConverter, [240](#)
- WIND\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION
  - constants.h, [295](#)
- WIND\_TURBINE
  - TileImprovement.h, [313](#)
- WIND\_TURBINE\_BUILD\_COST
  - constants.h, [295](#)
- WIND\_TURBINE\_WATER\_BUILD\_MULTIPLIER
  - constants.h, [295](#)
- WindTurbine, [256](#)
  - \_\_breakdown, [259](#)
  - \_\_computeCapacityFactors, [260](#)
  - \_\_computeDispatch, [260](#)
  - \_\_computeProduction, [261](#)
  - \_\_computeProductionCosts, [262](#)
  - \_\_drawProductionMenu, [262](#)
  - \_\_drawUpgradeOptions, [263](#)
  - \_\_handleKeyPressEvents, [264](#)
  - \_\_handleMouseButtonEvents, [265](#)
  - \_\_repair, [265](#)
  - \_\_sendImprovementStateMessage, [266](#)
  - \_\_setUpTileImprovementSpriteAnimated, [266](#)
  - \_\_upgradePowerCapacity, [267](#)
  - ~WindTurbine, [259](#)
  - advanceTurn, [267](#)
  - capacity\_factor\_vec, [272](#)
  - capacity\_kW, [272](#)
  - dispatch\_MWh, [272](#)
  - dispatch\_vec\_MWh, [272](#)
  - dispatchable\_MWh, [272](#)
  - draw, [268](#)
  - getTileOptionsSubstring, [269](#)
  - max\_daily\_production\_MWh, [272](#)
  - processEvent, [270](#)
  - processMessage, [270](#)

production\_MWh, [273](#)  
production\_vec\_MWh, [273](#)  
rotor\_drotation, [273](#)  
setIsSelected, [271](#)  
update, [271](#)  
WindTurbine, [258](#)

year

Game, [89](#)