

HelloWorld

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Chapter 1

Class Index

1.1 Class List

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

AssetsManager	A class which manages visual and sound assets	5
Game	A class which acts as the central class for the game, by containing all other classes and implementing the game loop	17
HexMap	A class which defines a hex map of hex tiles	24
HexTile	A class which defines a hex tile of the hex map	43
Message	A structure which defines a standard message format	57
MessageHub	A class which acts as a central hub for inter-object message traffic	59

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

header/ Game.h	80
header/ HexMap.h Header file for the HexMap class	81
header/ HexTile.h Header file for the Game class	82
header/ESC_core/ AssetsManager.h Header file for the AssetsManager class	65
header/ESC_core/ constants.h Header file for various constants	66
header/ESC_core/ doxygen_cite.h Header file which simply cites the doxygen tool	71
header/ESC_core/ includes.h Header file for various includes	72
header/ESC_core/ MessageHub.h Header file for the MessageHub class	73
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source/ Game.cpp Implementation file for the Game class	91
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source/ESC_core/ AssetsManager.cpp Implementation file for the AssetsManager class	84
source/ESC_core/ MessageHub.cpp Implementation file for the MessageHub class	84
source/ESC_core/ testing_utils.cpp Implementation file for various testing utilities	85

Chapter 3

Class Documentation

3.1 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.

3.1.1 Detailed Description

A class which manages visual and sound assets.

3.1.2 Constructor & Destructor Documentation

3.1.2.1 AssetsManager()

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

Constructor for the [AssetsManager](#) class.

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

3.1.2.2 ~AssetsManager()

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

Destructor for the [AssetsManager](#) class.

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

3.1.3 Member Function Documentation

3.1.3.1 __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).

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

```

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

```

3.1.3.2 clear()

```

void AssetsManager::clear (
    void )

```

Method to clear all loaded assets.

```

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

```



```

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

```

3.1.3.3 getCurrentTrackKey()

```

std::string AssetsManager::getCurrentTrackKey (
    void )

```

Method to get track key for current track.

Returns

The track key for the current track.

```

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

```

3.1.3.4 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.

```

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

```

```

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

```

3.1.3.5 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.

```

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

```

3.1.3.6 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.

```

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

```

3.1.3.7 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.

```

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

```

3.1.3.8 getTrackStatus()

```

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

```

Method to get the status of the current track.

Returns

The status of the current track.

```

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

```

3.1.3.9 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).

```

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

```

3.1.3.10 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).

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

3.1.3.11 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).

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

```

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

```

3.1.3.12 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).

```

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

```

3.1.3.13 nextTrack()

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

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

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

3.1.3.14 pauseTrack()

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

Method to pause the current track.

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

3.1.3.15 playTrack()

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

Method to play the current track.

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

3.1.3.16 previousTrack()

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

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

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

3.1.3.17 stopTrack()

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

Method to stop the current track.

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

3.1.4 Member Data Documentation

3.1.4.1 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).

3.1.4.2 font_map

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

A map of pointers to loaded fonts.

3.1.4.3 sound_map

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

A map of pointers to loaded sounds.

3.1.4.4 soundbuffer_map

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

A map of pointers to sound buffers.

3.1.4.5 texture_map

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

A map of pointers to loaded textures.

3.1.4.6 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:

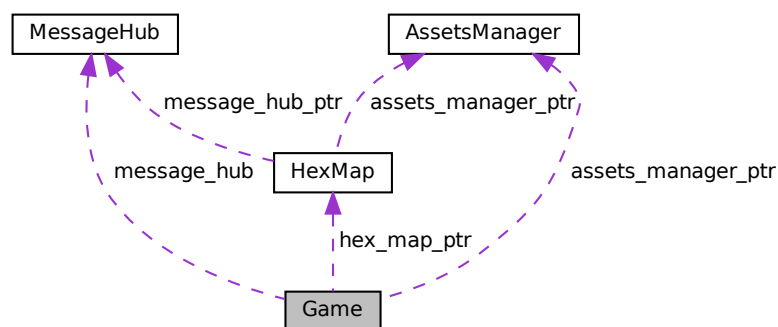
- header/ESC_core/[AssetsManager.h](#)
- source/ESC_core/[AssetsManager.cpp](#)

3.2 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

- bool `quit_game`
Boolean indicating whether to quit (true) or create a new `Game` instance (false).
- bool `show_frame_clock_overlay`
Boolean indicating whether or not to show frame and clock overlay.
- unsigned long long int `frame`
The current frame of the game.
- double `time_since_start_s`
The time elapsed [s] since the start of the game.
- 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).

Private Member Functions

- void `__toggleFrameClockOverlay` (void)
Helper method to toggle frame clock overlay.
- void `__drawFrameClockOverlay` (void)
Helper method to draw frame clock overlay.
- void `__processEvent` (void)
Helper method to process `Game`. To be called once per event.
- void `__processFrame` (void)
Helper method to process `Game`. To be called once per frame.
- 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.

3.2.1 Detailed Description

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

3.2.2 Constructor & Destructor Documentation

3.2.2.1 Game()

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

Constructor for the [Game](#) class.

```
187 {
188     // 1. set attributes
189
190     // 1.1. private
191     this->render_window_ptr = render_window_ptr;
192
193     this->assets_manager_ptr = assets_manager_ptr;
194
195     // 1.2. public
196     this->quit_game = false;
197     this->show_frame_clock_overlay = false;
198
199     this->frame = 0;
200     this->time_since_start_s = 0;
201
202     this->hex_map_ptr = new HexMap(
203         6,
204         &(this->event),
205         this->render_window_ptr,
206         this->assets_manager_ptr,
207         &(this->message_hub)
208     );
209
210     std::cout << "Game constructed at " << this << std::endl;
211
212     return;
213 } /* Game() */
```

3.2.2.2 ~Game()

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

Destructor for the [Game](#) class.

```
288 {
289     delete this->hex_map_ptr;
290
291     std::cout << "Game at " << this << " destroyed" << std::endl;
292
293     return;
294 } /* ~Game() */
```

3.2.3 Member Function Documentation

3.2.3.1 __draw()

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

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

```
156 {
157     if (this->show_frame_clock_overlay) {
158         this->__drawFrameClockOverlay();
159     }
160
161     return;
162 } /* draw() */
```

3.2.3.2 `__drawFrameClockOverlay()`

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

Helper method to draw frame clock overlay.

```
59 {
60     std::string frame_clock_string = "FRAME: ";
61     frame_clock_string += std::to_string(this->frame);
62     frame_clock_string += "\nTIME SINCE START [s]: ";
63     frame_clock_string += std::to_string(this->time_since_start_s);
64
65     sf::Text frame_clock_text(
66         frame_clock_string,
67         *(this->assets_manager_ptr->getFont("DroidSansMono")),
68         16
69     );
70
71     sf::RectangleShape frame_clock_backing(
72         sf::Vector2f(
73             1.02 * frame_clock_text.getLocalBounds().width,
74             1.02 * frame_clock_text.getLocalBounds().height
75         )
76     );
77     frame_clock_backing.setFillColor(sf::Color(0, 0, 0, 255));
78
79     this->render_window_ptr->draw(frame_clock_backing);
80     this->render_window_ptr->draw(frame_clock_text);
81
82     return;
83 } /* __drawFrameClockOverlay() */
```

3.2.3.3 `__processEvent()`

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

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

```
98 {
99     if (this->event.type == sf::Event::KeyPressed) {
100         switch (this->event.key.code) {
101             case (sf::Keyboard::Tilde): {
102                 this->__toggleFrameClockOverlay();
103
104                 break;
105             }
106
107             default: {
108                 // do nothing!
109
110                 break;
111             }
112         }
113     }
114
115
116     if (this->event.type == sf::Event::Closed) {
117         this->render_window_ptr->close();
118         this->quit_game = true;
119     }
120
121     return;
122 } /* __processEvent() */
```

3.2.3.4 __processFrame()

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

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

```
137 {
138     ///  
139     ///  
140     return;
141 } /* __processFrame() */
```

3.2.3.5 __toggleFrameClockOverlay()

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

Helper method to toggle frame clock overlay.

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

3.2.3.6 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).

```
231 {
232     ///  
233     ///  
234     ///  
235     ///  
236     ///  
237     ///  
238     ///  
239     while (this->render_window_ptr->isOpen()) {
240         this->time_since_start_s = this->clock.getElapsedTime().asSeconds();
241         if (this->time_since_start_s >= (this->frame + 1) * SECONDS_PER_FRAME) {
242             ///  
243             ///  
244             while (this->render_window_ptr->pollEvent(this->event)) {
245                 this->hex_map_ptr->processEvent();
246                 this->__processEvent();
247             }
248             ///  
249             ///  
250             ///  
251             ///  
252             this->hex_map_ptr->processFrame();
253         }
```

```

254         this->__processFrame();
255
256
257         // 6.3. draw frame
258         this->render_window_ptr->clear();
259
260         this->hex_map_ptr->draw();
261
262         this->__draw();
263
264         this->render_window_ptr->display();
265
266
267         // 6.4. increment frame
268         this->frame++;
269     }
270 }
271
272 return this->quit_game;
273 } /* */

```

3.2.4 Member Data Documentation

3.2.4.1 assets_manager_ptr

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

A pointer to the assets manager.

3.2.4.2 clock

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

The game clock.

3.2.4.3 event

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

The game events class.

3.2.4.4 frame

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

The current frame of the game.

3.2.4.5 hex_map_ptr

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

Pointer to the hex map (defines game world).

3.2.4.6 message_hub

```
MessageHub Game::message_hub
```

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

3.2.4.7 quit_game

```
bool Game::quit_game
```

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

3.2.4.8 render_window_ptr

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

A pointer to the render window.

