

HelloWorld

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Chapter 1

Class Index

1.1 Class List

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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:

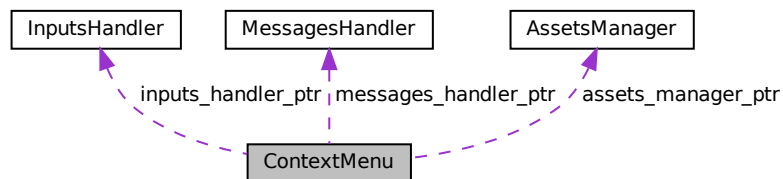
- header/ESC_core/[AssetsManager.h](#)
- source/ESC_core/[AssetsManager.cpp](#)

3.2 ContextMenu Class Reference

A class which defines a context menu for the game.

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

Collaboration diagram for ContextMenu:



Public Member Functions

- [ContextMenu](#) ([AssetsManager](#) *, [InputsHandler](#) *, [MessagesHandler](#) *, sf::RenderWindow *)
Constructor for the [ContextMenu](#) class.
- void [process](#) (void)
Method to process [ContextMenu](#). 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.
- [~ContextMenu](#) (void)
Destructor for the [ContextMenu](#) class.

Public Attributes

- bool [game_menu_up](#)
Indicates whether or not the game menu is up.
- int [frame](#)
The current frame of this object.
- double [position_x](#)
The position of the object.
- double [position_y](#)
The position of the object.
- std::string [console_message](#)
The message to be printed to the console screen.
- sf::RectangleShape [menu_frame](#)
The frame of the context menu.
- sf::RectangleShape [visual_screen](#)
The context menu screen for visuals.
- sf::ConvexShape [visual_screen_frame_top](#)
The top framing of the visual screen.
- sf::ConvexShape [visual_screen_frame_left](#)
The left framing of the visual screen.
- sf::ConvexShape [visual_screen_frame_bottom](#)
The bottom framing of the visual screen.
- sf::ConvexShape [visual_screen_frame_right](#)
The right framing of the visual screen.
- sf::RectangleShape [console_screen](#)
The context menu console screen (for animated text output).
- sf::ConvexShape [console_screen_frame_top](#)
The top framing of the console screen.
- sf::ConvexShape [console_screen_frame_left](#)
The left framing of the console screen.
- sf::ConvexShape [console_screen_frame_bottom](#)
The bottom framing of the console screen.
- sf::ConvexShape [console_screen_frame_right](#)
The right framing of the console screen.

Private Member Functions

- void [__setUpMenuFrame](#) (void)
Helper method to set up context menu frame (drawable).
- void [__setUpVisualScreen](#) (void)
Helper method to set up context menu visual screen (drawable).
- void [__setUpVisualScreenFrame](#) (void)
Helper method to set up framing for context menu visual screen (drawable).
- void [__drawVisualScreenFrame](#) (void)
Helper method to draw visual screen frame.
- void [__setUpConsoleScreen](#) (void)
Helper method to set up context menu console screen (drawable).
- void [__setUpConsoleScreenFrame](#) (void)
Helper method to set up framing for context menu console screen (drawable).
- void [__drawConsoleScreenFrame](#) (void)
Helper method to draw console screen frame.
- void [__drawConsoleText](#) (void)
Helper method to draw animated text to context menu console screen.

Private Attributes

- [AssetsManager](#) * [assets_manager_ptr](#)
A pointer to the assets manager.
- [InputsHandler](#) * [inputs_handler_ptr](#)
A pointer to the inputs handler.
- [MessagesHandler](#) * [messages_handler_ptr](#)
A pointer to the messages handler.
- [sf::RenderWindow](#) * [render_window_ptr](#)
A pointer to the render window.

3.2.1 Detailed Description

A class which defines a context menu for the game.

3.2.2 Constructor & Destructor Documentation

3.2.2.1 ContextMenu()

```
ContextMenu::ContextMenu (
    AssetsManager * assets_manager_ptr,
    InputsHandler * inputs_handler_ptr,
    MessagesHandler * messages_handler_ptr,
    sf::RenderWindow * render_window_ptr )
```

Constructor for the [ContextMenu](#) class.

Parameters

<i>assets_manager_ptr</i>	Pointer to the assets manager.
<i>inputs_handler_ptr</i>	Pointer to the inputs handler.
<i>messages_handler_ptr</i>	Pointer to the messages handler.
<i>render_window_ptr</i>	Pointer to the render window.

```
553 {
554     // 1. set attributes
555     this->assets_manager_ptr = assets_manager_ptr;
556     this->inputs_handler_ptr = inputs_handler_ptr;
557     this->messages_handler_ptr = messages_handler_ptr;
558     this->render_window_ptr = render_window_ptr;
559
560     this->game_menu_up = false;
561
562     this->frame = 0;
563
564     this->position_x = GAME_WIDTH;
565     this->position_y = 0;
566
567     this->console_message = "";
568
569     // 2. set up and position drawable attributes
570     this->__setUpMenuFrame();
571     this->__setUpVisualScreen();
572     this->__setUpVisualScreenFrame();
573     this->__setUpConsoleScreen();
```

```

574     this->__setUpConsoleScreenFrame();
575
576     std::cout << "ContextMenu constructed at " << this << std::endl;
577
578     return;
579 } /* ContextMenu() */

```

3.2.2.2 ~ContextMenu()

```

ContextMenu::~~ContextMenu (
    void )

```

Destructor for the [ContextMenu](#) class.

```

692 {
693     std::cout << "ContextMenu at " << this << " destroyed" << std::endl;
694
695     return;
696 } /* ~ContextMenu() */

```

3.2.3 Member Function Documentation

3.2.3.1 __drawConsoleScreenFrame()

```

void ContextMenu::__drawConsoleScreenFrame (
    void ) [private]

```

Helper method to draw console screen frame.

```

433 {
434     this->render_window_ptr->draw(this->console_screen_frame_top);
435     this->render_window_ptr->draw(this->console_screen_frame_left);
436     this->render_window_ptr->draw(this->console_screen_frame_bottom);
437     this->render_window_ptr->draw(this->console_screen_frame_right);
438
439     return;
440 } /* __drawContextScreenFrame() */

```

3.2.3.2 __drawConsoleText()

```

void ContextMenu::__drawConsoleText (
    void ) [private]

```

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

```

455 {
456     // 1. init console text
457     sf::Text console_text;
458
459     if (this->console_message.empty()) {
460
461         // 32 char x 16 line console "-----\n";
462         std::string console_string = " **** RTZ 64 CONTEXT V12 **** \n";
463         console_string += " \n";
464         console_string += "64K RAM SYSTEM 38911 BYTES FREE\n";
465         console_string += " \n";
466         console_string += "[ESC]: MENU \n";
467         console_string += "[LEFT CLICK TILE]: TILE OPTIONS \n";
468         console_string += " \n";

```

```

469         console_string += "READY";
470
471         console_text.setString(console_string);
472     }
473
474     else {
475
476         // 32 char x 16 line console "-----\n";
477         std::string console_string = this->console_message;
478         console_string += "\nFRAME: ";
479         console_string += std::to_string(this->frame);
480
481         console_text.setString(console_string);
482     }
483
484
485     // 2. set console text font, size, colour, and position
486     console_text.setFont(*(assets_manager_ptr->getFont("Glass_TTY_VT220")));
487     console_text.setCharacterSize(16);
488
489     console_text.setFillColor(MONOCROME_TEXT_GREEN);
490
491     console_text.setPosition(
492         this->position_x - 50 - 300 + 16,
493         this->position_y + GAME_HEIGHT - 50 - 340 + 16
494     );
495
496
497     // 3. draw console text
498     this->render_window_ptr->draw(console_text);
499
500
501     // 4. assemble and draw blinking console cursor
502     if ((this->frame % FRAMES_PER_SECOND) > FRAMES_PER_SECOND / 2) {
503         sf::RectangleShape console_cursor(sf::Vector2f(10, 16));
504
505         console_cursor.setFillColor(MONOCROME_TEXT_GREEN);
506
507         console_cursor.setPosition(
508             console_text.getPosition().x,
509             console_text.getPosition().y + console_text.getLocalBounds().height + 10
510         );
511
512         this->render_window_ptr->draw(console_cursor);
513     }
514
515     return;
516 } /* __drawConsoleText() */

```

3.2.3.3 __drawVisualScreenFrame()

```

void ContextMenu::__drawVisualScreenFrame (
    void ) [private]

```

Helper method to draw visual screen frame.

```

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

```

3.2.3.4 __setUpConsoleScreen()

```

void ContextMenu::__setUpConsoleScreen (
    void ) [private]

```

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

```

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

```

3.2.3.5 __setUpConsoleScreenFrame()

```

void ContextMenu::__setUpConsoleScreenFrame (
    void ) [private]

```

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

```

255 {
256     int n_points = 4;
257
258     // 1. top framing
259     this->console_screen_frame_top.setPointCount(n_points);
260
261     this->console_screen_frame_top.setPoint(
262         0,
263         sf::Vector2f(
264             this->position_x - 50,
265             this->position_y + GAME_HEIGHT - 50 - 340
266         )
267     );
268     this->console_screen_frame_top.setPoint(
269         1,
270         sf::Vector2f(
271             this->position_x - 50 + 16,
272             this->position_y + GAME_HEIGHT - 50 - 340 - 16
273         )
274     );
275     this->console_screen_frame_top.setPoint(
276         2,
277         sf::Vector2f(
278             this->position_x - 350 - 16,
279             this->position_y + GAME_HEIGHT - 50 - 340 - 16
280         )
281     );
282     this->console_screen_frame_top.setPoint(
283         3,
284         sf::Vector2f(
285             this->position_x - 350,
286             this->position_y + GAME_HEIGHT - 50 - 340
287         )
288     );
289
290     this->console_screen_frame_top.setFillColor(VISUAL_SCREEN_FRAME_GREY);
291
292     this->console_screen_frame_top.setOutlineThickness(2);
293     this->console_screen_frame_top.setOutlineColor(sf::Color(0, 0, 0, 255));
294
295     this->console_screen_frame_top.move(0, -2);
296
297
298     // 2. left framing
299     this->console_screen_frame_left.setPointCount(n_points);
300
301     this->console_screen_frame_left.setPoint(
302         0,
303         sf::Vector2f(
304             this->position_x - 350,
305             this->position_y + GAME_HEIGHT - 50 - 340
306         )
307     );
308     this->console_screen_frame_left.setPoint(
309         1,
310         sf::Vector2f(
311             this->position_x - 350 - 16,
312             this->position_y + GAME_HEIGHT - 50 - 340 - 16
313         )

