

## Road To Zero - The Microgrid Management Game

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# Chapter 1

## Hierarchical Index

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## Chapter 2

# Class Index

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<a href="#">EnergyStorageSystem</a>	A settlement class (child class of <a href="#">TileImprovement</a> ) . . . . .	52
<a href="#">Game</a>	A class which acts as the central class for the game, by containing all other classes and implementing the game loop . . . . .	60
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source/ <a href="#">DieselGenerator.cpp</a>	Implementation file for the <a href="#">DieselGenerator</a> class . . . . .	323
source/ <a href="#">EnergyStorageSystem.cpp</a>	Implementation file for the <a href="#">EnergyStorageSystem</a> class. DEPRECATED / NOT USED . . . . .	324
source/ <a href="#">Game.cpp</a>	Implementation file for the <a href="#">Game</a> class . . . . .	331
source/ <a href="#">HexMap.cpp</a>	Implementation file for the <a href="#">HexMap</a> class . . . . .	331
source/ <a href="#">HexTile.cpp</a>	Implementation file for the <a href="#">HexTile</a> class . . . . .	332
source/ <a href="#">main.cpp</a>	Implementation file for <a href="#">main()</a> for Road To Zero . . . . .	332
source/ <a href="#">Settlement.cpp</a>	Implementation file for the <a href="#">Settlement</a> class . . . . .	337
source/ <a href="#">SolarPV.cpp</a>	Implementation file for the <a href="#">SolarPV</a> class . . . . .	337
source/ <a href="#">TidalTurbine.cpp</a>	Implementation file for the <a href="#">TidalTurbine</a> class . . . . .	338
source/ <a href="#">TileImprovement.cpp</a>	Implementation file for the <a href="#">TileImprovement</a> class . . . . .	338
source/ <a href="#">WaveEnergyConverter.cpp</a>	Implementation file for the <a href="#">WaveEnergyConverter</a> class . . . . .	339
source/ <a href="#">WindTurbine.cpp</a>	Implementation file for the <a href="#">WindTurbine</a> class . . . . .	339
source/ESC_core/ <a href="#">AssetsManager.cpp</a>	Implementation file for the <a href="#">AssetsManager</a> class . . . . .	324
source/ESC_core/ <a href="#">MessageHub.cpp</a>	Implementation file for the <a href="#">MessageHub</a> class . . . . .	324
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## Chapter 4

# Class Documentation

### 4.1 AssetsManager Class Reference

A class which manages visual and sound assets.

```
#include <AssetsManager.h>
```

#### Public Member Functions

- [AssetsManager](#) (void)  
*Constructor for the [AssetsManager](#) class.*
- void [loadFont](#) (std::string, std::string)  
*Method to load a font and insert it into the font map.*
- void [loadTexture](#) (std::string, std::string)  
*Method to load a texture and insert it into the texture map.*
- void [loadSound](#) (std::string, std::string)  
*Method to load a sound and insert it into the sound map. Automatically creates a corresponding sf::SoundBuffer.*
- void [loadTrack](#) (std::string, std::string)  
*Method to load a track (sf::Music) and insert it into the track map.*
- sf::Font \* [getFont](#) (std::string)  
*Method to get font associated with given font key.*
- sf::Texture \* [getTexture](#) (std::string)  
*Method to get texture associated with given texture key.*
- sf::SoundBuffer \* [getSoundBuffer](#) (std::string)  
*Method to get soundbuffer associated with given sound key.*
- sf::Sound \* [getSound](#) (std::string)  
*Method to get sound associated with given sound key.*
- void [playTrack](#) (void)  
*Method to play the current track.*
- void [pauseTrack](#) (void)  
*Method to pause the current track.*
- void [stopTrack](#) (void)  
*Method to stop the current track.*
- void [nextTrack](#) (void)  
*Method to advance to the next track. Wraps around if the end of the track map is reached.*

- void [previousTrack](#) (void)  
*Method to return to the previous track. Wraps around if the beginning of the track map is reached.*
- std::string [getCurrentTrackKey](#) (void)  
*Method to get track key for current track.*
- sf::SoundSource::Status [getTrackStatus](#) (void)  
*Method to get the status of the current track.*
- void [clear](#) (void)  
*Method to clear all loaded assets.*
- [~AssetsManager](#) (void)  
*Destructor for the [AssetsManager](#) class.*