3.2.4.9 show_frame_clock_overlay

```
bool Game::show_frame_clock_overlay
```

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

3.2.4.10 time_since_start_s

```
double Game::time_since_start_s
```

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

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

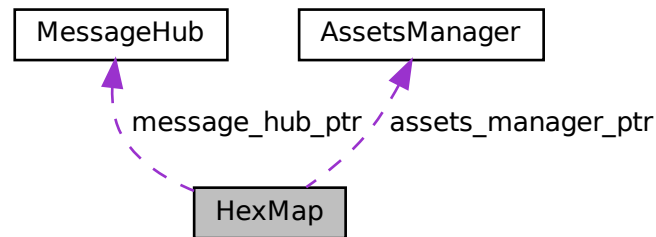
- header/[Game.h](#)
- source/[Game.cpp](#)

3.3 HexMap Class Reference

A class which defines a hex map of hex tiles.

```
#include <HexMap.h>
```

Collaboration diagram for HexMap:



Public Member Functions

- [HexMap](#) (void)
Constructor (dummy) for the [HexMap](#) class.
- [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 [processFrame](#) (void)
Method to process [HexMap](#). To be called once per frame.
- 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

- int [n_layers](#)
The number of layers in the hex map.
- int [n_tiles](#)
The number of tiles in the hex map.
- int [frame](#)
The current frame of this object.
- double [position_x](#)
The x position of the hex map's origin (i.e. central) tile.
- double [position_y](#)
The y position of the hex map's origin (i.e. central) tile.
- sf::RectangleShape [glass_screen](#)
To give the effect of an old glass screen over the hex map.
- std::vector< double > [tile_position_x_vec](#)
A vector of tile x positions.
- std::vector< double > [tile_position_y_vec](#)
A vector of tile y position.
- std::vector< [HexTile](#) * > [border_tiles_vec](#)
A vector of pointers to the border tiles.
- std::map< double, std::map< double, [HexTile](#) * > > [hex_map](#)
A position-indexed, nested map of hex tiles.

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.
- 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.

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.

3.3.1 Detailed Description

A class which defines a hex map of hex tiles.

3.3.2 Constructor & Destructor Documentation

3.3.2.1 HexMap() [1/2]

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

Constructor (dummy) for the [HexMap](#) class.

```
845 {
846     //...
847
848     std::cout << "HexMap dummy constructed at " << this << std::endl;
849
850     return;
851 } /* HexMap(), dummy */
```

3.3.2.2 HexMap() [2/2]

```
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

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

```

888 {
889     // 1. set attributes
890
891     // 1.1. private
892     this->event_ptr = event_ptr;
893     this->render_window_ptr = render_window_ptr;
894
895     this->assets_manager_ptr = assets_manager_ptr;
896     this->message_hub_ptr = message_hub_ptr;
897
898     // 1.2. public
899     this->frame = 0;
900
901     this->n_layers = n_layers;
902     if (this->n_layers < 0) {
903         this->n_layers = 0;
904     }
905
906     this->position_x = 400;
907     this->position_y = 400;
908
909     // 2. assemble n layer hex map
910     this->__assembleHexMap();
911
912     // 3. set up and position drawable attributes
913     this->__setUpGlassScreen();
914
915     std::cout << "HexMap constructed at " << this << std::endl;
916
917     return;
918 } /* HexMap(), intended */

```

3.3.2.3 ~HexMap()

```

HexMap::~HexMap (
    void )

```

Destructor for the [HexMap](#) class.

```

1162 {
1163     this->clear();
1164
1165     std::cout << "HexMap at " << this << " destroyed" << std::endl;
1166
1167     return;
1168 } /* ~HexMap() */

```

3.3.3 Member Function Documentation

3.3.3.1 __assembleHexMap()

```

void HexMap::__assembleHexMap (
    void ) [private]

```

Helper method to assemble the hex map.

```

758 {
759     // 1. seed RNG (using milliseconds since 1 Jan 1970)
760     unsigned long long int milliseconds_since_epoch =
761         std::chrono::duration_cast<std::chrono::milliseconds>(
762             std::chrono::system_clock::now().time_since_epoch()
763         ).count();
764     srand(milliseconds_since_epoch);
765
766     // 2. lay tiles
767     this->__layTiles();
768 }

```

```

769 // 3. procedurally generate types
770 this->__procedurallyGenerateTileTypes();
771
772 // 4. procedurally generate resources
773 this->__procedurallyGenerateTileResources();
774
775 return;
776 } /* __assembleHexMap() */

```

3.3.3.2 __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.

```

669 {
670     std::cout << "enforcing ocean continuity ..." << std::endl;
671
672     bool tile_changed = false;
673
674     // 1. scan tiles and enforce (where appropriate)
675     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
676     std::map<double, HexTile*>::iterator hex_map_iter_y;
677     HexTile* hex_ptr;
678     for (
679         hex_map_iter_x = this->hex_map.begin();
680         hex_map_iter_x != this->hex_map.end();
681         hex_map_iter_x++
682     ) {
683         for (
684             hex_map_iter_y = hex_map_iter_x->second.begin();
685             hex_map_iter_y != hex_map_iter_x->second.end();
686             hex_map_iter_y++
687         ) {
688             hex_ptr = hex_map_iter_y->second;
689
690             if (this->__isLakeTouchingOcean(hex_ptr)) {
691                 hex_ptr->setTileType(TileType :: OCEAN);
692                 tile_changed = true;
693             }
694         }
695     }
696
697     if (tile_changed) {
698         this->__enforceOceanContinuity();
699     }
700     else {
701         return;
702     }
703 } /* __enforceOceanContinuity() */

```

3.3.3.3 __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.

```

525 {
526     // 1. init type count map
527     std::map<TileType, int> type_count_map;
528     type_count_map[hex_ptr->tile_type] = 1;
529
530     // 2. survey neighbours, count type instances
531     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
532
533     for (size_t i = 0; i < neighbours_vec.size(); i++) {
534         if (type_count_map.count(neighbours_vec[i]->tile_type) <= 0) {
535             type_count_map[neighbours_vec[i]->tile_type] = 1;
536         }
537         else {
538             type_count_map[neighbours_vec[i]->tile_type] += 1;
539         }
540     }
541
542     // 3. find majority tile type
543     int max_count = -1 * std::numeric_limits<int>::infinity();
544     TileType majority_tile_type = hex_ptr->tile_type;
545
546     std::map<TileType, int>::iterator map_iter;
547     for (
548         map_iter = type_count_map.begin();
549         map_iter != type_count_map.end();
550         map_iter++
551     ){
552         if (map_iter->second > max_count) {
553             max_count = map_iter->second;
554             majority_tile_type = map_iter->first;
555         }
556     }
557
558     // 4. detect ties
559     for (
560         map_iter = type_count_map.begin();
561         map_iter != type_count_map.end();
562         map_iter++
563     ){
564         if (
565             map_iter->second == max_count and
566             map_iter->first != majority_tile_type
567         ) {
568             majority_tile_type = hex_ptr->tile_type;
569             break;
570         }
571     }
572
573     return majority_tile_type;
574 } /* __getMajorityTileType() */

```

3.3.3.4 __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.

```

467 {
468     std::vector<HexTile*> neighbours_vec;
469
470     // 1. build potential neighbour positions
471     std::vector<double> potential_neighbour_x_vec(6, 0);
472     std::vector<double> potential_neighbour_y_vec(6, 0);
473
474     for (int i = 0; i < 6; i++) {
475         potential_neighbour_x_vec[i] = hex_ptr->position_x +
476             2 * hex_ptr->minor_radius * cos((60 * i) * (M_PI / 180));
477
478         potential_neighbour_y_vec[i] = hex_ptr->position_y +
479             2 * hex_ptr->minor_radius * sin((60 * i) * (M_PI / 180));
480     }
481
482     // 2. populate neighbours vector
483     std::vector<double> map_index_positions;
484     double potential_x = 0;
485     double potential_y = 0;
486
487     for (int i = 0; i < 6; i++) {
488         potential_x = potential_neighbour_x_vec[i];
489         potential_y = potential_neighbour_y_vec[i];
490
491         map_index_positions = this->__getValidMapIndexPositions(
492             potential_x,
493             potential_y
494         );
495
496         if (not (map_index_positions[0] == -1)) {
497             neighbours_vec.push_back(
498                 this->hex_map[map_index_positions[0]][map_index_positions[1]]
499             );
500         }
501     }
502
503     return neighbours_vec;
504 } /* __getNeighbourVector() */

```

3.3.3.5 __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].

```

247 {
248     // 1. generate random amplitude, wave number, direction, and phase vectors
249     std::vector<double> random_amplitude_vec(n_components, 0);
250     std::vector<double> random_wave_number_vec(n_components, 0);
251     std::vector<double> random_frequency_vec(n_components, 0);
252     std::vector<double> random_direction_vec(n_components, 0);
253     std::vector<double> random_phase_vec(n_components, 0);
254
255     for (int i = 0; i < n_components; i++) {
256         random_amplitude_vec[i] = 10 * ((double)rand() / RAND_MAX);
257
258         random_wave_number_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
259

```

```

260         random_frequency_vec[i] = ((double)rand() / RAND_MAX);
261
262         random_direction_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
263
264         random_phase_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
265     }
266
267     // 2. generate noise vec
268     double amp = 0;
269     double wave_no = 0;
270     double freq = 0;
271     double dir = 0;
272     double phase = 0;
273
274     double x = 0;
275     double y = 0;
276     double t = time(NULL);
277
278     double max_noise = -1 * std::numeric_limits<double>::infinity();
279     double min_noise = std::numeric_limits<double>::infinity();
280
281     double noise = 0;
282     std::vector<double> noise_vec(n_elements, 0);
283
284     for (int i = 0; i < n_elements; i++) {
285         x = this->tile_position_x_vec[i] - this->position_x;
286         y = this->tile_position_y_vec[i] - this->position_y;
287
288         for (int j = 0; j < n_components; j++) {
289             amp = random_amplitude_vec[j];
290             wave_no = random_wave_number_vec[j];
291             freq = random_frequency_vec[j];
292             dir = random_direction_vec[j];
293             phase = random_phase_vec[j];
294
295             noise += (amp / (j + 1)) * cos(
296                 wave_no * (j + 1) * (x * sin(dir) + y * cos(dir)) +
297                 2 * M_PI * (j + 1) * freq * t +
298                 phase
299             );
300         }
301
302         noise_vec[i] = noise;
303
304         if (noise > max_noise) {
305             max_noise = noise;
306         }
307
308         else if (noise < min_noise) {
309             min_noise = noise;
310         }
311
312         noise = 0;
313     }
314
315     // 3. normalize noise vec
316     for (int i = 0; i < n_elements; i++) {
317         noise_vec[i] = (noise_vec[i] - min_noise) / (max_noise - min_noise);
318
319         if (noise_vec[i] < 0) {
320             noise_vec[i] = 0;
321         }
322         else if (noise_vec[i] > 1) {
323             noise_vec[i] = 1;
324         }
325     }
326
327     return noise_vec;
328 } /* __getNoise() */

```

3.3.3.6 __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).