```



```

314     );
315     this->console_screen_frame_left.setPoint(
316         2,
317         sf::Vector2f(
318             this->position_x - 350 - 16,
319             this->position_y + GAME_HEIGHT - 50 + 16
320         )
321     );
322     this->console_screen_frame_left.setPoint(
323         3,
324         sf::Vector2f(
325             this->position_x - 350,
326             this->position_y + GAME_HEIGHT - 50
327         )
328     );
329
330     this->console_screen_frame_left.setFillColor(VISUAL_SCREEN_FRAME_GREY);
331
332     this->console_screen_frame_left.setOutlineThickness(2);
333     this->console_screen_frame_left.setOutlineColor(sf::Color(0, 0, 0, 255));
334
335     this->console_screen_frame_left.move(-2, 0);
336
337
338     // 3. bottom framing
339     this->console_screen_frame_bottom.setPointCount(n_points);
340
341     this->console_screen_frame_bottom.setPoint(
342         0,
343         sf::Vector2f(
344             this->position_x - 350,
345             this->position_y + GAME_HEIGHT - 50
346         )
347     );
348     this->console_screen_frame_bottom.setPoint(
349         1,
350         sf::Vector2f(
351             this->position_x - 350 - 16,
352             this->position_y + GAME_HEIGHT - 50 + 16
353         )
354     );
355     this->console_screen_frame_bottom.setPoint(
356         2,
357         sf::Vector2f(
358             this->position_x - 50 + 16,
359             this->position_y + GAME_HEIGHT - 50 + 16
360         )
361     );
362     this->console_screen_frame_bottom.setPoint(
363         3,
364         sf::Vector2f(
365             this->position_x - 50,
366             this->position_y + GAME_HEIGHT - 50
367         )
368     );
369
370     this->console_screen_frame_bottom.setFillColor(VISUAL_SCREEN_FRAME_GREY);
371
372     this->console_screen_frame_bottom.setOutlineThickness(2);
373     this->console_screen_frame_bottom.setOutlineColor(sf::Color(0, 0, 0, 255));
374
375     this->console_screen_frame_bottom.move(0, 2);
376
377
378     // 4. right framing
379     this->console_screen_frame_right.setPointCount(n_points);
380
381     this->console_screen_frame_right.setPoint(
382         0,
383         sf::Vector2f(
384             this->position_x - 50,
385             this->position_y + GAME_HEIGHT - 50
386         )
387     );
388     this->console_screen_frame_right.setPoint(
389         1,
390         sf::Vector2f(
391             this->position_x - 50 + 16,
392             this->position_y + GAME_HEIGHT - 50 + 16
393         )
394     );
395     this->console_screen_frame_right.setPoint(
396         2,
397         sf::Vector2f(
398             this->position_x - 50 + 16,
399             this->position_y + GAME_HEIGHT - 50 - 340 - 16
400         )

```

```

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

```

3.2.3.6 __setUpMenuFrame()

```

void ContextMenu::__setUpMenuFrame (
    void ) [private]

```

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

```

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

```

3.2.3.7 __setUpVisualScreen()

```

void ContextMenu::__setUpVisualScreen (
    void ) [private]

```

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

```

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

```

3.2.3.8 __setUpVisualScreenFrame()

```

void ContextMenu::__setUpVisualScreenFrame (
    void ) [private]

```

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

```

78 {
79     int n_points = 4;
80
81     // 1. top framing
82     this->visual_screen_frame_top.setPointCount(n_points);

```

```

83
84     this->visual_screen_frame_top.setPoint(
85         0,
86         sf::Vector2f(this->position_x - 50, this->position_y + 50)
87     );
88     this->visual_screen_frame_top.setPoint(
89         1,
90         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 50 - 16)
91     );
92     this->visual_screen_frame_top.setPoint(
93         2,
94         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 50 - 16)
95     );
96     this->visual_screen_frame_top.setPoint(
97         3,
98         sf::Vector2f(this->position_x - 350, this->position_y + 50)
99     );
100
101     this->visual_screen_frame_top.setFillColors(VISUAL_SCREEN_FRAME_GREY);
102
103     this->visual_screen_frame_top.setOutlineThickness(2);
104     this->visual_screen_frame_top.setOutlineColor(sf::Color(0, 0, 0, 255));
105
106     this->visual_screen_frame_top.move(0, -2);
107
108     // 2. left framing
109     this->visual_screen_frame_left.setPointCount(n_points);
110
111     this->visual_screen_frame_left.setPoint(
112         0,
113         sf::Vector2f(this->position_x - 350, this->position_y + 50)
114     );
115     this->visual_screen_frame_left.setPoint(
116         1,
117         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 50 - 16)
118     );
119     this->visual_screen_frame_left.setPoint(
120         2,
121         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 350 + 16)
122     );
123     this->visual_screen_frame_left.setPoint(
124         3,
125         sf::Vector2f(this->position_x - 350, this->position_y + 350)
126     );
127
128     this->visual_screen_frame_left.setFillColors(VISUAL_SCREEN_FRAME_GREY);
129
130     this->visual_screen_frame_left.setOutlineThickness(2);
131     this->visual_screen_frame_left.setOutlineColor(sf::Color(0, 0, 0, 255));
132
133     this->visual_screen_frame_left.move(-2, 0);
134
135     // 3. bottom framing
136     this->visual_screen_frame_bottom.setPointCount(n_points);
137
138     this->visual_screen_frame_bottom.setPoint(
139         0,
140         sf::Vector2f(this->position_x - 350, this->position_y + 350)
141     );
142     this->visual_screen_frame_bottom.setPoint(
143         1,
144         sf::Vector2f(this->position_x - 350 - 16, this->position_y + 350 + 16)
145     );
146     this->visual_screen_frame_bottom.setPoint(
147         2,
148         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 350 + 16)
149     );
150     this->visual_screen_frame_bottom.setPoint(
151         3,
152         sf::Vector2f(this->position_x - 50, this->position_y + 350)
153     );
154
155     this->visual_screen_frame_bottom.setFillColors(VISUAL_SCREEN_FRAME_GREY);
156
157     this->visual_screen_frame_bottom.setOutlineThickness(2);
158     this->visual_screen_frame_bottom.setOutlineColor(sf::Color(0, 0, 0, 255));
159
160     this->visual_screen_frame_bottom.move(0, 2);
161
162     // 4. right framing
163     this->visual_screen_frame_right.setPointCount(n_points);
164
165     this->visual_screen_frame_right.setPoint(
166         0,

```

```

170         sf::Vector2f(this->position_x - 50, this->position_y + 350)
171     );
172     this->visual_screen_frame_right.setPoint(
173         1,
174         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 350 + 16)
175     );
176     this->visual_screen_frame_right.setPoint(
177         2,
178         sf::Vector2f(this->position_x - 50 + 16, this->position_y + 50 - 16)
179     );
180     this->visual_screen_frame_right.setPoint(
181         3,
182         sf::Vector2f(this->position_x - 50, this->position_y + 50)
183     );
184
185     this->visual_screen_frame_right.setFill_color(VISUAL_SCREEN_FRAME_GREY);
186
187     this->visual_screen_frame_right.setOutlineThickness(2);
188     this->visual_screen_frame_right.setOutlineColor(sf::Color(0, 0, 0, 255));
189
190     this->visual_screen_frame_right.move(2, 0);
191
192     return;
193 } /* __setUpVisualScreenFrame() */

```

3.2.3.9 draw()

```

void ContextMenu::draw (
    void )

```

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

```

662 {
663     // 1. menu frame
664     this->render_window_ptr->draw(this->menu_frame);
665
666     // 2. visual screen
667     this->render_window_ptr->draw(this->visual_screen);
668     this->__drawVisualScreenFrame();
669
670     // 3. console screen
671     this->render_window_ptr->draw(this->console_screen);
672     this->__drawConsoleScreenFrame();
673     this->__drawConsoleText();
674
675     this->frame++;
676     return;
677 } /* draw() */

```

3.2.3.10 process()

```

void ContextMenu::process (
    void )

```

Method to process `ContextMenu`. To be called once per frame.

```

602 {
603     // 1. handle inputs
604     if (this->inputs_handler_ptr->key_pressed_once_vec[sf::Keyboard::Escape]) {
605         if (not this->game_menu_up) {
606             this->game_menu_up = true;
607
608             // 32 char x 16 line console "-----\n";
609             std::string game_menu_string = "          **** MENU ****\n";
610             game_menu_string += "\n";
611             game_menu_string += "[T]:  TUTORIAL\n";
612             game_menu_string += "\n";
613             game_menu_string += "[R]:  RESTART\n";
614             game_menu_string += "\n";
615             game_menu_string += "\n";
616             game_menu_string += "\n";

```

```

617         game_menu_string += " \n";
618         game_menu_string += " \n";
619         game_menu_string += " \n";
620         game_menu_string += " \n";
621         game_menu_string += "[Q]:    QUIT \n";
622         game_menu_string += " \n";
623         game_menu_string += "[ESC]:  CLOSE MENU \n";
624
625         this->console_message = game_menu_string;
626     }
627
628     else {
629         this->game_menu_up = false;
630         this->console_message.clear();
631     }
632 }
633
634 if (this->inputs_handler_ptr->key_pressed_once_vec[sf::Keyboard::Q]) {
635     if (this->game_menu_up) {
636         this->render_window_ptr->close();
637     }
638 }
639
640 if (this->inputs_handler_ptr->mouse_right_click) {
641     this->game_menu_up = false;
642     this->console_message.clear();
643 }
644
645 return;
646 } /* process() */

```

3.2.4 Member Data Documentation

3.2.4.1 assets_manager_ptr

`AssetsManager*` ContextMenu::assets_manager_ptr [private]

A pointer to the assets manager.

3.2.4.2 console_message

`std::string` ContextMenu::console_message

The message to be printed to the console screen.

3.2.4.3 console_screen

`sf::RectangleShape` ContextMenu::console_screen

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

3.2.4.4 console_screen_frame_bottom

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

The bottom framing of the console screen.

3.2.4.5 console_screen_frame_left

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

The left framing of the console screen.

3.2.4.6 console_screen_frame_right

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

The right framing of the console screen.

3.2.4.7 console_screen_frame_top

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

The top framing of the console screen.

3.2.4.8 frame

```
int ContextMenu::frame
```

The current frame of this object.

3.2.4.9 game_menu_up

```
bool ContextMenu::game_menu_up
```

Indicates whether or not the game menu is up.

3.2.4.10 inputs_handler_ptr

```
InputsHandler* ContextMenu::inputs_handler_ptr [private]
```

A pointer to the inputs handler.

3.2.4.11 menu_frame

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

The frame of the context menu.

3.2.4.12 messages_handler_ptr

```
MessagesHandler* ContextMenu::messages_handler_ptr [private]
```

A pointer to the messages handler.

3.2.4.13 position_x

```
double ContextMenu::position_x
```

The position of the object.

3.2.4.14 position_y

```
double ContextMenu::position_y
```

The position of the object.

3.2.4.15 render_window_ptr

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

A pointer to the render window.

3.2.4.16 visual_screen

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

The context menu screen for visuals.

3.2.4.17 visual_screen_frame_bottom

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

The bottom framing of the visual screen.

3.2.4.18 visual_screen_frame_left

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

The left framing of the visual screen.

3.2.4.19 visual_screen_frame_right

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

The right framing of the visual screen.

3.2.4.20 visual_screen_frame_top

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

The top framing of the visual screen.