## Public Attributes

- std::map< std::string, sf::Font \* > [font\\_map](#)  
*A map of pointers to loaded fonts.*
- std::map< std::string, sf::Texture \* > [texture\\_map](#)  
*A map of pointers to loaded textures.*
- std::map< std::string, sf::SoundBuffer \* > [soundbuffer\\_map](#)  
*A map of pointers to sound buffers.*
- std::map< std::string, sf::Sound \* > [sound\\_map](#)  
*A map of pointers to loaded sounds.*
- std::map< std::string, sf::Music \* >::iterator [current\\_track](#)  
*A map iterator which corresponds to the current track (i.e., the track currently being played).*
- std::map< std::string, sf::Music \* > [track\\_map](#)  
*A map of pointers to opened tracks (i.e. sf::Music).*

## Private Member Functions

- void [\\_\\_loadSoundBuffer](#) (std::string, std::string)  
*Helper method to load a soundbuffer and insert it into the soundbuffer map. Should only be called by [loadSound\(\)](#), to create an sf::SoundBuffer corresponding to the loaded sf::Sound.*

### 4.1.1 Detailed Description

A class which manages visual and sound assets.

### 4.1.2 Constructor & Destructor Documentation

#### 4.1.2.1 AssetsManager()

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

Constructor for the [AssetsManager](#) class.

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

### 4.1.2.2 ~AssetsManager()

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

Destructor for the [AssetsManager](#) class.

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

## 4.1.3 Member Function Documentation

### 4.1.3.1 \_\_loadSoundBuffer()

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

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

#### Parameters

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

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

```

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

```

#### 4.1.3.2 clear()

```

void AssetsManager::clear (
    void )

```

Method to clear all loaded assets.

```

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

```



```

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

```

#### 4.1.3.3 getCurrentTrackKey()

```

std::string AssetsManager::getCurrentTrackKey (
    void )

```

Method to get track key for current track.

##### Returns

The track key for the current track.

```

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

```

#### 4.1.3.4 getFont()

```

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

```

Method to get font associated with given font key.

##### Parameters

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

##### Returns

A pointer to the corresponding font.

```

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

```

```

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

```

#### 4.1.3.5 getSound()

```

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

```

Method to get sound associated with given sound key.

##### Parameters

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

##### Returns

A pointer to the corresponding sound.

```

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

```

#### 4.1.3.6 getSoundBuffer()

```

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

```

Method to get soundbuffer associated with given sound key.

##### Parameters

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

**Returns**

A pointer to the corresponding soundbuffer.

```

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

```

**4.1.3.7 getTexture()**

```

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

```

Method to get texture associated with given texture key.

**Parameters**

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

**Returns**

A pointer to the corresponding texture.

```

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

```

**4.1.3.8 getTrackStatus()**

```

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

```

Method to get the status of the current track.

## Returns

The status of the current track.

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

### 4.1.3.9 loadFont()

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

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

#### Parameters

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

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

### 4.1.3.10 loadSound()

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

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

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

#### Parameters

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

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

#### 4.1.3.11 loadTexture()

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

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

#### Parameters

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

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

```

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

```

#### 4.1.3.12 loadTrack()

```

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

```

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

##### Parameters

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

```

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

```

#### 4.1.3.13 nextTrack()

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

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

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

#### 4.1.3.14 pauseTrack()

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

Method to pause the current track.

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

#### 4.1.3.15 playTrack()

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

Method to play the current track.

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

#### 4.1.3.16 previousTrack()

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

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

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

#### 4.1.3.17 stopTrack()

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

Method to stop the current track.

```
563 {
564     this->current_track->second->stop();
565
566     return;
567 } /* stopTrack() */
```

### 4.1.4 Member Data Documentation

#### 4.1.4.1 current\_track

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

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

#### 4.1.4.2 font\_map

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

A map of pointers to loaded fonts.

#### 4.1.4.3 sound\_map

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

A map of pointers to loaded sounds.

#### 4.1.4.4 soundbuffer\_map

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

A map of pointers to sound buffers.



#### 4.1.4.5 texture\_map

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

A map of pointers to loaded textures.

#### 4.1.4.6 track\_map

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

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

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

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

## 4.2 ContextMenu Class Reference

A class which defines a context menu for the game.