```

793 {
794     HexTile* selected_tile_ptr = NULL;
795
796     bool break_flag = false;
797     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
798     std::map<double, HexTile*>::iterator hex_map_iter_y;
799
800     for (
801         hex_map_iter_x = this->hex_map.begin();
802         hex_map_iter_x != this->hex_map.end();
803         hex_map_iter_x++
804     ) {
805         for (
806             hex_map_iter_y = hex_map_iter_x->second.begin();
807             hex_map_iter_y != hex_map_iter_x->second.end();
808             hex_map_iter_y++
809         ) {
810             if (hex_map_iter_y->second->is_selected) {
811                 selected_tile_ptr = hex_map_iter_y->second;
812                 break_flag = true;
813             }
814
815             if (break_flag) {
816                 break;
817             }
818         }
819
820         if (break_flag) {
821             break;
822         }
823     }
824
825     return selected_tile_ptr;
826 } /* __getSelectedTile() */

```

3.3.3.7 __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_x</i>	The potential x position of the tile.
<i>potential_y</i>	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.

```

413 {
414     std::vector<double> map_index_positions = {-1, -1};
415
416     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
417     std::map<double, HexTile*>::iterator hex_map_iter_y;
418     HexTile* hex_ptr;
419
420     double distance = 0;
421
422     for (
423         hex_map_iter_x = this->hex_map.begin();

```



```

424         hex_map_iter_x != this->hex_map.end();
425         hex_map_iter_x++
426     ) {
427         for (
428             hex_map_iter_y = hex_map_iter_x->second.begin();
429             hex_map_iter_y != hex_map_iter_x->second.end();
430             hex_map_iter_y++
431         ) {
432             hex_ptr = hex_map_iter_y->second;
433
434             distance = sqrt(
435                 pow(hex_ptr->position_x - potential_x, 2) +
436                 pow(hex_ptr->position_y - potential_y, 2)
437             );
438
439             if (distance <= hex_ptr->minor_radius / 4) {
440                 map_index_positions = {hex_ptr->position_x, hex_ptr->position_y};
441                 return map_index_positions;
442             }
443         }
444     }
445
446     return map_index_positions;
447 } /* __isInHexMap() */

```

3.3.3.8 __isLakeTouchingOcean()

```

bool HexMap::__isLakeTouchingOcean (
    HexTile * hex_ptr ) [private]
636 {
637     // 1. if not lake tile, return
638     if (not (hex_ptr->tile_type == TileType :: LAKE)) {
639         return false;
640     }
641
642     // 2. scan neighbours for ocean tiles
643     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
644
645     for (size_t i = 0; i < neighbours_vec.size(); i++) {
646         if (neighbours_vec[i]->tile_type == TileType :: OCEAN) {
647             return true;
648         }
649     }
650
651     return false;
652 } /* __isLakeTouchingOcean() */

```

3.3.3.9 __layTiles()

```

void HexMap::__layTiles (
    void ) [private]

```

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

```

54 {
55     this->n_tiles = 0;
56
57     // 1. add origin tile
58     HexTile* hex_ptr = new HexTile(
59         this->position_x,
60         this->position_y,
61         this->event_ptr,
62         this->render_window_ptr,
63         this->assets_manager_ptr,
64         this->message_hub_ptr
65     );
66
67     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
68     this->tile_position_x_vec.push_back(hex_ptr->position_x);
69     this->tile_position_y_vec.push_back(hex_ptr->position_y);
70     this->n_tiles++;

```

```

71
72
73 // 2. fill out first row (reflect across origin tile)
74 for (int i = 0; i < this->n_layers; i++) {
75     hex_ptr = new HexTile(
76         this->position_x + 2 * (i + 1) * hex_ptr->minor_radius,
77         this->position_y,
78         this->event_ptr,
79         this->render_window_ptr,
80         this->assets_manager_ptr,
81         this->message_hub_ptr
82     );
83
84     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
85     this->tile_position_x_vec.push_back(hex_ptr->position_x);
86     this->tile_position_y_vec.push_back(hex_ptr->position_y);
87     this->n_tiles++;
88
89     if (i == this->n_layers - 1) {
90         this->border_tiles_vec.push_back(hex_ptr);
91     }
92
93     hex_ptr = new HexTile(
94         this->position_x - 2 * (i + 1) * hex_ptr->minor_radius,
95         this->position_y,
96         this->event_ptr,
97         this->render_window_ptr,
98         this->assets_manager_ptr,
99         this->message_hub_ptr
100    );
101
102    this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
103    this->tile_position_x_vec.push_back(hex_ptr->position_x);
104    this->tile_position_y_vec.push_back(hex_ptr->position_y);
105    this->n_tiles++;
106
107    if (i == this->n_layers - 1) {
108        this->border_tiles_vec.push_back(hex_ptr);
109    }
110 }
111
112
113 // 3. fill out subsequent rows (reflect across first row)
114 HexTile* first_row_left_tile = hex_ptr;
115
116 int offset_count = 1;
117
118 double x_offset = 0;
119 double y_offset = 0;
120
121 for (
122     int row_width = 2 * this->n_layers;
123     row_width > this->n_layers;
124     row_width--
125 ) {
126     // 3.1. upper row
127     x_offset = first_row_left_tile->position_x +
128         2 * offset_count * first_row_left_tile->minor_radius *
129         cos(60 * (M_PI / 180));
130
131     y_offset = first_row_left_tile->position_y -
132         2 * offset_count * first_row_left_tile->minor_radius *
133         sin(60 * (M_PI / 180));
134
135     hex_ptr = new HexTile(
136         x_offset,
137         y_offset,
138         this->event_ptr,
139         this->render_window_ptr,
140         this->assets_manager_ptr,
141         this->message_hub_ptr
142     );
143
144     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
145     this->tile_position_x_vec.push_back(hex_ptr->position_x);
146     this->tile_position_y_vec.push_back(hex_ptr->position_y);
147     this->n_tiles++;
148
149     this->border_tiles_vec.push_back(hex_ptr);
150
151     for (int i = 1; i < row_width; i++) {
152         x_offset += 2 * first_row_left_tile->minor_radius;
153
154         hex_ptr = new HexTile(
155             x_offset,
156             y_offset,
157             this->event_ptr,

```

```

158         this->render_window_ptr,
159         this->assets_manager_ptr,
160         this->message_hub_ptr
161     );
162
163     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
164     this->tile_position_x_vec.push_back(hex_ptr->position_x);
165     this->tile_position_y_vec.push_back(hex_ptr->position_y);
166     this->n_tiles++;
167
168     if (row_width == this->n_layers + 1 or i == row_width - 1) {
169         this->border_tiles_vec.push_back(hex_ptr);
170     }
171 }
172
173 // 3.2. lower row
174 x_offset = first_row_left_tile->position_x +
175     2 * offset_count * first_row_left_tile->minor_radius *
176     cos(60 * (M_PI / 180));
177
178 y_offset = first_row_left_tile->position_y +
179     2 * offset_count * first_row_left_tile->minor_radius *
180     sin(60 * (M_PI / 180));
181
182 hex_ptr = new HexTile(
183     x_offset,
184     y_offset,
185     this->event_ptr,
186     this->render_window_ptr,
187     this->assets_manager_ptr,
188     this->message_hub_ptr
189 );
190
191 this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
192 this->tile_position_x_vec.push_back(hex_ptr->position_x);
193 this->tile_position_y_vec.push_back(hex_ptr->position_y);
194 this->n_tiles++;
195
196 this->border_tiles_vec.push_back(hex_ptr);
197
198 for (int i = 1; i < row_width; i++) {
199     x_offset += 2 * first_row_left_tile->minor_radius;
200
201     hex_ptr = new HexTile(
202         x_offset,
203         y_offset,
204         this->event_ptr,
205         this->render_window_ptr,
206         this->assets_manager_ptr,
207         this->message_hub_ptr
208     );
209
210     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
211     this->tile_position_x_vec.push_back(hex_ptr->position_x);
212     this->tile_position_y_vec.push_back(hex_ptr->position_y);
213     this->n_tiles++;
214
215     if (row_width == this->n_layers + 1 or i == row_width - 1) {
216         this->border_tiles_vec.push_back(hex_ptr);
217     }
218 }
219
220 offset_count++;
221 }
222
223 return;
224 } /* __layTiles() */

```

3.3.3.10 __procedurallyGenerateTileResources()

```

void HexMap::__procedurallyGenerateTileResources (
    void ) [private]

```

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

```

718 {
719     // 1. get random cosine series noise vec
720     std::vector<double> noise_vec = this->__getNoise(this->n_tiles);
721 }

```

```

722 // 2. set tile resources based on random cosine series noise
723 int noise_idx = 0;
724
725 std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
726 std::map<double, HexTile*>::iterator hex_map_iter_y;
727 for (
728     hex_map_iter_x = this->hex_map.begin();
729     hex_map_iter_x != this->hex_map.end();
730     hex_map_iter_x++)
731 {
732     for (
733         hex_map_iter_y = hex_map_iter_x->second.begin();
734         hex_map_iter_y != hex_map_iter_x->second.end();
735         hex_map_iter_y++)
736     {
737         hex_map_iter_y->second->setTileResource(noise_vec[noise_idx]);
738         noise_idx++;
739     }
740 }
741
742 return;
743 } /* __procedurallyGenerateTileResources() */

```

3.3.3.11 __procedurallyGenerateTileTypes()

```

void HexMap::__procedurallyGenerateTileTypes (
    void ) [private]

```

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

```

343 {
344     // 1. get random cosine series noise vec
345     std::vector<double> noise_vec = this->__getNoise(this->n_tiles);
346
347     // 2. set initial tile types based on either random cosine series noise or white
348     //     noise (decided by coin toss)
349     int noise_idx = 0;
350
351     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
352     std::map<double, HexTile*>::iterator hex_map_iter_y;
353     for (
354         hex_map_iter_x = this->hex_map.begin();
355         hex_map_iter_x != this->hex_map.end();
356         hex_map_iter_x++)
357     {
358         for (
359             hex_map_iter_y = hex_map_iter_x->second.begin();
360             hex_map_iter_y != hex_map_iter_x->second.end();
361             hex_map_iter_y++)
362         {
363             if ((double)rand() / RAND_MAX > 0.5) {
364                 hex_map_iter_y->second->setTileType(noise_vec[noise_idx]);
365             }
366             else {
367                 hex_map_iter_y->second->setTileType((double)rand() / RAND_MAX);
368             }
369             noise_idx++;
370         }
371     }
372
373     // 3. smooth tile types (majority rules)
374     this->__smoothTileTypes();
375
376     // 4. set border tile type to ocean
377     for (size_t i = 0; i < this->border_tiles_vec.size(); i++) {
378         this->border_tiles_vec[i]->setTileType(TileType :: OCEAN);
379     }
380
381     // 5. enforce ocean continuity (i.e. all lake tiles touching ocean become ocean)
382     this->__enforceOceanContinuity();
383
384     return;
385 } /* __procedurallyGenerateTileTypes() */

```

3.3.3.12 __setUpGlassScreen()

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

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