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

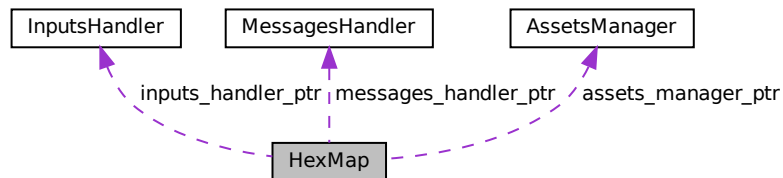
- header/ContextMenu/[ContextMenu.h](#)
- source/ContextMenu/[ContextMenu.cpp](#)

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](#) (int, [AssetsManager](#) *, [InputsHandler](#) *, [MessagesHandler](#) *, sf::RenderWindow *)
Constructor for the [HexMap](#) class.
- void [assess](#) (void)
Method to assess the resource of the selected tile.
- void [process](#) (void)
Method to process [HexMap](#). To be called once per frame.
- void [reroll](#) (void)
Method to re-roll the hex map.
- void [toggleResourceOverlay](#) (void)
Method to toggle the hex map resource overlay.
- 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

- `AssetsManager *` [assets_manager_ptr](#)

A pointer to the assets manager.
- `InputsHandler *` [inputs_handler_ptr](#)

A pointer to the inputs handler.
- `MessagesHandler *` [messages_handler_ptr](#)

A pointer to the messages handler.
- `sf::RenderWindow *` [render_window_ptr](#)

A pointer to the render window.

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()

```
HexMap::HexMap (
    int n_layers,
    AssetsManager * assets_manager_ptr,
    InputsHandler * inputs_handler_ptr,
    MessagesHandler * messages_handler_ptr,
    sf::RenderWindow * render_window_ptr )
```

Constructor for the [HexMap](#) class.

Parameters

<i>n_layers</i>	The number of layers in the HexMap .
<i>assets_manager_ptr</i>	Pointer to the assets manager.
<i>inputs_handler_ptr</i>	Pointer to the inputs handler.
<i>messages_handler_ptr</i>	Pointer to the messages handler.
<i>render_window_ptr</i>	Pointer to the render window.

```
867 {
868     // 1. set attributes
869     this->assets_manager_ptr = assets_manager_ptr;
870     this->inputs_handler_ptr = inputs_handler_ptr;
871     this->messages_handler_ptr = messages_handler_ptr;
872     this->render_window_ptr = render_window_ptr;
873
874     this->frame = 0;
875
876     this->n_layers = n_layers;
877     if (this->n_layers < 0) {
878         this->n_layers = 0;
879     }
880
881     this->position_x = 400;
882     this->position_y = 400;
883
884     // 2. assemble n layer hex map
885     this->__assembleHexMap();
886
887     // 3. set up and position drawable attributes
888     this->__setUpGlassScreen();
889
890     std::cout << "HexMap constructed at " << this << std::endl;
891
892     return;
893 } /* HexMap() */
```

3.3.2.2 ~HexMap()

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

Destructor for the [HexMap](#) class.

```
1102 {
1103     this->clear();
1104
1105     std::cout << "HexMap at " << this << " destroyed" << std::endl;
1106
1107     return;
1108 } /* ~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     }
```

```

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->assets_manager_ptr,
62         this->inputs_handler_ptr,
63         this->messages_handler_ptr,
64         this->render_window_ptr
65     );
66
67     this->hex_map[this->position_x][this->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->assets_manager_ptr,
79             this->inputs_handler_ptr,
80             this->messages_handler_ptr,
81             this->render_window_ptr
82         );
83
84         this->hex_map[this->position_x][this->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->assets_manager_ptr,
97             this->inputs_handler_ptr,
98             this->messages_handler_ptr,
99             this->render_window_ptr
100        );
101
102        this->hex_map[this->position_x][this->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->assets_manager_ptr,
139             this->inputs_handler_ptr,
140             this->messages_handler_ptr,
141             this->render_window_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->assets_manager_ptr,
158                 this->inputs_handler_ptr,
159                 this->messages_handler_ptr,
160                 this->render_window_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->assets_manager_ptr,
186             this->inputs_handler_ptr,
187             this->messages_handler_ptr,
188             this->render_window_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->assets_manager_ptr,
205         this->inputs_handler_ptr,
206         this->messages_handler_ptr,
207         this->render_window_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.

```

908 {
909     HexTile* selected_tile_ptr = this->__getSelectedTile();
910     if (selected_tile_ptr != NULL) {
911         selected_tile_ptr->assess();
912     }
913
914     return;
915 } /* assess() */

```

3.3.3.15 clear()

```

void HexMap::clear (
    void )

```

Method to clear the hex map.

```

1064 {
1065     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1066     std::map<double, HexTile*>::iterator hex_map_iter_y;
1067     for (
1068         hex_map_iter_x = this->hex_map.begin();
1069         hex_map_iter_x != this->hex_map.end();
1070         hex_map_iter_x++
1071     ) {
1072         for (
1073             hex_map_iter_y = hex_map_iter_x->second.begin();
1074             hex_map_iter_y != hex_map_iter_x->second.end();
1075             hex_map_iter_y++
1076         ) {
1077             delete hex_map_iter_y->second;
1078         }
1079     }
1080     this->hex_map.clear();
1081
1082     this->tile_position_x_vec.clear();
1083     this->tile_position_y_vec.clear();
1084     this->border_tiles_vec.clear();
1085
1086     return;
1087 } /* 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.

```
1020 {
1021     // 1. draw all tiles in order
1022     std::map<double, std::map<double, HexTile*>>::iterator hex_map_iter_x;
1023     std::map<double, HexTile*>::iterator hex_map_iter_y;
1024     for (
1025         hex_map_iter_x = this->hex_map.begin();
1026         hex_map_iter_x != this->hex_map.end();
1027         hex_map_iter_x++
1028     ) {
1029         for (
1030             hex_map_iter_y = hex_map_iter_x->second.begin();
1031             hex_map_iter_y != hex_map_iter_x->second.end();
1032             hex_map_iter_y++
1033         ) {
1034             hex_map_iter_y->second->draw();
1035         }
1036     }
1037
1038     // 2. redraw selected tile
1039     HexTile* selected_tile_ptr = this->__getSelectedTile();
1040     if (selected_tile_ptr != NULL) {
1041         selected_tile_ptr->draw();
1042     }
1043
1044     // 3. draw glass screen
1045     this->render_window_ptr->draw(this->glass_screen);
1046
1047     this->frame++;
1048     return;
1049 } /* draw() */
```

3.3.3.17 process()

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

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

```
930 {
931     // 1. handle inputs
932     //...
933
934     // 2. process tiles
935     std::map<double, std::map<double, HexTile*>>::iterator hex_map_iter_x;
936     std::map<double, HexTile*>::iterator hex_map_iter_y;
937     for (
938         hex_map_iter_x = this->hex_map.begin();
939         hex_map_iter_x != this->hex_map.end();
940         hex_map_iter_x++
941     ) {
942         for (
943             hex_map_iter_y = hex_map_iter_x->second.begin();
944             hex_map_iter_y != hex_map_iter_x->second.end();
945             hex_map_iter_y++
946         ) {
947             hex_map_iter_y->second->process();
948         }
949     }
950
951     return;
952 } /* process() */
```

3.3.3.18 reroll()

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

Method to re-roll the hex map.

```
967 {
968     this->clear();
969     this->__assembleHexMap();
970
971     return;
972 } /* reroll() */
```

3.3.3.19 toggleResourceOverlay()

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

Method to toggle the hex map resource overlay.

```
987 {
988     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
989     std::map<double, HexTile*>::iterator hex_map_iter_y;
990     for (
991         hex_map_iter_x = this->hex_map.begin();
992         hex_map_iter_x != this->hex_map.end();
993         hex_map_iter_x++
994     ) {
995         for (
996             hex_map_iter_y = hex_map_iter_x->second.begin();
997             hex_map_iter_y != hex_map_iter_x->second.end();
998             hex_map_iter_y++
999         ) {
1000             hex_map_iter_y->second->toggleResourceOverlay();
1001         }
1002     }
1003
1004     return;
1005 } /* 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 frame

```
int HexMap::frame
```

The current frame of this object.

3.3.4.4 glass_screen

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

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

3.3.4.5 hex_map

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

A position-indexed, nested map of hex tiles.

3.3.4.6 inputs_handler_ptr

```
InputsHandler* HexMap::inputs_handler_ptr [private]
```

A pointer to the inputs handler.

3.3.4.7 messages_handler_ptr

```
MessagesHandler* HexMap::messages_handler_ptr [private]
```

A pointer to the messages handler.

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:

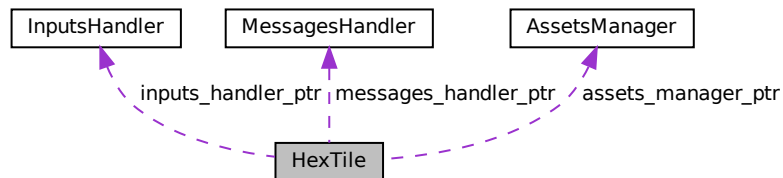
- header/HexMap/[HexMap.h](#)
- source/HexMap/[HexMap.cpp](#)

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, [AssetsManager](#) *, [InputsHandler](#) *, [MessagesHandler](#) *, sf::RenderWindow *)
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 [process](#) (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

- [AssetsManager](#) * [assets_manager_ptr](#)
A pointer to the assets manager.
- [InputsHandler](#) * [inputs_handler_ptr](#)
A pointer to the inputs handler.
- [MessagesHandler](#) * [messages_handler_ptr](#)
A pointer to the messages handler.
- sf::RenderWindow * [render_window_ptr](#)
A pointer to the render window.

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,
    AssetsManager * assets_manager_ptr,
    InputsHandler * inputs_handler_ptr,
    MessagesHandler * messages_handler_ptr,
    sf::RenderWindow * render_window_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>assets_manager_ptr</i>	Pointer to the assets manager.
<i>inputs_handler_ptr</i>	Pointer to the inputs handler.
<i>messages_handler_ptr</i>	Pointer to the messages handler.
<i>render_window_ptr</i>	Pointer to the render window.

```
300 {
301     // 1. set attributes
302     this->assets_manager_ptr = assets_manager_ptr;
303     this->inputs_handler_ptr = inputs_handler_ptr;
304     this->messages_handler_ptr = messages_handler_ptr;
305     this->render_window_ptr = render_window_ptr;
306
307     this->show_node = false;
308     this->show_resource = false;
309     this->resource_assessed = false;
310     this->is_selected = false;
311
312     this->frame = 0;
313
314     this->position_x = position_x;
315     this->position_y = position_y;
316
317     this->major_radius = 32;
318     this->minor_radius = (sqrt(3) / 2) * this->major_radius;
319
320     // 2. set up and position drawable attributes
321     this->__setUpNodeSprite();
322     this->__setUpTileSprite();
323     this->__setUpSelectOutlineSprite();
324     this->__setUpResourceChipSprite();
325     this->__setUpResourceText();
326
327     // 3. set tile type and resource (default to forest and average)
328     this->setTileType(TileType :: FOREST);
329     this->setTileResource(TileResource :: AVERAGE);
330 }
```

```

331     std::cout << "HexTile constructed at " << this << std::endl;
332
333     return;
334 } /* HexTile() */

```

3.4.2.2 ~HexTile()

```

HexTile::~HexTile (
    void )

```

Destructor for the [HexTile](#) class.