```
34 {
35     this->glass_screen.setSize(sf::Vector2f(GAME_WIDTH, GAME_HEIGHT));
36     this->glass_screen.setFillColor(sf::Color(40, 40, 40, 40));
37
38     return;
39 } /* __setUpGlassScreen() */
```

3.3.3.13 __smoothTileTypes()

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

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

```
589 {
590     std::cout << "smoothing ..." << std::endl;
591
592     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
593     std::map<double, HexTile*>::iterator hex_map_iter_y;
594     HexTile* hex_ptr;
595     TileType majority_tile_type;
596
597     for (
598         hex_map_iter_x = this->hex_map.begin();
599         hex_map_iter_x != this->hex_map.end();
600         hex_map_iter_x++
601     ) {
602         for (
603             hex_map_iter_y = hex_map_iter_x->second.begin();
604             hex_map_iter_y != hex_map_iter_x->second.end();
605             hex_map_iter_y++
606         ) {
607             hex_ptr = hex_map_iter_y->second;
608             majority_tile_type = this->__getMajorityTileType(hex_ptr);
609
610             if (majority_tile_type != hex_ptr->tile_type) {
611                 hex_ptr->setTileType(majority_tile_type);
612             }
613         }
614     }
615
616     return;
617 } /* __smoothTileTypes() */
```

3.3.3.14 assess()

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

Method to assess the resource of the selected tile.

```
933 {
934     HexTile* selected_tile_ptr = this->__getSelectedTile();
935     if (selected_tile_ptr != NULL) {
936         selected_tile_ptr->assess();
937     }
938
939     return;
940 } /* assess() */
```

3.3.3.15 clear()

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

Method to clear the hex map.

```
1124 {
1125     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1126     std::map<double, HexTile*>::iterator hex_map_iter_y;
1127     for (
1128         hex_map_iter_x = this->hex_map.begin();
1129         hex_map_iter_x != this->hex_map.end();
1130         hex_map_iter_x++
1131     ) {
1132         for (
1133             hex_map_iter_y = hex_map_iter_x->second.begin();
1134             hex_map_iter_y != hex_map_iter_x->second.end();
1135             hex_map_iter_y++
1136         ) {
1137             delete hex_map_iter_y->second;
1138         }
1139     }
1140     this->hex_map.clear();
1141
1142     this->tile_position_x_vec.clear();
1143     this->tile_position_y_vec.clear();
1144     this->border_tiles_vec.clear();
1145
1146     return;
1147 } /* clear() */
```

3.3.3.16 draw()

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

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

```
1080 {
1081     // 1. draw all tiles in order
1082     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1083     std::map<double, HexTile*>::iterator hex_map_iter_y;
1084     for (
1085         hex_map_iter_x = this->hex_map.begin();
1086         hex_map_iter_x != this->hex_map.end();
1087         hex_map_iter_x++
1088     ) {
1089         for (
1090             hex_map_iter_y = hex_map_iter_x->second.begin();
1091             hex_map_iter_y != hex_map_iter_x->second.end();
1092             hex_map_iter_y++
1093         ) {
1094             hex_map_iter_y->second->draw();
1095         }
1096     }
1097
1098     // 2. redraw selected tile
1099     HexTile* selected_tile_ptr = this->__getSelectedTile();
1100     if (selected_tile_ptr != NULL) {
1101         selected_tile_ptr->draw();
1102     }
1103
1104     // 3. draw glass screen
1105     this->render_window_ptr->draw(this->glass_screen);
1106
1107     this->frame++;
1108     return;
1109 } /* draw() */
```

3.3.3.17 processEvent()

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

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

```
1008 {
1009     // 1. process tiles
1010     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1011     std::map<double, HexTile*>::iterator hex_map_iter_y;
1012     for (
1013         hex_map_iter_x = this->hex_map.begin();
1014         hex_map_iter_x != this->hex_map.end();
1015         hex_map_iter_x++
1016     ) {
1017         for (
1018             hex_map_iter_y = hex_map_iter_x->second.begin();
1019             hex_map_iter_y != hex_map_iter_x->second.end();
1020             hex_map_iter_y++
1021         ) {
1022             hex_map_iter_y->second->processEvent();
1023         }
1024     }
1025
1026     // 2. handle inputs
1027     //...
1028
1029     return;
1030 } /* processEvent() */
```

3.3.3.18 processFrame()

```
void HexMap::processFrame (
    void )
```

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

```
1045 {
1046     // 1. process tiles
1047     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1048     std::map<double, HexTile*>::iterator hex_map_iter_y;
1049     for (
1050         hex_map_iter_x = this->hex_map.begin();
1051         hex_map_iter_x != this->hex_map.end();
1052         hex_map_iter_x++
1053     ) {
1054         for (
1055             hex_map_iter_y = hex_map_iter_x->second.begin();
1056             hex_map_iter_y != hex_map_iter_x->second.end();
1057             hex_map_iter_y++
1058         ) {
1059             hex_map_iter_y->second->processFrame();
1060         }
1061     }
1062
1063     return;
1064 } /* processFrame() */
```

3.3.3.19 reroll()

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

Method to re-roll the hex map.

```
955 {
956     this->clear();
957     this->__assembleHexMap();
958
959     return;
960 } /* reroll() */
```

3.3.3.20 toggleResourceOverlay()

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

Method to toggle the hex map resource overlay.

```
975 {
976     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
977     std::map<double, HexTile*>::iterator hex_map_iter_y;
978     for (
979         hex_map_iter_x = this->hex_map.begin();
980         hex_map_iter_x != this->hex_map.end();
981         hex_map_iter_x++
982     ) {
983         for (
984             hex_map_iter_y = hex_map_iter_x->second.begin();
985             hex_map_iter_y != hex_map_iter_x->second.end();
986             hex_map_iter_y++
987         ) {
988             hex_map_iter_y->second->toggleResourceOverlay();
989         }
990     }
991     return;
992 }
993 } /* toggleResourceOverlay() */
```

3.3.4 Member Data Documentation

3.3.4.1 assets_manager_ptr

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

A pointer to the assets manager.

3.3.4.2 border_tiles_vec

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

A vector of pointers to the border tiles.

3.3.4.3 event_ptr

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

A pointer to the event class.

3.3.4.4 frame

```
int HexMap::frame
```

The current frame of this object.

3.3.4.5 glass_screen

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

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

3.3.4.6 hex_map

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

A position-indexed, nested map of hex tiles.

3.3.4.7 message_hub_ptr

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

A pointer to the message hub.

3.3.4.8 n_layers

```
int HexMap::n_layers
```

The number of layers in the hex map.

3.3.4.9 n_tiles

```
int HexMap::n_tiles
```

The number of tiles in the hex map.

3.3.4.10 position_x

```
double HexMap::position_x
```

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

3.3.4.11 position_y

```
double HexMap::position_y
```

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

3.3.4.12 render_window_ptr

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

A pointer to the render window.

3.3.4.13 tile_position_x_vec

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

A vector of tile x positions.

3.3.4.14 tile_position_y_vec

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

A vector of tile y position.

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

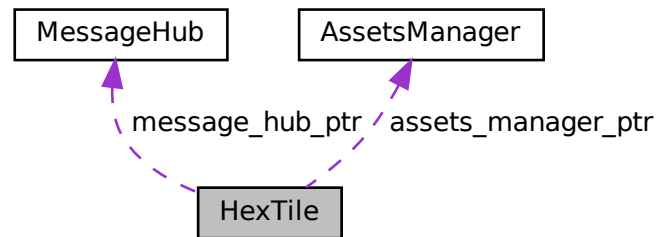
- header/[HexMap.h](#)
- source/[HexMap.cpp](#)

3.4 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 [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 [processFrame](#) (void)
Method to process [HexTile](#). To be called once per frame.
- void [draw](#) (void)
Method to draw the hex tile to the render window. To be called once per frame.
- [~HexTile](#) (void)
Destructor for the [HexTile](#) class.

Public Attributes

- [TileType tile_type](#)
- [TileResource tile_resource](#)
- bool [show_node](#)
A boolean which indicates whether or not to show the tile node.
- bool [show_resource](#)
A boolean which indicates whether or not to show resource value.
- bool [resource_assessed](#)
A boolean which indicates whether or not the resource has been assessed.
- bool [is_selected](#)
A boolean which indicates whether or not the tile is selected.
- int [frame](#)
The current frame of this object.
- 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.
- 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.

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.
- bool [__isClicked](#) (void)
Helper method to determine if tile was clicked on.

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.

3.4.1 Detailed Description

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

3.4.2 Constructor & Destructor Documentation

3.4.2.1 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.

```
300 {
301     // 1. set attributes
302
303     // 1.1. private
304     this->event_ptr = event_ptr;
305     this->render_window_ptr = render_window_ptr;
306
307     this->assets_manager_ptr = assets_manager_ptr;
308     this->message_hub_ptr = message_hub_ptr;
309 }
```

```

310     // 1.2. public
311     this->show_node = false;
312     this->show_resource = false;
313     this->resource_assessed = false;
314     this->is_selected = false;
315
316     this->frame = 0;
317
318     this->position_x = position_x;
319     this->position_y = position_y;
320
321     this->major_radius = 32;
322     this->minor_radius = (sqrt(3) / 2) * this->major_radius;
323
324     // 2. set up and position drawable attributes
325     this->__setUpNodeSprite();
326     this->__setUpTileSprite();
327     this->__setUpSelectOutlineSprite();
328     this->__setUpResourceChipSprite();
329     this->__setUpResourceText();
330
331     // 3. set tile type and resource (default to forest and average)
332     this->setTileType(TileType :: FOREST);
333     this->setTileResource(TileResource :: AVERAGE);
334
335     std::cout << "HexTile constructed at " << this << std::endl;
336
337     return;
338 } /* HexTile() */

```

3.4.2.2 ~HexTile()

```

HexTile::~HexTile (
    void )

```

Destructor for the [HexTile](#) class.

```

707 {
708     std::cout << "HexTile at " << this << " destroyed" << std::endl;
709
710     return;
711 } /* ~HexTile() */

```

3.4.3 Member Function Documentation

3.4.3.1 __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.

```

236 {
237     sf::Vector2i mouse_position = sf::Mouse::getPosition(*render_window_ptr);
238
239     double mouse_x = mouse_position.x;
240     double mouse_y = mouse_position.y;
241
242     double distance = sqrt(
243         pow(this->position_x - mouse_x, 2) +
244         pow(this->position_y - mouse_y, 2)
245     );
246
247     if (distance < this->minor_radius) {
248         return true;
249     }
250     else {
251         return false;
252     }
253 } /* __isClicked() */

```

3.4.3.2 __setResourceText()

```

void HexTile::__setResourceText (
    void ) [private]

```

Helper method to set up resource text.

```

159 {
160     this->resource_text.setFont(*(assets_manager_ptr->getFont("Glass_TTY_VT220")));
161
162     switch (this->tile_resource) {
163         case (TileResource :: POOR): {
164             this->resource_text.setString("-2");
165
166             break;
167         }
168
169         case (TileResource :: BELOW_AVERAGE): {
170             this->resource_text.setString("-1");
171
172             break;
173         }
174
175         case (TileResource :: AVERAGE): {
176             this->resource_text.setString("0");
177
178             break;
179         }
180
181         case (TileResource :: ABOVE_AVERAGE): {
182             this->resource_text.setString("+1");
183
184             break;
185         }
186
187         case (TileResource :: GOOD): {
188             this->resource_text.setString("+2");
189
190             break;
191         }
192
193         default: {
194             this->resource_text.setString("?");
195
196             break;
197         }
198     }
199
200     if (not this->resource_assessed) {
201         this->resource_text.setString("?");
202     }
203
204     this->resource_text.setCharacterSize(16);
205
206     this->resource_text.setOrigin(
207         this->resource_text.getLocalBounds().width / 2,

```

```

208         this->resource_text.getLocalBounds().height / 2
209     );
210
211     this->resource_text.setFillColor(sf::Color(0, 0, 0, 255));
212
213     this->resource_text.setPosition(
214         this->position_x,
215         this->position_y - 4
216     );
217
218     return;
219 } /* __setResourceText() */

```

3.4.3.3 __setUpNodeSprite()

```

void HexTile::__setUpNodeSprite (
    void ) [private]

```

Helper method to set up node sprite.

```

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

```

3.4.3.4 __setUpResourceChipSprite()

```

void HexTile::__setUpResourceChipSprite (
    void ) [private]

```

Helper method to set up resource chip sprite.

```

132 {
133     this->resource_chip_sprite.setRadius(2 * this->minor_radius / 3);
134
135     this->resource_chip_sprite.setOrigin(
136         this->resource_chip_sprite.getLocalBounds().width / 2,
137         this->resource_chip_sprite.getLocalBounds().height / 2
138     );
139
140     this->resource_chip_sprite.setPosition(this->position_x, this->position_y);
141
142     this->resource_chip_sprite.setFillColor(sf::Color(175, 175, 175, 175));
143
144     return;
145 } /* __setUpResourceChip() */

```


3.4.3.5 __setUpSelectOutlineSprite()

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

Helper method to set up select outline sprite.

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

3.4.3.6 __setUpTileSprite()

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

Helper method to set up tile sprite.

```
62 {
63     int n_points = 6;
64
65     this->tile_sprite.setPointCount(n_points);
66
67     for (int i = 0; i < n_points; i++) {
68         this->tile_sprite.setPoint(
69             i,
70             sf::Vector2f(
71                 this->position_x + this->major_radius * cos((30 + 60 * i) * (M_PI / 180)),
72                 this->position_y + this->major_radius * sin((30 + 60 * i) * (M_PI / 180))
73             )
74         );
75     }
76
77     this->tile_sprite.setOutlineThickness(1);
78     this->tile_sprite.setOutlineColor(sf::Color(175, 175, 175, 255));
79
80     return;
81 } /* __setUpTileSprite() */
```

3.4.3.7 assess()

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

Method to assess the tile's resource.

```
559 {
560     this->resource_assessed = true;
561     this->__setResourceText();
562
563     return;
564 } /* assess() */
```

3.4.3.8 draw()

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

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

```
663 {
664     // 1. draw hex
665     this->render_window_ptr->draw(this->tile_sprite);
666
667     // 2. draw node
668     if (this->show_node) {
669         this->render_window_ptr->draw(this->node_sprite);
670     }
671
672     // 3. draw resource
673     if (this->show_resource) {
674         this->render_window_ptr->draw(this->resource_chip_sprite);
675         this->render_window_ptr->draw(this->resource_text);
676     }
677
678     // 4. draw selection outline
679     if (this->is_selected) {
680         sf::Color outline_colour = this->select_outline_sprite.getOutlineColor();
681
682         outline_colour.a =
683             255 * pow(cos((M_PI * this->frame) / (1.5 * FRAMES_PER_SECOND)), 2);
684
685         this->select_outline_sprite.setOutlineColor(outline_colour);
686
687         this->render_window_ptr->draw(this->select_outline_sprite);
688     }
689
690     this->frame++;
691     return;
692 } /* draw() */
```

3.4.3.9 processEvent()

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

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

```
579 {
580     if (this->event_ptr->type == sf::Event::KeyPressed) {
581         switch (this->event_ptr->key.code) {
582             case (sf::Keyboard::Escape): {
583                 this->is_selected = false;
584             }
585
586             default: {
587                 // do nothing!
588
589                 break;
590             }
591         }
592     }
593 }
594
595
596 if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
597     this->is_selected = false;
598
599     switch (this->event_ptr->mouseButton.button) {
600         case (sf::Mouse::Left): {
601             if (this->__isClicked()) {
602                 std::cout << "Tile (" << this->position_x << ", " <<
603                     this->position_y << ") was selected" << std::endl;
604
605                 this->is_selected = true;
606             }
607
608             break;
609         }
610     }
```

```

611
612         case (sf::Mouse::Right): {
613             this->is_selected = false;
614
615             break;
616         }
617
618         default: {
619             // do nothing!
620
621             break;
622         }
623     }
624 }
625 }
626
627 return;
628 } /* processEvent() */

```

3.4.3.10 processFrame()

```

void HexTile::processFrame (
    void )

```

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

```

643 {
644     //...
645
646     return;
647 } /* processFrame() */

```

3.4.3.11 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].
--------------------	--

```

484 {
485     // 1. check input
486     if (input_value < 0 or input_value > 1) {
487         std::string error_str = "ERROR HexTile::setTileResource() given input value is ";
488         error_str += "not in the closed interval [0, 1]";
489
490         #ifdef _WIN32
491             std::cout << error_str << std::endl;
492         #endif /* _WIN32 */
493
494         throw std::runtime_error(error_str);
495     }
496
497     // 2. convert input value to tile resource
498     TileResource tile_resource;
499
500     if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[0]) {
501         tile_resource = TileResource :: POOR;
502     }
503     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[1]) {
504         tile_resource = TileResource :: BELOW_AVERAGE;
505     }
506     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[2]) {

```

```

507         tile_resource = TileResource :: AVERAGE;
508     }
509     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[3]) {
510         tile_resource = TileResource :: ABOVE_AVERAGE;
511     }
512     else {
513         tile_resource = TileResource :: GOOD;
514     }
515
516     // 3. call alternate method
517     this->setTileResource(tile_resource);
518
519     return;
520 } /* setTileResource(double) */

```

3.4.3.12 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.
----------------------	---

```

462 {
463     this->tile_resource = tile_resource;
464     this->__setResourceText();
465
466     return;
467 } /* setTileResource(TileResource) */

```

3.4.3.13 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].
--------------------	--

```

412 {
413     // 1. check input
414     if (input_value < 0 or input_value > 1) {
415         std::string error_str = "ERROR HexTile::setTileType() given input value is ";
416         error_str += "not in the closed interval [0, 1]";
417
418         #ifdef _WIN32
419             std::cout << error_str << std::endl;
420         #endif /* _WIN32 */
421
422         throw std::runtime_error(error_str);
423     }
424
425     // 2. convert input value to tile type
426     TileType tile_type;
427
428     if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[0]) {
429         tile_type = TileType :: LAKE;

```

```

430     }
431     else if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[1]) {
432         tile_type = TileType :: PLAINS;
433     }
434     else if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[2]) {
435         tile_type = TileType :: FOREST;
436     }
437     else {
438         tile_type = TileType :: MOUNTAINS;
439     }
440
441     // 3. call alternate method
442     this->setTileType(tile_type);
443
444     return;
445 } /* setTileType(double) */

```

3.4.3.14 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.
------------------	---

```

353 {
354     this->tile_type = tile_type;
355
356     switch (this->tile_type) {
357         case (TileType :: FOREST): {
358             this->tile_sprite.setFillColor(FOREST_GREEN);
359
360             break;
361         }
362
363         case (TileType :: LAKE): {
364             this->tile_sprite.setFillColor(LAKE_BLUE);
365
366             break;
367         }
368
369         case (TileType :: MOUNTAINS): {
370             this->tile_sprite.setFillColor(MOUNTAINS_GREY);
371
372             break;
373         }
374
375         case (TileType :: OCEAN): {
376             this->tile_sprite.setFillColor(OCEAN_BLUE);
377
378             break;
379         }
380
381         case (TileType :: PLAINS): {
382             this->tile_sprite.setFillColor(PLAINS_YELLOW);
383
384             break;
385         }
386
387         default: {
388             // do nothing!
389
390             break;
391         }
392     }
393
394     return;
395 } /* setTileType(TileType) */

```

3.4.3.15 toggleResourceOverlay()

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

Method to toggle the tile resource overlay.