```

655 {
656     std::cout << "HexTile at " << this << " destroyed" << std::endl;
657
658     return;
659 } /* ~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("DroidSansMono")));
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.setFillColor(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.

```
555 {
556     this->resource_assessed = true;
557     this->__setResourceText();
558
559     return;
560 } /* 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.

```
611 {
612     // 1. draw hex
613     this->render_window_ptr->draw(this->tile_sprite);
614
615     // 2. draw node
616     if (this->show_node) {
617         this->render_window_ptr->draw(this->node_sprite);
618     }
619
620     // 3. draw resource
621     if (this->show_resource) {
622         this->render_window_ptr->draw(this->resource_chip_sprite);
623         this->render_window_ptr->draw(this->resource_text);
624     }
625
626     // 4. draw selection outline
627     if (this->is_selected) {
628         sf::Color outline_colour = this->select_outline_sprite.getOutlineColor();
629
630         outline_colour.a =
```

```

631         255 * pow(cos((M_PI * this->frame) / (1.5 * FRAMES_PER_SECOND)), 2);
632
633         this->select_outline_sprite.setOutlineColor(outline_colour);
634
635         this->render_window_ptr->draw(this->select_outline_sprite);
636     }
637
638     this->frame++;
639     return;
640 } /* draw() */

```

3.4.3.9 process()

```

void HexTile::process (
    void )

```

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

```

575 {
576     // 1. handle inputs
577     if (inputs_handler_ptr->mouse_left_click) {
578         if (this->__isClicked()) {
579             std::cout << "Tile (" << this->position_x << ", " << this->position_y <<
580                 ") was selected" << std::endl;
581
582             this->is_selected = true;
583         }
584
585         else {
586             this->is_selected = false;
587         }
588     }
589
590     if (inputs_handler_ptr->mouse_right_click) {
591         this->is_selected = false;
592     }
593
594     return;
595 } /* process() */

```

3.4.3.10 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].
--------------------	--

```

480 {
481     // 1. check input
482     if (input_value < 0 or input_value > 1) {
483         std::string error_str = "ERROR HexTile::setTileResource() given input value is ";
484         error_str += "not in the closed interval [0, 1]";
485
486         #ifdef _WIN32
487             std::cout << error_str << std::endl;
488         #endif /* _WIN32 */
489
490         throw std::runtime_error(error_str);
491     }
492
493     // 2. convert input value to tile resource
494     TileResource tile_resource;

```

```

495
496     if (input_value <= tile_resource_cumulative_probabilities[0]) {
497         tile_resource = TileResource :: POOR;
498     }
499     else if (input_value <= tile_resource_cumulative_probabilities[1]) {
500         tile_resource = TileResource :: BELOW_AVERAGE;
501     }
502     else if (input_value <= tile_resource_cumulative_probabilities[2]) {
503         tile_resource = TileResource :: AVERAGE;
504     }
505     else if (input_value <= tile_resource_cumulative_probabilities[3]) {
506         tile_resource = TileResource :: ABOVE_AVERAGE;
507     }
508     else {
509         tile_resource = TileResource :: GOOD;
510     }
511
512     // 3. call alternate method
513     this->setTileResource(tile_resource);
514
515     return;
516 } /* setTileResource(double) */

```

3.4.3.11 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.
----------------------	---

```

458 {
459     this->tile_resource = tile_resource;
460     this->__setResourceText();
461
462     return;
463 } /* setTileResource(TileResource) */

```

3.4.3.12 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].
--------------------	--

```

408 {
409     // 1. check input
410     if (input_value < 0 or input_value > 1) {
411         std::string error_str = "ERROR HexTile::setTileType() given input value is ";
412         error_str += "not in the closed interval [0, 1]";
413
414         #ifdef _WIN32
415             std::cout << error_str << std::endl;
416         #endif /* _WIN32 */
417

```

```

418         throw std::runtime_error(error_str);
419     }
420
421     // 2. convert input value to tile type
422     TileType tile_type;
423
424     if (input_value <= tile_type_cumulative_probabilities[0]) {
425         tile_type = TileType :: LAKE;
426     }
427     else if (input_value <= tile_type_cumulative_probabilities[1]) {
428         tile_type = TileType :: PLAINS;
429     }
430     else if (input_value <= tile_type_cumulative_probabilities[2]) {
431         tile_type = TileType :: FOREST;
432     }
433     else {
434         tile_type = TileType :: MOUNTAINS;
435     }
436
437     // 3. call alternate method
438     this->setTileType(tile_type);
439
440     return;
441 } /* setTileType(double) */

```

3.4.3.13 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.
------------------	---

```

349 {
350     this->tile_type = tile_type;
351
352     switch (this->tile_type) {
353         case (TileType :: FOREST): {
354             this->tile_sprite.setFillColor(FOREST_GREEN);
355
356             break;
357         }
358
359         case (TileType :: LAKE): {
360             this->tile_sprite.setFillColor(LAKE_BLUE);
361
362             break;
363         }
364
365         case (TileType :: MOUNTAINS): {
366             this->tile_sprite.setFillColor(MOUNTAINS_GREY);
367
368             break;
369         }
370
371         case (TileType :: OCEAN): {
372             this->tile_sprite.setFillColor(OCEAN_BLUE);
373
374             break;
375         }
376
377         case (TileType :: PLAINS): {
378             this->tile_sprite.setFillColor(PLAINS_YELLOW);
379
380             break;
381         }
382
383         default: {
384             // do nothing!
385
386             break;
387         }

```

```
388     }
389
390     return;
391 } /* setTileType(TileType) */
```

3.4.3.14 toggleResourceOverlay()

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

Method to toggle the tile resource overlay.

```
531 {
532     if (this->show_resource) {
533         this->show_resource = false;
534     }
535     else {
536         this->show_resource = true;
537     }
538
539     return;
540 } /* 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 frame

```
int HexTile::frame
```

The current frame of this object.

3.4.4.3 inputs_handler_ptr

```
InputsHandler* HexTile::inputs_handler_ptr [private]
```

A pointer to the inputs handler.

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 messages_handler_ptr

```
MessagesHandler* HexTile::messages_handler_ptr [private]
```

A pointer to the messages handler.

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

3.5 InputsHandler Class Reference

A class which handles inputs from peripherals (i.e., keyboard and mouse).

```
#include <InputsHandler.h>
```


Public Member Functions

- [InputHandler](#) (void)
Constructor for the [InputHandler](#) class.
- void [process](#) (sf::Event *)
- void [printKeysPressed](#) (void)
Method to print out which keys are currently pressed.
- void [reset](#) (void)
Method to reset [InputHandler](#). To be called once per frame (at end of frame!).
- [~InputHandler](#) (void)
Destructor for the [InputHandler](#) class.

Public Attributes

- bool [mouse_left_click](#)
A boolean which indicates if the mouse left button has been clicked.
- bool [mouse_right_click](#)
A boolean which indicates if the mouse right button has been clicked.
- std::vector< bool > [key_pressed_once_vec](#)
A vector (bool) which indicates which keys have been pressed once. Useful for discrete inputs.
- std::vector< bool > [key_press_vec](#)
A vector <bool> which indicates which keys are currently pressed. Useful for smooth movement.
- std::map< sf::Keyboard::Key, std::string > [key_code_map](#)
A map from key codes to corresponding string representations.

Private Member Functions

- void [__constructKeyCodeMap](#) (void)
Helper method to construct a map from sf::Keyboard::Key to a string representation of the corresponding key.

3.5.1 Detailed Description

A class which handles inputs from peripherals (i.e., keyboard and mouse).

3.5.2 Constructor & Destructor Documentation

3.5.2.1 InputHandler()

```
InputHandler::InputHandler (
    void )
```

Constructor for the [InputHandler](#) class.

```
379 {
380     this->key_pressed_once_vec.resize(sf::Keyboard::KeyCount, false);
381     this->key_press_vec.resize(sf::Keyboard::KeyCount, false);
382
383     this->__constructKeyCodeMap();
384
385     std::cout << "InputHandler constructed at " << this << std::endl;
386
387     return;
388 } /* InputHandler() */
```

3.5.2.2 ~InputsHandler()

```
InputsHandler::~InputsHandler (
    void )
```

Destructor for the [InputsHandler](#) class.

```
527 {
528     std::cout << "InputsHandler at " << this << " destroyed" << std::endl;
529
530     return;
531 } /* ~InputsHandler() */
```

3.5.3 Member Function Documentation

3.5.3.1 __constructKeyCodeMap()

```
void InputsHandler::__constructKeyCodeMap (
    void ) [private]
```