```
535 {
536     if (this->show_resource) {
537         this->show_resource = false;
538     }
539     else {
540         this->show_resource = true;
541     }
542
543     return;
544 } /* toggleResourceOverlay() */
```

3.4.4 Member Data Documentation

3.4.4.1 assets_manager_ptr

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

A pointer to the assets manager.

3.4.4.2 event_ptr

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

A pointer to the event class.

3.4.4.3 frame

```
int HexTile::frame
```

The current frame of this object.

3.4.4.4 is_selected

```
bool HexTile::is_selected
```

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

3.4.4.5 major_radius

```
double HexTile::major_radius
```

The radius of the smallest bounding circle.

3.4.4.6 message_hub_ptr

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

A pointer to the message hub.

3.4.4.7 minor_radius

```
double HexTile::minor_radius
```

The radius of the largest inscribed circle.

3.4.4.8 node_sprite

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

A circle shape to mark the tile node.

3.4.4.9 position_x

```
double HexTile::position_x
```

The x position of the tile.

3.4.4.10 position_y

```
double HexTile::position_y
```

The y position of the tile.

3.4.4.11 render_window_ptr

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

A pointer to the render window.

3.4.4.12 resource_assessed

```
bool HexTile::resource_assessed
```

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

3.4.4.13 resource_chip_sprite

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

A circle shape which represents a resource chip.

3.4.4.14 resource_text

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

A text representation of the resource.

3.4.4.15 select_outline_sprite

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

A convex shape which outlines the tile when selected.

3.4.4.16 show_node

```
bool HexTile::show_node
```

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

3.4.4.17 show_resource

```
bool HexTile::show_resource
```

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

3.4.4.18 tile_resource

```
TileResource HexTile::tile_resource
```

3.4.4.19 tile_sprite

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

A convex shape which represents the tile.

3.4.4.20 tile_type

```
TileType HexTile::tile_type
```

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

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

3.5 Message Struct Reference

A structure which defines a standard message format.

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

Public Attributes

- std::string [channel](#) = ""
A string identifying the appropriate channel for this message.
- std::string [subject](#) = ""
A string describing the message subject.
- std::vector< bool > [bool_payload_vec](#) = {}
A vector <bool> payload.
- std::vector< int > [int_payload_vec](#) = {}
A vector <int> payload.
- std::vector< double > [double_payload_vec](#) = {}
A vector <double> payload.
- std::string [string_payload](#) = ""
A string payload.

3.5.1 Detailed Description

A structure which defines a standard message format.

3.5.2 Member Data Documentation

3.5.2.1 bool_payload_vec

```
std::vector<bool> Message::bool_payload_vec = {}
```

A vector <bool> payload.

3.5.2.2 channel

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

A string identifying the appropriate channel for this message.

3.5.2.3 double_payload_vec

```
std::vector<double> Message::double_payload_vec = {}
```

A vector <double> payload.

3.5.2.4 int_payload_vec

```
std::vector<int> Message::int_payload_vec = {}
```

A vector <int> payload.

3.5.2.5 string_payload

```
std::string Message::string_payload = ""
```

A string payload.

3.5.2.6 subject

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

A string describing the message subject.

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

- header/ESC_core/[MessageHub.h](#)

3.6 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.
- void [addChannel](#) (std::string)
Method to add channel to message map.
- void [removeChannel](#) (std::string)
Method to remove channel from message map.
- void [sendMessage](#) ([Message](#))
Method to send a message to the message map.
- bool [isEmpty](#) (std::string)
Method to check if channel is empty.
- [Message](#) [receiveMessage](#) (std::string)
Method to receive the latest message in the given channel.
- void [process](#) (void)
Method to process messages. To be called once per frame.
- 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.

3.6.1 Detailed Description

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

3.6.2 Constructor & Destructor Documentation

3.6.2.1 MessageHub()

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

Constructor for the [MessageHub](#) class.

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

3.6.2.2 ~MessageHub()

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

Destructor for the [MessageHub](#) class.

```
310 {
311     this->clear();
312
313     std::cout << "MessageHub at " << this << " destroyed" << std::endl;
314
315     return;
316 } /* ~MessageHub() */
```

3.6.3 Member Function Documentation

3.6.3.1 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.
----------------	--

```
69 {
70     // 1. check if channel is in map (if so, throw error)
71     if (this->message_map.count(channel) > 0) {
72         std::string error_str = "ERROR MessageHub::addChannel() channel ";
73         error_str += channel;
74         error_str += " is already in message map";
75     }
```

```

76         #ifdef _WIN32
77             std::cout << error_str << std::endl;
78         #endif /* _WIN32 */
79
80         throw std::runtime_error(error_str);
81     }
82
83     // 2. add channel to map
84     this->message_map[channel] = {};
85
86     return;
87 } /* addChannel() */

```

3.6.3.2 clear()

```

void MessageHub::clear (
    void )

```

Method to clear the [MessageHub](#).

```

283 {
284
285     std::map<std::string, std::list<Message>::iterator map_iter;
286     for (
287         map_iter = this->message_map.begin();
288         map_iter != this->message_map.end();
289         map_iter++
290     ) {
291         map_iter->second.clear();
292     }
293     this->message_map.clear();
294
295     return;
296 } /* clear() */

```

3.6.3.3 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.

```

179 {
180     // 1. check if channel is in map (if not, throw error)
181     if (this->message_map.count(channel) <= 0) {
182         std::string error_str = "ERROR MessageHub::isEmpty() channel ";
183         error_str += channel;
184         error_str += " is not in message map";
185
186         #ifdef _WIN32
187             std::cout << error_str << std::endl;
188         #endif /* _WIN32 */
189
190         throw std::runtime_error(error_str);
191     }

```

```

192
193     if (this->message_map[channel].empty()) {
194         return true;
195     }
196     else {
197         return false;
198     }
199 } /* isEmpty() */

```

3.6.3.4 process()

```

void MessageHub::process (
    void )

```

Method to process messages. To be called once per frame.

```

264 {
265     //...
266
267     return;
268 } /* process() */

```

3.6.3.5 receiveMessage()

```

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

```

Method to receive the latest message in the given channel.

Parameters

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

Returns

The latest message in the given channel.

```

218 {
219     // 1. check if channel is in map (if not, throw error)
220     if (this->message_map.count(channel) <= 0) {
221         std::string error_str = "ERROR MessageHub::receiveMessage() channel ";
222         error_str += channel;
223         error_str += " is not in message map";
224
225         #ifdef _WIN32
226             std::cout << error_str << std::endl;
227         #endif /* _WIN32 */
228
229         throw std::runtime_error(error_str);
230     }
231
232     // 2. check if channel is empty (if so, throw error)
233     if (this->message_map[channel].empty()) {
234         std::string error_str = "ERROR MessageHub::receiveMessage() channel ";
235         error_str += channel;
236         error_str += " is empty";
237
238         #ifdef _WIN32
239             std::cout << error_str << std::endl;
240         #endif /* _WIN32 */
241
242         throw std::runtime_error(error_str);
243     }

```

```

244
245     // 3. receive message
246     Message message = this->message_map[channel].back();
247
248     return message;
249 } /* receiveMessage() */

```

3.6.3.6 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.
----------------	--

```

104 {
105     // 1. check if channel is in map (if not, throw error)
106     if (this->message_map.count(channel) <= 0) {
107         std::string error_str = "ERROR MessageHub::removeChannel() channel ";
108         error_str += channel;
109         error_str += " is not in message map";
110
111         #ifdef _WIN32
112             std::cout << error_str << std::endl;
113         #endif /* _WIN32 */
114
115         throw std::runtime_error(error_str);
116     }
117
118     // 2. remove channel from map
119     this->message_map[channel].clear();
120     this->message_map.erase(channel);
121
122     return;
123 } /* removeChannel() */

```

3.6.3.7 sendMessage()

```

void MessageHub::sendMessage (
    Message message )

```

Method to send a message to the message map.

Parameters

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

```

140 {
141     // 1. check if channel is in map (if not, throw error)
142     std::string channel = message.channel;
143
144     if (this->message_map.count(channel) <= 0) {
145         std::string error_str = "ERROR MessageHub::sendMessage() channel ";
146         error_str += channel;
147         error_str += " is not in message map";
148
149         #ifdef _WIN32
150             std::cout << error_str << std::endl;
151         #endif /* _WIN32 */

```

```
152
153     throw std::runtime_error(error_str);
154 }
155
156 // 2. send message to message map
157 this->message_map[channel].push_back(message);
158
159 return;
160 } /* sendMessage() */
```

3.6.4 Member Data Documentation

3.6.4.1 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](#)

Chapter 4

File Documentation

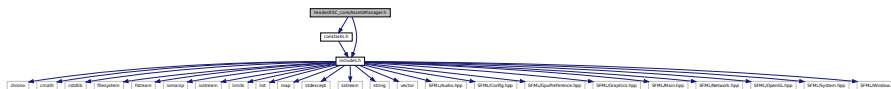
4.1 header/ESC_core/AssetsManager.h File Reference

Header file for the [AssetsManager](#) class.

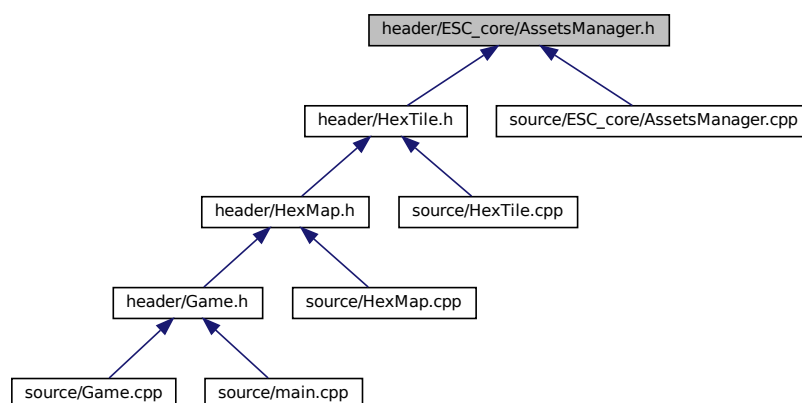
```
#include "constants.h"
```

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

Include dependency graph for AssetsManager.h:



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



Classes

- class [AssetsManager](#)

A class which manages visual and sound assets.

4.1.1 Detailed Description

Header file for the [AssetsManager](#) class.

4.2 header/ESC_core/constants.h File Reference

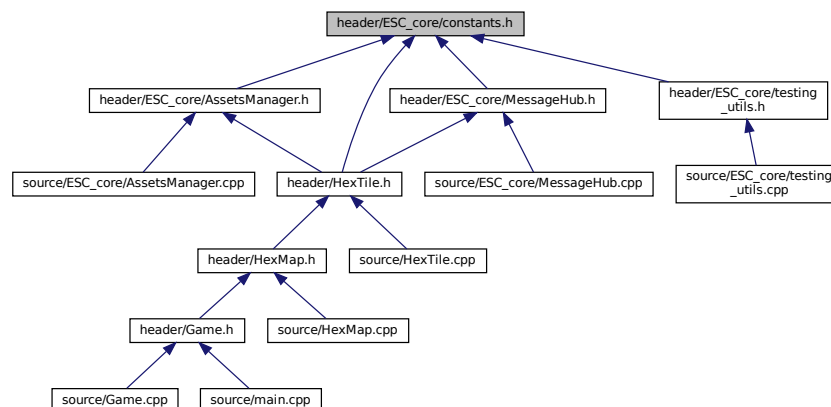
Header file for various constants.

```
#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 [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 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).

4.2.1 Detailed Description

Header file for various constants.

4.2.2 Function Documentation

4.2.2.1 FOREST_GREEN()

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

The base colour of a forest tile.