Helper method to construct a map from sf::Keyboard::Key to a string representation of the corresponding key.

```
35 {
36     // 1. unknown keys
37     this->key_code_map.insert(
38         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Unknown, "Unknown")
39     );
40
41
42     // 2. alpha keys
43     this->key_code_map.insert(
44         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::A, "A")
45     );
46     this->key_code_map.insert(
47         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::B, "B")
48     );
49     this->key_code_map.insert(
50         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::C, "C")
51     );
52     this->key_code_map.insert(
53         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::D, "D")
54     );
55     this->key_code_map.insert(
56         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::E, "E")
57     );
58     this->key_code_map.insert(
59         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F, "F")
60     );
61     this->key_code_map.insert(
62         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::G, "G")
63     );
64     this->key_code_map.insert(
65         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::H, "H")
66     );
67     this->key_code_map.insert(
68         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::I, "I")
69     );
70     this->key_code_map.insert(
71         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::J, "J")
72     );
73     this->key_code_map.insert(
74         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::K, "K")
75     );
76     this->key_code_map.insert(
77         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::L, "L")
78     );
79     this->key_code_map.insert(
80         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::M, "M")
81     );
82     this->key_code_map.insert(
83         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::N, "N")
84     );
85     this->key_code_map.insert(
```

```
86         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::O, "O")
87     );
88     this->key_code_map.insert(
89         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::P, "P")
90     );
91     this->key_code_map.insert(
92         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Q, "Q")
93     );
94     this->key_code_map.insert(
95         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::R, "R")
96     );
97     this->key_code_map.insert(
98         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::S, "S")
99     );
100    this->key_code_map.insert(
101        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::T, "T")
102    );
103    this->key_code_map.insert(
104        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::U, "U")
105    );
106    this->key_code_map.insert(
107        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::V, "V")
108    );
109    this->key_code_map.insert(
110        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::W, "W")
111    );
112    this->key_code_map.insert(
113        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::X, "X")
114    );
115    this->key_code_map.insert(
116        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Y, "Y")
117    );
118    this->key_code_map.insert(
119        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Z, "Z")
120    );
121
122
123    // 3. numeric keys
124    this->key_code_map.insert(
125        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Num0, "0")
126    );
127    this->key_code_map.insert(
128        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Num1, "1")
129    );
130    this->key_code_map.insert(
131        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Num2, "2")
132    );
133    this->key_code_map.insert(
134        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Num3, "3")
135    );
136    this->key_code_map.insert(
137        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Num4, "4")
138    );
139    this->key_code_map.insert(
140        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Num5, "5")
141    );
142    this->key_code_map.insert(
143        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Num6, "6")
144    );
145    this->key_code_map.insert(
146        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Num7, "7")
147    );
148    this->key_code_map.insert(
149        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Num8, "8")
150    );
151    this->key_code_map.insert(
152        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Num9, "9")
153    );
154    this->key_code_map.insert(
155        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Numpad0, "0")
156    );
157    this->key_code_map.insert(
158        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Numpad1, "1")
159    );
160    this->key_code_map.insert(
161        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Numpad2, "2")
162    );
163    this->key_code_map.insert(
164        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Numpad3, "3")
165    );
166    this->key_code_map.insert(
167        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Numpad4, "4")
168    );
169    this->key_code_map.insert(
170        std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Numpad5, "5")
171    );
172    this->key_code_map.insert(
```

```

173         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Numpad6, "6")
174     );
175     this->key_code_map.insert (
176         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Numpad7, "7")
177     );
178     this->key_code_map.insert (
179         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Numpad8, "8")
180     );
181     this->key_code_map.insert (
182         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Numpad9, "9")
183     );
184
185
186     // 4. direction keys
187     this->key_code_map.insert (
188         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Left, "Left")
189     );
190     this->key_code_map.insert (
191         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Right, "Right")
192     );
193     this->key_code_map.insert (
194         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Up, "Up")
195     );
196     this->key_code_map.insert (
197         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Down, "Down")
198     );
199
200
201     // 5. function keys
202     this->key_code_map.insert (
203         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F1, "F1")
204     );
205     this->key_code_map.insert (
206         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F2, "F2")
207     );
208     this->key_code_map.insert (
209         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F3, "F3")
210     );
211     this->key_code_map.insert (
212         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F4, "F4")
213     );
214     this->key_code_map.insert (
215         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F5, "F5")
216     );
217     this->key_code_map.insert (
218         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F6, "F6")
219     );
220     this->key_code_map.insert (
221         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F7, "F7")
222     );
223     this->key_code_map.insert (
224         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F8, "F8")
225     );
226     this->key_code_map.insert (
227         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F9, "F9")
228     );
229     this->key_code_map.insert (
230         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F10, "F10")
231     );
232     this->key_code_map.insert (
233         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F11, "F11")
234     );
235     this->key_code_map.insert (
236         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F12, "F12")
237     );
238     this->key_code_map.insert (
239         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F13, "F13")
240     );
241     this->key_code_map.insert (
242         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F14, "F14")
243     );
244     this->key_code_map.insert (
245         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::F15, "F15")
246     );
247
248
249     // 6. other keys
250     this->key_code_map.insert (
251         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Escape, "Escape")
252     );
253     this->key_code_map.insert (
254         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::LControl, "LCtrl")
255     );
256     this->key_code_map.insert (
257         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::LShift, "LShift")
258     );
259     this->key_code_map.insert (

```

```
260         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::LAlt, "LAlt")
261     );
262     this->key_code_map.insert (
263         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::LSystem, "LSystem")
264     );
265     this->key_code_map.insert (
266         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::RControl, "RCtrl")
267     );
268     this->key_code_map.insert (
269         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::RShift, "RShift")
270     );
271     this->key_code_map.insert (
272         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::RAlt, "RAlt")
273     );
274     this->key_code_map.insert (
275         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::RSystem, "RSystem")
276     );
277     this->key_code_map.insert (
278         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Menu, "Menu")
279     );
280     this->key_code_map.insert (
281         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::LBracket, "LBracket")
282     );
283     this->key_code_map.insert (
284         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::RBracket, "RBracket")
285     );
286     this->key_code_map.insert (
287         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Semicolon, "Semicolon")
288     );
289     this->key_code_map.insert (
290         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Comma, "Comma")
291     );
292     this->key_code_map.insert (
293         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Period, "Period")
294     );
295     this->key_code_map.insert (
296         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Quote, "Quote")
297     );
298     this->key_code_map.insert (
299         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Slash, "Slash")
300     );
301     this->key_code_map.insert (
302         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Backslash, "Backslash")
303     );
304     this->key_code_map.insert (
305         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Tilde, "Tilde")
306     );
307     this->key_code_map.insert (
308         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Equal, "Equal")
309     );
310     this->key_code_map.insert (
311         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Hyphen, "Hyphen")
312     );
313     this->key_code_map.insert (
314         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Space, "Space")
315     );
316     this->key_code_map.insert (
317         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Enter, "Enter")
318     );
319     this->key_code_map.insert (
320         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Backspace, "Backspace")
321     );
322     this->key_code_map.insert (
323         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Tab, "Tab")
324     );
325     this->key_code_map.insert (
326         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::PageUp, "PageUp")
327     );
328     this->key_code_map.insert (
329         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::PageDown, "PageDown")
330     );
331     this->key_code_map.insert (
332         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::End, "End")
333     );
334     this->key_code_map.insert (
335         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Home, "Home")
336     );
337     this->key_code_map.insert (
338         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Insert, "Insert")
339     );
340     this->key_code_map.insert (
341         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Delete, "Delete")
342     );
343     this->key_code_map.insert (
344         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Add, "Add")
345     );
346     this->key_code_map.insert (
```

```

347         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Subtract, "Subtract")
348     );
349     this->key_code_map.insert (
350         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Multiply, "Multiply")
351     );
352     this->key_code_map.insert (
353         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Divide, "Divide")
354     );
355     this->key_code_map.insert (
356         std::pair<sf::Keyboard::Key, std::string>(sf::Keyboard::Pause, "Pause")
357     );
358
359     return;
360 } /* __constructKeyCodeMap() */

```

3.5.3.2 printKeysPressed()

```

void InputsHandler::printKeysPressed (
    void )

```

Method to print out which keys are currently pressed.

```

473 {
474     std::string print_str = "";
475
476     for (size_t i = 0; i < this->key_press_vec.size(); i++) {
477         if (this->key_press_vec[i]) {
478             print_str += this->key_code_map[sf::Keyboard::Key(i)];
479             print_str += ", ";
480         }
481     }
482
483     if (not print_str.empty()) {
484         std::cout << "Keys pressed: " << print_str << std::endl;
485     }
486
487     return;
488 } /* printKeysPressed() */

```

3.5.3.3 process()

```

void InputsHandler::process (
    sf::Event * event_ptr )
405 {
406     // 1. update state of key press vectors
407     switch (event_ptr->type) {
408         case (sf::Event::KeyPressed): {
409             if (not this->key_press_vec[event_ptr->key.code]) {
410                 this->key_pressed_once_vec[event_ptr->key.code] = true;
411             }
412
413             this->key_press_vec[event_ptr->key.code] = true;
414
415             break;
416         }
417
418         case (sf::Event::KeyReleased): {
419             this->key_pressed_once_vec[event_ptr->key.code] = false;
420             this->key_press_vec[event_ptr->key.code] = false;
421
422             break;
423         }
424
425         case (sf::Event::MouseButtonPressed): {
426             if (sf::Mouse::isButtonPressed(sf::Mouse::Left))
427             {
428                 this->mouse_left_click = true;
429
430                 std::cout << "left click" << std::endl;
431             }
432

```

```

433         if (sf::Mouse::isButtonPressed(sf::Mouse::Right))
434         {
435             this->mouse_right_click = true;
436
437             std::cout << "right click" << std::endl;
438         }
439
440         break;
441     }
442
443     case (sf::Event::MouseButtonReleased): {
444         this->mouse_left_click = false;
445         this->mouse_right_click = false;
446
447         break;
448     }
449
450     default: {
451         // do nothing!
452
453         break;
454     }
455 }
456
457 return;
458 } /* process() */

```

3.5.3.4 reset()

```

void InputsHandler::reset (
    void )

```

Method to reset [InputsHandler](#). To be called once per frame (at end of frame!).

```

503 {
504     this->mouse_left_click = false;
505     this->mouse_right_click = false;
506
507     for (size_t i = 0; i < this->key_press_vec.size(); i++) {
508         this->key_pressed_once_vec[i] = false;
509     }
510
511     return;
512 } /* reset() */

```

3.5.4 Member Data Documentation

3.5.4.1 key_code_map

```
std::map<sf::Keyboard::Key, std::string> InputsHandler::key_code_map
```

A map from key codes to corresponding string representations.

3.5.4.2 key_press_vec

```
std::vector<bool> InputsHandler::key_press_vec
```

A vector <bool> which indicates which keys are currently pressed. Useful for smooth movement.

3.5.4.3 key_pressed_once_vec

```
std::vector<bool> InputsHandler::key_pressed_once_vec
```

A vector (bool) which indicates which keys have been pressed once. Useful for discrete inputs.

3.5.4.4 mouse_left_click

```
bool InputsHandler::mouse_left_click
```

A boolean which indicates if the mouse left button has been clicked.

3.5.4.5 mouse_right_click

```
bool InputsHandler::mouse_right_click
```

A boolean which indicates if the mouse right button has been clicked.

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

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

3.6 MessagesHandler Class Reference

A class which handles message traffic between game objects.

```
#include <MessagesHandler.h>
```

Public Member Functions

- [MessagesHandler](#) (void)
Constructor for the [MessagesHandler](#) class.
- void [process](#) (void)
Method to process messages. To be called once per frame.
- [~MessagesHandler](#) (void)
Destructor for the [MessagesHandler](#) class.

3.6.1 Detailed Description

A class which handles message traffic between game objects.

3.6.2 Constructor & Destructor Documentation

3.6.2.1 MessagesHandler()

```
MessagesHandler::MessagesHandler (
    void )
```

Constructor for the [MessagesHandler](#) class.

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

3.6.2.2 ~MessagesHandler()

```
MessagesHandler::~~MessagesHandler (
    void )
```

Destructor for the [MessagesHandler](#) class.

```
86 {
87     std::cout << "MessagesHandler at " << this << " destroyed" << std::endl;
88
89     return;
90 } /* ~MessagesHandler() */
```

3.6.3 Member Function Documentation

3.6.3.1 process()

```
void MessagesHandler::process (
    void )
```

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

```
67 {
68     //...
69
70     return;
71 } /* process() */
```

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

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

Chapter 4

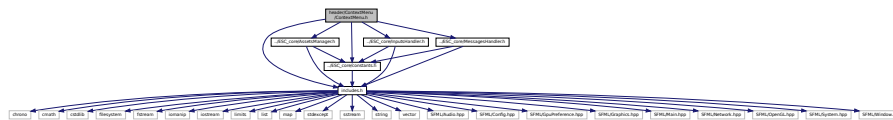
File Documentation

4.1 header/ContextMenu/ContextMenu.h File Reference

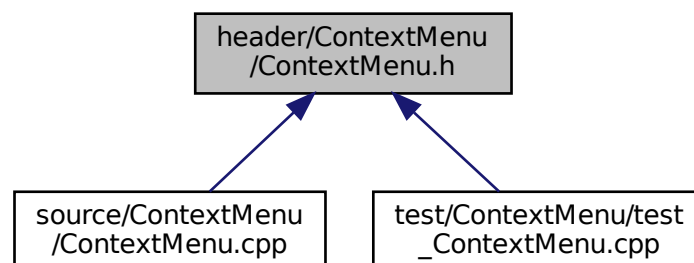
Header file for the [ContextMenu](#) class.

```
#include "../ESC_core/constants.h"
#include "../ESC_core/includes.h"
#include "../ESC_core/AssetsManager.h"
#include "../ESC_core/InputsHandler.h"
#include "../ESC_core/MessagesHandler.h"
```

Include dependency graph for ContextMenu.h:



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



Classes

- class [ContextMenu](#)

A class which defines a context menu for the game.

4.1.1 Detailed Description

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

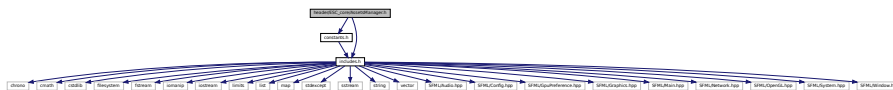
4.2 header/ESC_core/AssetsManager.h File Reference

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

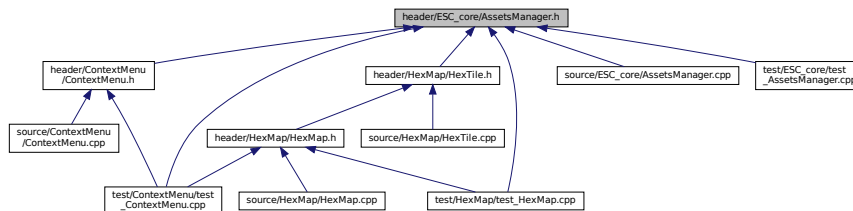
```
#include "constants.h"
```

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

Include dependency graph for AssetsManager.h:



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



Classes

- class [AssetsManager](#)

A class which manages visual and sound assets.

4.2.1 Detailed Description

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

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).

4.3.1 Detailed Description

Header file for various constants.

4.3.2 Function Documentation

4.3.2.1 FOREST_GREEN()

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

The base colour of a forest tile.

4.3.2.2 LAKE_BLUE()

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

The base colour of a lake (water) tile.

4.3.2.3 MENU_FRAME_GREY()

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

The base colour of the context menu frame.

4.3.2.4 MONOCHROME_SCREEN_BACKGROUND()

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

The base colour of old monochrome screens.

4.3.2.5 MONOCHROME_TEXT_AMBER()

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

The base colour of old monochrome text (amber).

4.3.2.6 MONOCHROME_TEXT_GREEN()

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

The base colour of old monochrome text (green).

4.3.2.7 MONOCHROME_TEXT_RED()

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

The base colour of old monochrome text (red).

4.3.2.8 MOUNTAINS_GREY()

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

The base colour of a mountains tile.

4.3.2.9 OCEAN_BLUE()

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

The base colour of an ocean (water) tile.

4.3.2.10 PLAINS_YELLOW()

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

The base colour of a plains tile.

4.3.2.11 VISUAL_SCREEN_FRAME_GREY()

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

The base colour of the framing of the visual screen.

4.3.3 Variable Documentation

4.3.3.1 FLOAT_TOLERANCE

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

Tolerance for floating point equality tests.

4.3.3.2 FRAMES_PER_SECOND

```
const int FRAMES_PER_SECOND = 60
```

Target frames per second.

4.3.3.3 GAME_HEIGHT

```
const int GAME_HEIGHT = 800
```

Height of the game space.

4.3.3.4 GAME_WIDTH

```
const int GAME_WIDTH = 1200
```

Width of the game space.

4.3.3.5 SECONDS_PER_FRAME

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

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

4.3.3.6 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).

4.3.3.7 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).

4.4 header/ESC_core/doxygen_cite.h File Reference

Header file which simply cites the doxygen tool.

4.4.1 Detailed Description

Header file which simply cites the doxygen tool.

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

4.5 header/ESC_core/includes.h File Reference

Header file for various includes.

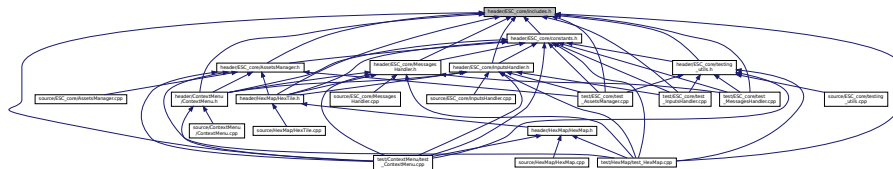
```
#include <chrono>  
#include <cmath>  
#include <cstdlib>  
#include <filesystem>  
#include <fstream>  
#include <iomanip>  
#include <iostream>  
#include <limits>  
#include <list>  
#include <map>  
#include <stdexcept>  
#include <sstream>  
#include <string>  
#include <vector>  
#include 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

```
#include <SFML/Window.hpp>
```

Include dependency graph for includes.h:



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



4.5.1 Detailed Description

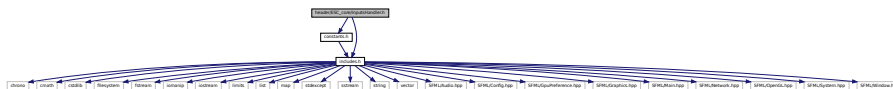
Header file for various includes.

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

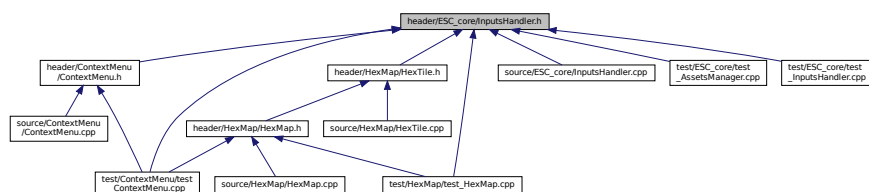
4.6 header/ESC_core/InputsHandler.h File Reference

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

```
#include "constants.h"
#include "includes.h"
Include dependency graph for InputsHandler.h:
```



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



Classes

- class [InputsHandler](#)

A class which handles inputs from peripherals (i.e., keyboard and mouse).

4.6.1 Detailed Description

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

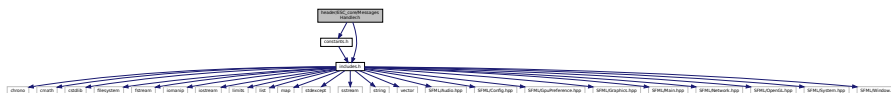
4.7 header/ESC_core/MessagesHandler.h File Reference

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

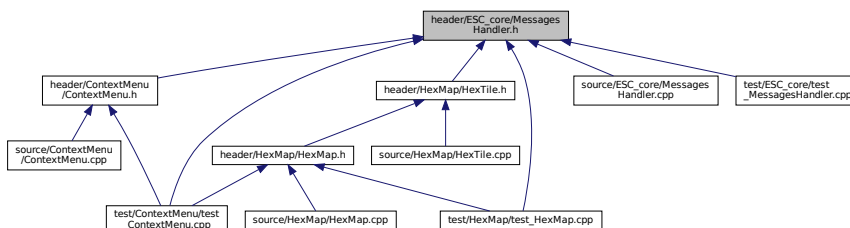
```
#include "constants.h"
```

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

Include dependency graph for MessagesHandler.h:



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



Classes

- class [MessagesHandler](#)

A class which handles message traffic between game objects.

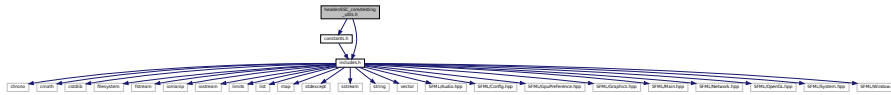
4.7.1 Detailed Description

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

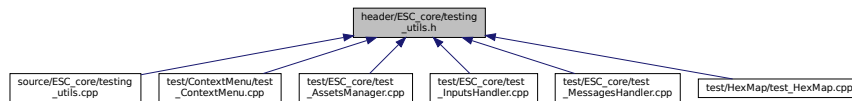
4.8 header/ESC_core/testing_utils.h File Reference

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.

4.8.1 Detailed Description

Header file for various testing utilities.

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

4.8.2 Function Documentation

4.8.2.1 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() */
```

4.8.2.2 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() */
```

4.8.2.3 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 << "\xB{32m" << input_str << "\033[0m";
64     return;
65 } /* printGreen() */

```

4.8.2.4 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 << "\xB{31m" << input_str << "\033[0m";
104     return;
105 } /* printRed() */

```

4.8.2.5 testFloatEquals()

```

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

```

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

Parameters

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

```

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() */

```

4.8.2.6 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() */

```

4.8.2.7 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() */

```

4.8.2.8 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() */

```

4.8.2.9 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() */

```

4.8.2.10 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() */

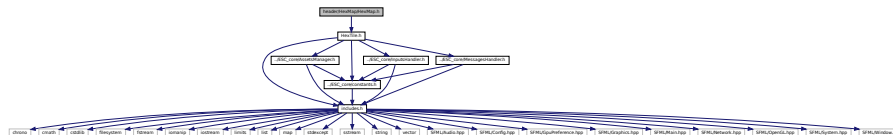
```

4.9 header/HexMap/HexMap.h File Reference

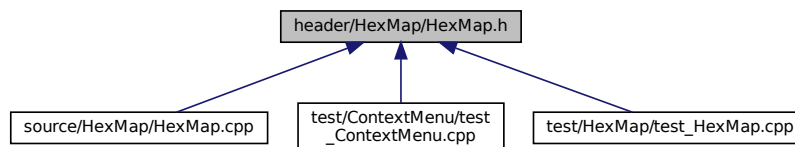
Header file for the [HexMap](#) class.

```
#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.

4.9.1 Detailed Description

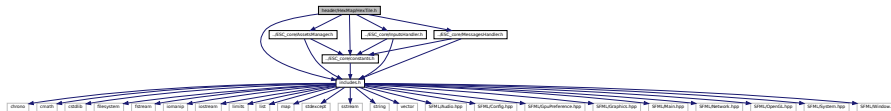
Header file for the [HexMap](#) class.

4.10 header/HexMap/HexTile.h File Reference

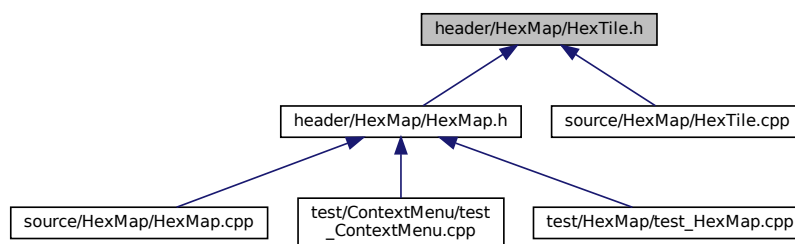
Header file for the [HexTile](#) class.

```
#include "../ESC_core/constants.h"
#include "../ESC_core/includes.h"
#include "../ESC_core/AssetsManager.h"
#include "../ESC_core/InputsHandler.h"
#include "../ESC_core/MessagesHandler.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.

4.10.1 Detailed Description

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

4.10.2 Enumeration Type Documentation

4.10.2.1 TileResource

enum [TileResource](#)

An enumeration of the different tile resource values.