4.2.2.2 LAKE_BLUE()

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

The base colour of a lake (water) tile.

4.2.2.3 MENU_FRAME_GREY()

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

The base colour of the context menu frame.

4.2.2.4 MONOCHROME_SCREEN_BACKGROUND()

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

The base colour of old monochrome screens.

4.2.2.5 MONOCHROME_TEXT_AMBER()

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

The base colour of old monochrome text (amber).

4.2.2.6 MONOCHROME_TEXT_GREEN()

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

The base colour of old monochrome text (green).

4.2.2.7 MONOCHROME_TEXT_RED()

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

The base colour of old monochrome text (red).

4.2.2.8 MOUNTAINS_GREY()

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

The base colour of a mountains tile.

4.2.2.9 OCEAN_BLUE()

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

The base colour of an ocean (water) tile.

4.2.2.10 PLAINS_YELLOW()

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

The base colour of a plains tile.

4.2.2.11 VISUAL_SCREEN_FRAME_GREY()

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

The base colour of the framing of the visual screen.

4.2.3 Variable Documentation

4.2.3.1 FLOAT_TOLERANCE

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

Tolerance for floating point equality tests.

4.2.3.2 FRAMES_PER_SECOND

```
const int FRAMES_PER_SECOND = 60
```

Target frames per second.

4.2.3.3 GAME_HEIGHT

```
const int GAME_HEIGHT = 800
```

Height of the game space.

4.2.3.4 GAME_WIDTH

```
const int GAME_WIDTH = 1200
```

Width of the game space.

4.2.3.5 SECONDS_PER_FRAME

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

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

4.2.3.6 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).

4.2.3.7 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).

4.3 header/ESC_core/doxygen_cite.h File Reference

Header file which simply cites the doxygen tool.

4.3.1 Detailed Description

Header file which simply cites the doxygen tool.

Ref: [van Heesch. \[2023\]](#)

4.4 header/ESC_core/includes.h File Reference

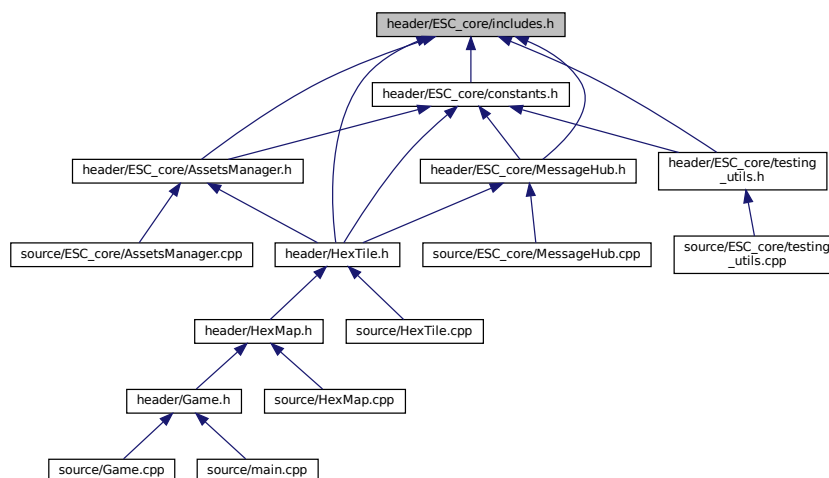
Header file for various includes.

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

Include dependency graph for includes.h:



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



4.4.1 Detailed Description

Header file for various includes.

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

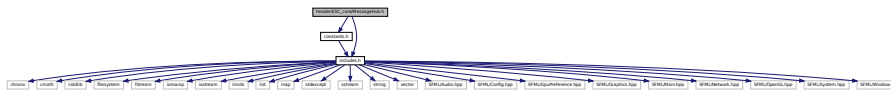
4.5 header/ESC_core/MessageHub.h File Reference

Header file for the [MessageHub](#) class.

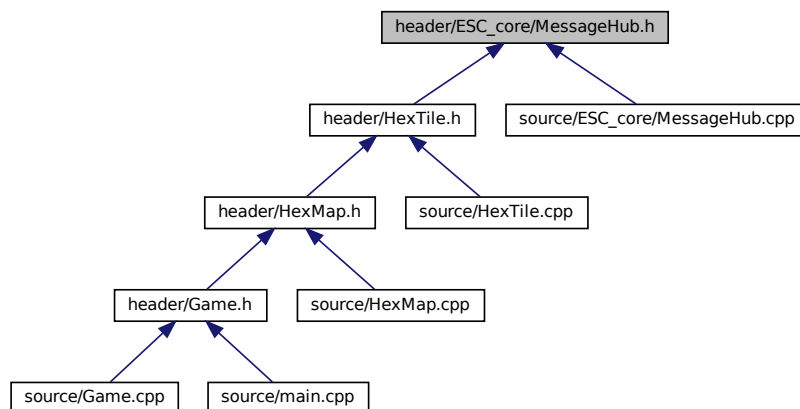
```
#include "constants.h"
```

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

Include dependency graph for MessageHub.h:



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



Classes

- struct [Message](#)
A structure which defines a standard message format.
- class [MessageHub](#)
A class which acts as a central hub for inter-object message traffic.

4.5.1 Detailed Description

Header file for the [MessageHub](#) class.

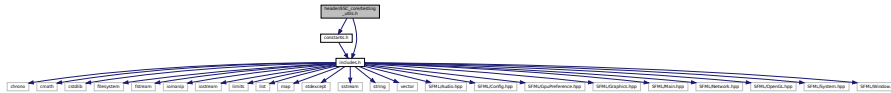
4.6 header/ESC_core/testing_utils.h File Reference

Header file for various testing utilities.

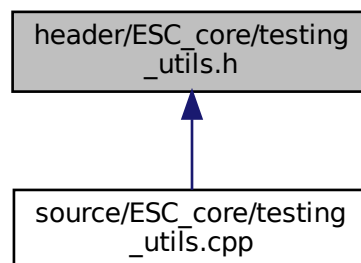
```
#include "constants.h"
```

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

Include dependency graph for testing_utils.h:



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



Functions

- void [printGreen](#) (std::string)
A function that sends green text to std::cout.
- void [printGold](#) (std::string)
A function that sends gold text to std::cout.
- void [printRed](#) (std::string)
A function that sends red text to std::cout.
- void [testFloatEquals](#) (double, double, std::string, int)
Tests for the equality of two floating point numbers x and y (to within `FLOAT_TOLERANCE`).
- void [testGreaterThan](#) (double, double, std::string, int)
Tests if $x > y$.
- void [testGreaterThanOrEqualTo](#) (double, double, std::string, int)
Tests if $x \geq y$.
- 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.

4.6.1 Detailed Description

Header file for various testing utilities.

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

4.6.2 Function Documentation

4.6.2.1 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__").

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

4.6.2.2 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.
------------------	---

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

4.6.2.3 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.
------------------	---

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

4.6.2.4 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.
------------------	---

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

4.6.2.5 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> ").

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

```

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

```

4.6.2.6 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__").

```

189 {
190     if (x > y) {
191         return;
192     }
193
194     std::string error_str = "ERROR: testGreaterThan():\t in ";
195     error_str += file;
196     error_str += "\tline ";
197     error_str += std::to_string(line);
198     error_str += ":\t\n";
199     error_str += std::to_string(x);
200     error_str += " is not greater than ";
201     error_str += std::to_string(y);
202     error_str += "\n";
203
204     #ifdef _WIN32
205         std::cout << error_str << std::endl;
206     #endif
207
208     throw std::runtime_error(error_str);
209     return;
210 } /* testGreaterThan() */

```

4.6.2.7 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__").

```
240 {
241     if (x >= y) {
242         return;
243     }
244
245     std::string error_str = "ERROR: testGreaterThanOrEqualTo():\t in ";
246     error_str += file;
247     error_str += "\tline ";
248     error_str += std::to_string(line);
249     error_str += ":\t\n";
250     error_str += std::to_string(x);
251     error_str += " is not greater than or equal to ";
252     error_str += std::to_string(y);
253     error_str += "\n";
254
255     #ifdef _WIN32
256         std::cout << error_str << std::endl;
257     #endif
258
259     throw std::runtime_error(error_str);
260     return;
261 } /* testGreaterThanOrEqualTo() */
```

4.6.2.8 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__").

```
291 {
292     if (x < y) {
293         return;
294     }
295
296     std::string error_str = "ERROR: testLessThan():\t in ";
297     error_str += file;
298     error_str += "\tline ";
299     error_str += std::to_string(line);
300     error_str += ":\t\n";
```

```

301     error_str += std::to_string(x);
302     error_str += " is not less than ";
303     error_str += std::to_string(y);
304     error_str += "\n";
305
306     #ifdef _WIN32
307         std::cout << error_str << std::endl;
308     #endif
309
310     throw std::runtime_error(error_str);
311     return;
312 } /* testLessThan() */

```

4.6.2.9 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__").

```

342 {
343     if (x <= y) {
344         return;
345     }
346
347     std::string error_str = "ERROR: testLessThanOrEqualTo():\t in ";
348     error_str += file;
349     error_str += "\tline ";
350     error_str += std::to_string(line);
351     error_str += ":\t\n";
352     error_str += std::to_string(x);
353     error_str += " is not less than or equal to ";
354     error_str += std::to_string(y);
355     error_str += "\n";
356
357     #ifdef _WIN32
358         std::cout << error_str << std::endl;
359     #endif
360
361     throw std::runtime_error(error_str);
362     return;
363 } /* testLessThanOrEqualTo() */

```

4.6.2.10 testTruth()

```

void testTruth (
    bool statement,
    std::string file,
    int line )

```

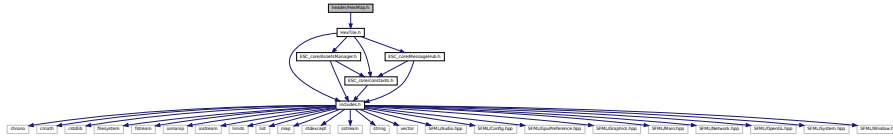
Tests if the given statement is true.

4.8 header/HexMap.h File Reference

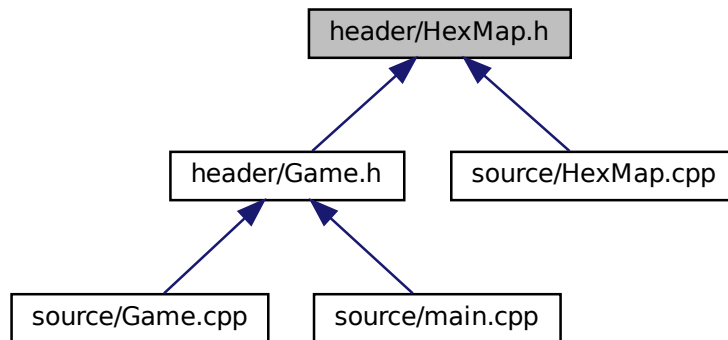
Header file for the [HexMap](#) class.

```
#include "HexTile.h"
```

Include dependency graph for HexMap.h:



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



Classes

- class [HexMap](#)
A class which defines a hex map of hex tiles.

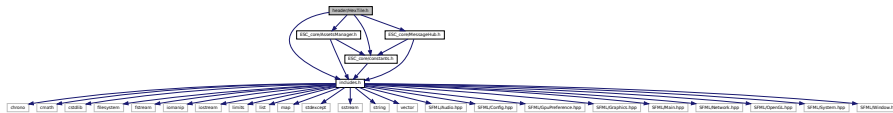
4.8.1 Detailed Description

Header file for the [HexMap](#) class.

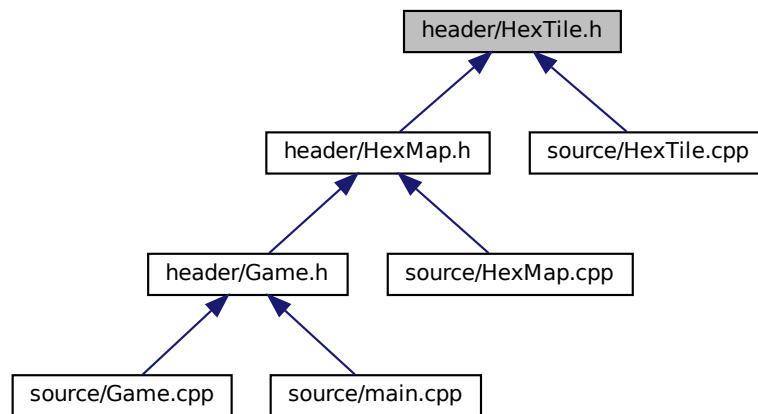
4.9 header/HexTile.h File Reference

Header file for the [Game](#) 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 HexTile.h:
```



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



Classes

- class [HexTile](#)
A class which defines a hex tile of the hex map.

Enumerations

- enum [TileType](#) {
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.

4.9.1 Detailed Description

Header file for the [Game](#) class.

Header file for the [HexTile](#) class.

4.9.2 Enumeration Type Documentation

4.9.2.1 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.

```

50         {
51     POOR,
52     BELOW_AVERAGE,
53     AVERAGE,
54     ABOVE_AVERAGE,
55     GOOD,
56     N_TILE_RESOURCES
57 }; /* TileResource */

```

4.9.2.2 TileType

enum [TileType](#)

An enumeration of the different tile types.

Enumerator

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.

```

34         {

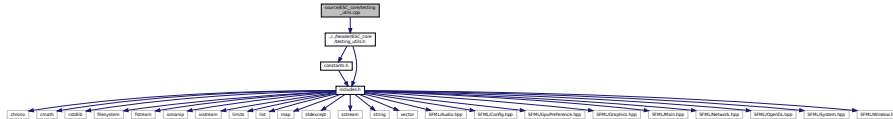
```


4.12 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.

4.12.1 Detailed Description

Implementation file for various testing utilities.

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

4.12.2 Function Documentation

4.12.2.1 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__").

```

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

```

4.12.2.2 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.
------------------	---

```

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

```

4.12.2.3 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.
------------------	---

```

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

```

4.12.2.4 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> .
------------------	---

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

4.12.2.5 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> ").

```
136 {
137     if (fabs(x - y) <= FLOAT_TOLERANCE) {
138         return;
139     }
140
141     std::string error_str = "ERROR: testFloatEquals():\t in ";
142     error_str += file;
143     error_str += "\tline ";
144     error_str += std::to_string(line);
145     error_str += ":\t\n";
146     error_str += std::to_string(x);
147     error_str += " and ";
148     error_str += std::to_string(y);
149     error_str += " are not equal to within +/- ";
150     error_str += std::to_string(FLOAT_TOLERANCE);
151     error_str += "\n";
152
153     #ifdef _WIN32
154         std::cout << error_str << std::endl;
155     #endif
156
157     throw std::runtime_error(error_str);
158     return;
159 } /* testFloatEquals() */
```

4.12.2.6 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__").

```
189 {
190     if (x > y) {
191         return;
192     }
193
194     std::string error_str = "ERROR: testGreaterThan():\t in ";
195     error_str += file;
196     error_str += "\tline ";
197     error_str += std::to_string(line);
198     error_str += ":\t\n";
199     error_str += std::to_string(x);
200     error_str += " is not greater than ";
201     error_str += std::to_string(y);
202     error_str += "\n";
203
204     #ifdef _WIN32
205         std::cout << error_str << std::endl;
206     #endif
207
208     throw std::runtime_error(error_str);
209     return;
210 } /* testGreaterThan() */
```

4.12.2.7 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__").

```
240 {
241     if (x >= y) {
242         return;
243     }
244
245     std::string error_str = "ERROR: testGreaterThanOrEqualTo():\t in ";
246     error_str += file;
247     error_str += "\tline ";
248     error_str += std::to_string(line);
249     error_str += ":\t\n";
```



```

250     error_str += std::to_string(x);
251     error_str += " is not greater than or equal to ";
252     error_str += std::to_string(y);
253     error_str += "\n";
254
255     #ifdef _WIN32
256         std::cout << error_str << std::endl;
257     #endif
258
259     throw std::runtime_error(error_str);
260     return;
261 } /* testGreaterThanOrEqualTo() */

```

4.12.2.8 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__").

```

291 {
292     if (x < y) {
293         return;
294     }
295
296     std::string error_str = "ERROR: testLessThan():\t in ";
297     error_str += file;
298     error_str += "\tline ";
299     error_str += std::to_string(line);
300     error_str += ":\t\n";
301     error_str += std::to_string(x);
302     error_str += " is not less than ";
303     error_str += std::to_string(y);
304     error_str += "\n";
305
306     #ifdef _WIN32
307         std::cout << error_str << std::endl;
308     #endif
309
310     throw std::runtime_error(error_str);
311     return;
312 } /* testLessThan() */

```

4.12.2.9 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__").

```

342 {
343     if (x <= y) {
344         return;
345     }
346
347     std::string error_str = "ERROR: testLessThanOrEqualTo():\t in ";
348     error_str += file;
349     error_str += "\tline ";
350     error_str += std::to_string(line);
351     error_str += ":\t\n";
352     error_str += std::to_string(x);
353     error_str += " is not less than or equal to ";
354     error_str += std::to_string(y);
355     error_str += "\n";
356
357     #ifdef _WIN32
358         std::cout << error_str << std::endl;
359     #endif
360
361     throw std::runtime_error(error_str);
362     return;
363 } /* testLessThanOrEqualTo() */

```

4.12.2.10 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__").

```

390 {
391     if (statement) {
392         return;
393     }
394
395     std::string error_str = "ERROR: testTruth():\t in ";
396     error_str += file;
397     error_str += "\tline ";
398     error_str += std::to_string(line);
399     error_str += ":\t\n";
400     error_str += "Given statement is not true";
401
402     #ifdef _WIN32
403         std::cout << error_str << std::endl;
404     #endif
405
406     throw std::runtime_error(error_str);
407     return;
408 } /* testTruth() */

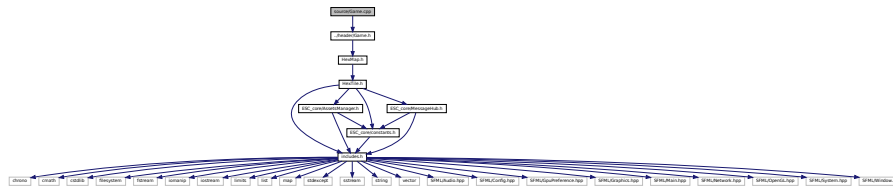
```

4.13 source/Game.cpp File Reference

Implementation file for the `Game` class.

```
#include "../header/Game.h"
```

Include dependency graph for Game.cpp:



4.13.1 Detailed Description

Implementation file for the `Game` class.

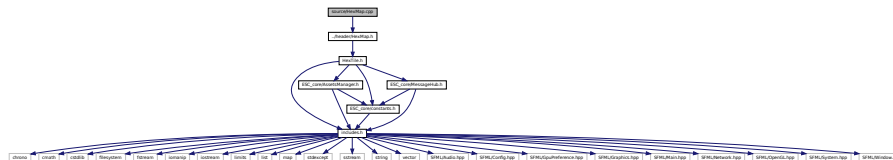
A class which defines a tile of a hex map.

4.14 source/HexMap.cpp File Reference

Implementation file for the [HexMap](#) class.

```
#include "../header/HexMap.h"
```

Include dependency graph for HexMap.cpp:



4.14.1 Detailed Description

Implementation file for the [HexMap](#) class.

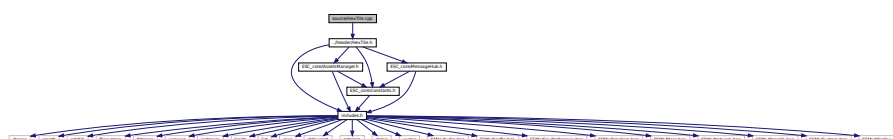
A class which defines a hex map of hex tiles.

4.15 source/HexTile.cpp File Reference

Implementation file for the [HexTile](#) class.

```
#include "../header/HexTile.h"
```

Include dependency graph for HexTile.cpp:



4.16.2.2 loadAssets()

```
void loadAssets (
    AssetsManager * assets_manager_ptr )
```

Helper function to load game assets.

Parameters

<code>assets_manager_ptr</code>	Pointer to the assets manager.
---------------------------------	--------------------------------

```
32 {
33     // 1. load font assets
34     assets_manager_ptr->loadFont("assets/fonts/DroidSansMono.ttf", "DroidSansMono");
35     assets_manager_ptr->loadFont("assets/fonts/Glass_TTY_VT220.ttf", "Glass_TTY_VT220");
36
37     return;
38 } /* loadAssets() */
```

4.16.2.3 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();

    // 3. start game loop
    bool quit_game = false;
    while (not quit_game) {
        Game game(render_window_ptr, &assets_manager);
        quit_game = game.run();
    }

    // 4. clean up
    delete render_window_ptr;

    return 0;
} /* main() */
```


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