Enumerator

POOR	A poor resource value.
BELOW_AVERAGE	A below average resource value.
AVERAGE	An average resource value.
ABOVE_AVERAGE	An above average resource value.
GOOD	A good resource value.
N_TILE_RESOURCES	A simple hack to get the number of elements in TileResource.

```
51     {
52     POOR,
53     BELOW_AVERAGE,
54     AVERAGE,
55     ABOVE_AVERAGE,
56     GOOD,
57     N_TILE_RESOURCES
58 };
```

4.10.2.2 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.

```
35     {
36     FOREST,
37     LAKE,
38     MOUNTAINS,
39     OCEAN,
40     PLAINS,
41     N_TILE_TYPES
42 };
```


4.13.1 Detailed Description

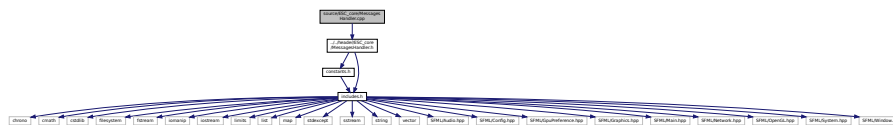
Implementation file for the `InputsHandler` class.

A class which handles inputs from peripherals (i.e., keyboard and mouse).

4.14 source/ESC_core/MessagesHandler.cpp File Reference

Implementation file for the `MessagesHandler` class.

```
#include "../..header/ESC_core/MessageHandler.h"
Include dependency graph for MessageHandler.cpp:
```



4.14.1 Detailed Description

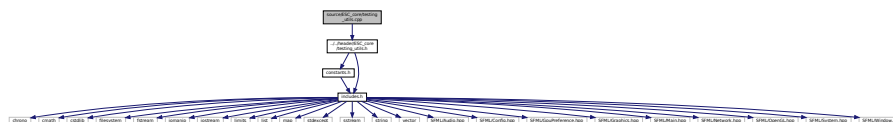
Implementation file for the `MessagesHandler` class.

A class which handles message traffic between game objects.

4.15 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.

4.15.1 Detailed Description

Implementation file for various testing utilities.

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

4.15.2 Function Documentation

4.15.2.1 `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 " <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> ").

```
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() */
```

4.15.2.2 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() */
```

4.15.2.3 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() */
```

4.15.2.4 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() */

```

4.15.2.5 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() */

```

4.15.2.6 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: testGreaterThanOrEqualTo():\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 } /* testGreaterThanOrEqualTo() */

```

4.15.2.7 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() */

```

4.15.2.8 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() */

```

4.15.2.9 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() */

```

4.15.2.10 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__").

```

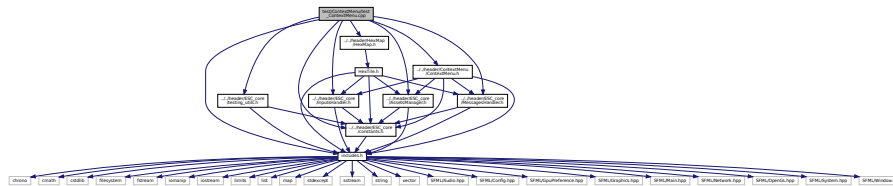
390 {
391     if (statement) {
392         return;
393     }
394
395     std::string error_str = "ERROR: testTruth():\t in ";
396     error_str += file;
397     error_str += "\tline ";
398     error_str += std::to_string(line);
399     error_str += ":\t\n";
400     error_str += "Given statement is not 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() */

```

4.16 source/HexMap/HexMap.cpp File Reference

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


```
#include "../..header/ContextMenu/ContextMenu.h"
Include dependency graph for test_ContextMenu.cpp:
```



Functions

- `int main (int argc, char **argv)`

4.18.1 Detailed Description

Suite of tests for the [ContextMenu](#) class.

A suite of tests for the [ContextMenu](#) class.

4.18.2 Function Documentation

4.18.2.1 main()

```

int main (
    int argc,
    char ** argv )

42 {
43     #ifdef _WIN32
44         activateVirtualTerminal();
45     #endif /* _WIN32 */
46
47     printGold("\tTesting ContextMenu");
48     std::cout << std::endl;
49
50     srand(time(NULL));
51     int n_dots = 8;
52
53
54     try {
55         // 1. construct, load/open some test assets
56         AssetsManager assets_manager;
57         InputsHandler inputs_handler;
58         MessagesHandler messages_handler;
59
60         assets_manager.loadFont("assets/fonts/DroidSansMono.ttf", "DroidSansMono");
61         assets_manager.loadFont("assets/fonts/Glass_TTY_VT220.ttf", "Glass_TTY_VT220");
62
63
64         // 2. test game loop
65         sf::Clock clock;
66         sf::Event event;
67         sf::RenderWindow window(
68             sf::VideoMode(GAME_WIDTH, GAME_HEIGHT),
69             "Testing ContextMenu"
70         );
71
72         double screen_width = window.getSize().x;

```

```

73     double screen_height = window.getSize().y;
74
75     testFloatEquals(
76         screen_width,
77         1200,
78         __FILE__,
79         __LINE__
80     );
81
82     testFloatEquals(
83         screen_height,
84         800,
85         __FILE__,
86         __LINE__
87     );
88
89     unsigned long long int frame = 0;
90     double time_since_run_s = 0;
91
92     ContextMenu context_menu(
93         &assets_manager,
94         &inputs_handler,
95         &messages_handler,
96         &window
97     );
98
99     HexMap hex_map(
100         6,
101         &assets_manager,
102         &inputs_handler,
103         &messages_handler,
104         &window
105     );
106
107     while (window.isOpen()) {
108         time_since_run_s = clock.getElapsedTime().asSeconds();
109
110         if (
111             time_since_run_s >= (frame + 1) * SECONDS_PER_FRAME
112         ) {
113             while (window.pollEvent(event))
114             {
115                 inputs_handler.process(&event);
116
117                 if (event.type == sf::Event::Closed) {
118                     window.close();
119                 }
120             }
121
122             context_menu.process();
123
124             //...
125
126             hex_map.process();
127
128             if (inputs_handler.key_pressed_once_vec[sf::Keyboard::Q]) {
129                 std::cout << "Q" << std::endl;
130                 hex_map.reroll();
131             }
132
133             if (inputs_handler.key_pressed_once_vec[sf::Keyboard::R]) {
134                 std::cout << "R" << std::endl;
135                 hex_map.toggleResourceOverlay();
136             }
137
138             if (inputs_handler.key_pressed_once_vec[sf::Keyboard::A]) {
139                 std::cout << "A" << std::endl;
140                 hex_map.assess();
141             }
142
143             window.clear();
144
145             hex_map.draw(); // draw hex map before context menu!
146             context_menu.draw();
147
148             window.display();
149
150             inputs_handler.reset();
151
152             std::cout << frame << " : " << time_since_run_s << "\r" << std::flush;
153             frame++;
154         }
155     }
156 }
157
158
159 catch (...) {

```



```

160         //...
161
162         printGold(" ");
163         for (int i = 0; i < n_dots; i++) {
164             printGold(".");
165         }
166         printGold(" ");
167         printRed("FAIL");
168         std::cout << std::endl;
169         throw;
170     }
171
172     //...
173
174     printGold(" ");
175     for (int i = 0; i < n_dots; i++) {
176         printGold(".");
177     }
178     printGold(" ");
179     printGreen("PASS");
180     std::cout << std::endl;
181     return 0;
182 }
183 /* main() */
184 }

```

4.19 test/ESC_core/test_AssetsManager.cpp File Reference

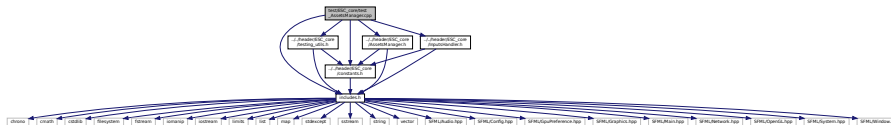
Suite of tests for the [AssetsManager](#) class.

```

#include "../..header/ESC_core/constants.h"
#include "../..header/ESC_core/includes.h"
#include "../..header/ESC_core/testing_utils.h"
#include "../..header/ESC_core/AssetsManager.h"
#include "../..header/ESC_core/InputsHandler.h"

```

Include dependency graph for test_AssetsManager.cpp:



Functions

- int [main](#) (int argc, char **argv)

4.19.1 Detailed Description

Suite of tests for the [AssetsManager](#) class.

A suite of tests for the [AssetsManager](#) class.

4.19.2 Function Documentation

4.19.2.1 main()

```

int main (
    int argc,
    char ** argv )

38 {
39     #ifdef _WIN32
40         activateVirtualTerminal();
41     #endif /* _WIN32 */
42
43     printGold("\tTesting AssetsManager");
44     std::cout << std::endl;
45
46     srand(time(NULL));
47     int n_dots = 8;
48
49
50     try {
51         // 1. construct
52         InputsHandler inputs_handler;
53         AssetsManager assets_manager;
54
55
56         // 2. load/open some test assets
57         assets_manager.loadFont("assets/fonts/DroidSansMono.ttf", "DroidSansMono");
58         assets_manager.loadTexture(
59             "assets/ESC_brand/ESC_key_98x81.png",
60             "ESC_key_98x81"
61         );
62         assets_manager.loadSound("assets/ESC_brand/key_press.ogg", "key_press");
63         assets_manager.loadTrack(
64             "assets/audio/tracks/AlexanderBlu_BackgroundElectronicModernMusic.ogg",
65             "AlexanderBlu_BackgroundElectronicModernMusic"
66         );
67
68
69         // 3. test game loop
70         sf::Clock clock;
71         sf::Event event;
72         sf::RenderWindow window(sf::VideoMode(800, 600), "Testing AssetsManager");
73
74         double screen_width = window.getSize().x;
75         double screen_height = window.getSize().y;
76
77         testFloatEquals(
78             screen_width,
79             800,
80             __FILE__,
81             __LINE__
82         );
83
84         testFloatEquals(
85             screen_height,
86             600,
87             __FILE__,
88             __LINE__
89         );
90
91         unsigned long long int frame = 0;
92         double time_since_run_s = 0;
93
94         assets_manager.playTrack();
95
96         sf::Sprite ESC_key(*(assets_manager.getTexture("ESC_key_98x81")));
97
98         double sprite_width = ESC_key.getLocalBounds().width;
99         double sprite_height = ESC_key.getLocalBounds().height;
100
101         double sprite_velocity_x = 256 * (2 * ((double)rand() / RAND_MAX) - 1);
102         double sprite_velocity_y = 256 * (2 * ((double)rand() / RAND_MAX) - 1);
103
104         ESC_key.setOrigin(sprite_width / 2, sprite_height / 2);
105         ESC_key.setPosition(
106             (screen_width - sprite_width) * ((double)rand() / RAND_MAX) + sprite_width / 2,
107             (screen_height - sprite_height) * ((double)rand() / RAND_MAX) + sprite_height / 2
108         );
109
110         sf::Text click_text(
111             "CLICK!",
112             *(assets_manager.getFont("DroidSansMono")),
113             16
114         );
115
116         double text_width = click_text.getLocalBounds().width;
117         double text_height = click_text.getLocalBounds().height;

```

```

118
119     click_text.setOrigin(text_width / 2, text_height / 2);
120
121     int alpha = 255;
122
123     click_text.setFillColor(sf::Color(255, 255, 255, alpha));
124
125     while (window.isOpen()) {
126         time_since_run_s = clock.getElapsedTime().asSeconds();
127
128         if (
129             time_since_run_s >= (frame + 1) * SECONDS_PER_FRAME
130         ) {
131             while (window.pollEvent(event))
132             {
133                 //...
134
135                 if (event.type == sf::Event::Closed) {
136                     window.close();
137                 }
138             }
139
140             ESC_key.move(
141                 sprite_velocity_x * SECONDS_PER_FRAME,
142                 sprite_velocity_y * SECONDS_PER_FRAME
143             );
144
145             if (
146                 ESC_key.getPosition().x <= sprite_width / 2 or
147                 ESC_key.getPosition().x >= screen_width - sprite_width / 2
148             ) {
149                 sprite_velocity_x *= -1;
150
151                 assets_manager.getSound("key_press")->play();
152
153                 alpha = 255;
154                 click_text.setPosition(
155                     ESC_key.getPosition().x,
156                     ESC_key.getPosition().y
157                 );
158             }
159
160             if (
161                 ESC_key.getPosition().y <= sprite_height / 2 or
162                 ESC_key.getPosition().y >= screen_height - sprite_height / 2
163             ) {
164                 sprite_velocity_y *= -1;
165
166                 assets_manager.getSound("key_press")->play();
167
168                 alpha = 255;
169                 click_text.setPosition(
170                     ESC_key.getPosition().x,
171                     ESC_key.getPosition().y
172                 );
173             }
174
175             window.clear();
176
177             window.draw(ESC_key);
178             window.draw(click_text);
179
180             window.display();
181
182             alpha -= 8;
183             if (alpha < 0) {
184                 alpha = 0;
185             }
186
187             click_text.setFillColor(sf::Color(255, 255, 255, alpha));
188
189             std::cout << frame << " : " << time_since_run_s << "\r" << std::flush;
190             frame++;
191         }
192     }
193 }
194
195
196 catch (...) {
197     //...
198
199     printGold(" ");
200     for (int i = 0; i < n_dots; i++) {
201         printGold(".");
202     }
203     printGold(" ");
204     printRed("FAIL");

```


4.20.2.1 main()

```

int main (
    int argc,
    char ** argv )
37 {
38     #ifdef _WIN32
39         activateVirtualTerminal();
40     #endif /* _WIN32 */
41
42     printGold("\tTesting InputsHandler");
43     std::cout << std::endl;
44
45     srand(time(NULL));
46     int n_dots = 8;
47
48
49     try {
50         // 1. construct and spot check attributes
51         InputsHandler inputs_handler;
52
53         testFloatEquals(
54             int(sf::Keyboard::KeyCount),
55             101,
56             __FILE__,
57             __LINE__
58         );
59
60         testFloatEquals(
61             inputs_handler.key_press_vec.size(),
62             int(sf::Keyboard::KeyCount),
63             __FILE__,
64             __LINE__
65         );
66
67         testFloatEquals(
68             inputs_handler.key_pressed_once_vec.size(),
69             int(sf::Keyboard::KeyCount),
70             __FILE__,
71             __LINE__
72         );
73
74
75         // 2. test game loop
76         sf::Clock clock;
77         sf::Event event;
78         sf::RenderWindow window(sf::VideoMode(800, 600), "Testing InputsHandler");
79
80         double screen_width = window.getSize().x;
81         double screen_height = window.getSize().y;
82
83         testFloatEquals(
84             screen_width,
85             800,
86             __FILE__,
87             __LINE__
88         );
89
90         testFloatEquals(
91             screen_height,
92             600,
93             __FILE__,
94             __LINE__
95         );
96
97         unsigned long long int frame = 0;
98         double time_since_run_s = 0;
99
100         while (window.isOpen()) {
101             time_since_run_s = clock.getElapsedTime().asSeconds();
102
103             if (
104                 time_since_run_s >= (frame + 1) * SECONDS_PER_FRAME
105             ) {
106                 while (window.pollEvent(event))
107                 {
108                     inputs_handler.process(&event);
109
110                     if (event.type == sf::Event::Closed) {
111                         window.close();
112                     }
113                 }
114
115                 window.clear();
116                 window.display();

```


4.21.2 Function Documentation

4.21.2.1 main()

```

int main (
    int argc,
    char ** argv )
37 {
38     #ifdef _WIN32
39         activateVirtualTerminal();
40     #endif /* _WIN32 */
41
42     printGold("\tTesting MessagesHandler");
43     std::cout << std::endl;
44
45     srand(time(NULL));
46     int n_dots = 8;
47
48
49     try {
50         // 1. construct
51         MessagesHandler messages_handler;
52
53
54         // 2. test game loop
55         sf::Clock clock;
56         sf::Event event;
57         sf::RenderWindow window(sf::VideoMode(800, 600), "Testing MessagesHandler");
58
59         double screen_width = window.getSize().x;
60         double screen_height = window.getSize().y;
61
62         testFloatEquals(
63             screen_width,
64             800,
65             __FILE__,
66             __LINE__
67         );
68
69         testFloatEquals(
70             screen_height,
71             600,
72             __FILE__,
73             __LINE__
74         );
75
76         unsigned long long int frame = 0;
77         double time_since_run_s = 0;
78
79         while (window.isOpen()) {
80             time_since_run_s = clock.getElapsedTime().asSeconds();
81
82             if (
83                 time_since_run_s >= (frame + 1) * SECONDS_PER_FRAME
84             ) {
85                 while (window.pollEvent(event))
86                 {
87                     //...
88
89                     if (event.type == sf::Event::Closed) {
90                         window.close();
91                     }
92                 }
93
94                 window.clear();
95                 window.display();
96
97                 std::cout << frame << " : " << time_since_run_s << "\r" << std::flush;
98                 frame++;
99             }
100         }
101     }
102
103
104     catch (...) {
105         //...
106
107         printGold(" ");

```

```

108         for (int i = 0; i < n_dots; i++) {
109             printGold(".");
110         }
111         printGold(" ");
112         printRed("FAIL");
113         std::cout << std::endl;
114         throw;
115     }
116
117
118     //...
119
120     printGold(" ");
121     for (int i = 0; i < n_dots; i++) {
122         printGold(".");
123     }
124     printGold(" ");
125     printGreen("PASS");
126     std::cout << std::endl;
127
128     return 0;
129 } /* main() */

```

4.22 test/HexMap/test_HexMap.cpp File Reference

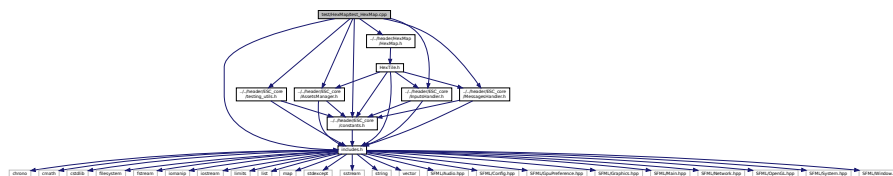
Suite of tests for the [HexMap](#) class.

```

#include "../..header/ESC_core/constants.h"
#include "../..header/ESC_core/includes.h"
#include "../..header/ESC_core/testing_utils.h"
#include "../..header/ESC_core/AssetsManager.h"
#include "../..header/ESC_core/InputsHandler.h"
#include "../..header/ESC_core/MessagesHandler.h"
#include "../..header/HexMap/HexMap.h"

```

Include dependency graph for test_HexMap.cpp:



Functions

- int [main](#) (int argc, char **argv)

4.22.1 Detailed Description

Suite of tests for the [HexMap](#) class.

A suite of tests for the [HexMap](#) class.

4.22.2 Function Documentation

4.22.2.1 main()

```

int main (
    int argc,
    char ** argv )
{
    41 {
    42     #ifdef _WIN32
    43         activateVirtualTerminal();
    44     #endif /* _WIN32 */
    45
    46     printGold("\tTesting HexMap");
    47     std::cout << std::endl;
    48
    49     srand(time(NULL));
    50     int n_dots = 8;
    51
    52
    53     try {
    54         // 1. construct, load/open some test assets
    55         AssetsManager assets_manager;
    56         InputsHandler inputs_handler;
    57         MessagesHandler messages_handler;
    58
    59         assets_manager.loadFont("assets/fonts/DroidSansMono.ttf", "DroidSansMono");
    60
    61
    62         // 2. test game loop
    63         sf::Clock clock;
    64         sf::Event event;
    65         sf::RenderWindow window(
    66             sf::VideoMode(GAME_WIDTH, GAME_HEIGHT),
    67             "Testing HexMap"
    68         );
    69
    70         double screen_width = window.getSize().x;
    71         double screen_height = window.getSize().y;
    72
    73         testFloatEquals(
    74             screen_width,
    75             1200,
    76             __FILE__,
    77             __LINE__
    78         );
    79
    80         testFloatEquals(
    81             screen_height,
    82             800,
    83             __FILE__,
    84             __LINE__
    85         );
    86
    87         unsigned long long int frame = 0;
    88         double time_since_run_s = 0;
    89
    90         HexMap hex_map(
    91             6,
    92             &assets_manager,
    93             &inputs_handler,
    94             &messages_handler,
    95             &window
    96         );
    97
    98         while (window.isOpen()) {
    99             time_since_run_s = clock.getElapsedTime().asSeconds();
    100
    101             if (
    102                 time_since_run_s >= (frame + 1) * SECONDS_PER_FRAME
    103             ) {
    104                 while (window.pollEvent(event))
    105                 {
    106                     inputs_handler.process(&event);
    107
    108                     if (event.type == sf::Event::Closed) {
    109                         window.close();
    110                     }
    111                 }
    112
    113                 hex_map.process();
    114
    115                 if (inputs_handler.key_pressed_once_vec[sf::Keyboard::Q]) {
    116                     std::cout << "Q" << std::endl;
    117                     hex_map.reroll();
    118                 }
    119
    120                 if (inputs_handler.key_pressed_once_vec[sf::Keyboard::R]) {

```

```
121             std::cout << "R" << std::endl;
122             hex_map.toggleResourceOverlay();
123         }
124
125         if (inputs_handler.key_pressed_once_vec[sf::Keyboard::A]) {
126             std::cout << "A" << std::endl;
127             hex_map.assess();
128         }
129
130         window.clear();
131
132         hex_map.draw();
133
134         window.display();
135
136         inputs_handler.reset();
137
138         std::cout << frame << " : " << time_since_run_s << "\r" << std::flush;
139         frame++;
140     }
141 }
142 }
143
144
145 catch (...) {
146     //...
147
148     printGold(" ");
149     for (int i = 0; i < n_dots; i++) {
150         printGold(".");
151     }
152     printGold(" ");
153     printRed("FAIL");
154     std::cout << std::endl;
155     throw;
156 }
157
158
159 //...
160
161 printGold(" ");
162 for (int i = 0; i < n_dots; i++) {
163     printGold(".");
164 }
165 printGold(" ");
166 printGreen("PASS");
167 std::cout << std::endl;
168
169 return 0;
170 } /* main() */
```

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