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

Collaboration diagram for ContextMenu:



### Public Member Functions

- [ContextMenu](#) (sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor for the [ContextMenu](#) class.*
- void [processEvent](#) (void)  
*Method to processEvent [ContextMenu](#). To be called once per event.*
- void [processMessage](#) (void)  
*Method to processMessage [ContextMenu](#). To be called once per message.*
- void [draw](#) (void)  
*Method to draw the hex tile to the render window. To be called once per frame.*
- [~ContextMenu](#) (void)  
*Destructor for the [ContextMenu](#) class.*

## Public Attributes

- [ConsoleState console\\_state](#)  
*The current state of the console screen.*
- bool [console\\_string\\_changed](#)  
*Boolean which indicates if console string just changed.*
- bool [game\\_menu\\_up](#)  
*Indicates whether or not the game menu is up.*
- size\_t [console\\_substring\\_idx](#)  
*The current final index of the console string draw.*
- unsigned long long int [frame](#)  
*The current frame of this object.*
- double [position\\_x](#)  
*The position of the object.*
- double [position\\_y](#)  
*The position of the object.*
- std::string [console\\_string](#)  
*The string to be printed to the console screen.*
- sf::RectangleShape [menu\\_frame](#)  
*The frame of the context menu.*
- sf::RectangleShape [visual\\_screen](#)  
*The context menu screen for visuals.*
- sf::ConvexShape [visual\\_screen\\_frame\\_top](#)  
*The top framing of the visual screen.*
- sf::ConvexShape [visual\\_screen\\_frame\\_left](#)  
*The left framing of the visual screen.*
- sf::ConvexShape [visual\\_screen\\_frame\\_bottom](#)  
*The bottom framing of the visual screen.*
- sf::ConvexShape [visual\\_screen\\_frame\\_right](#)  
*The right framing of the visual screen.*
- sf::RectangleShape [console\\_screen](#)  
*The context menu console screen (for animated text output).*
- sf::ConvexShape [console\\_screen\\_frame\\_top](#)  
*The top framing of the console screen.*
- sf::ConvexShape [console\\_screen\\_frame\\_left](#)  
*The left framing of the console screen.*
- sf::ConvexShape [console\\_screen\\_frame\\_bottom](#)  
*The bottom framing of the console screen.*
- sf::ConvexShape [console\\_screen\\_frame\\_right](#)  
*The right framing of the console screen.*

## Private Member Functions

- void [\\_\\_setUpMenuFrame](#) (void)  
*Helper method to set up context menu frame (drawable).*
- void [\\_\\_setUpVisualScreen](#) (void)  
*Helper method to set up context menu visual screen (drawable).*
- void [\\_\\_setUpVisualScreenFrame](#) (void)  
*Helper method to set up framing for context menu visual screen (drawable).*
- void [\\_\\_drawVisualScreenFrame](#) (void)

- Helper method to draw visual screen frame.*
- void [\\_\\_setUpConsoleScreen](#) (void)
- Helper method to set up context menu console screen (drawable).*
- void [\\_\\_setUpConsoleScreenFrame](#) (void)
- Helper method to set up framing for context menu console screen (drawable).*
- void [\\_\\_drawConsoleScreenFrame](#) (void)
- Helper method to draw console screen frame.*
- void [\\_\\_setConsoleState](#) (ConsoleState)
- Helper method to set state of console screen and update string if necessary.*
- void [\\_\\_setConsoleString](#) (void)
- Helper method to set console string depending on console state.*
- void [\\_\\_drawConsoleText](#) (void)
- Helper method to draw animated text to context menu console screen.*
- void [\\_\\_handleKeyPressEvents](#) (void)
- Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)
- Helper method to handle mouse button events.*
- void [\\_\\_sendQuitGameMessage](#) (void)
- Helper method to format and send a quit game message.*
- void [\\_\\_sendRestartGameMessage](#) (void)
- Helper method to format and send a restart game message.*

## Private Attributes

- sf::Event \* [event\\_ptr](#)
- A pointer to the event class.*
- sf::RenderWindow \* [render\\_window\\_ptr](#)
- A pointer to the render window.*
- [AssetsManager](#) \* [assets\\_manager\\_ptr](#)
- A pointer to the assets manager.*
- [MessageHub](#) \* [message\\_hub\\_ptr](#)
- A pointer to the message hub.*

### 4.2.1 Detailed Description

A class which defines a context menu for the game.

### 4.2.2 Constructor & Destructor Documentation

#### 4.2.2.1 ContextMenu()

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

Constructor for the [ContextMenu](#) class.

## Parameters

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

```

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

```

## 4.2.2.2 ~ContextMenu()

```

ContextMenu::~ContextMenu (
    void )

```

Destructor for the [ContextMenu](#) class.

```

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

```

## 4.2.3 Member Function Documentation

## 4.2.3.1 \_\_drawConsoleScreenFrame()

```

void ContextMenu::__drawConsoleScreenFrame (
    void ) [private]

```

Helper method to draw console screen frame.

```

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

```

#### 4.2.3.2 \_\_drawConsoleText()

```

void ContextMenu::__drawConsoleText (
    void ) [private]

```

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

```

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

```

```

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

```

#### 4.2.3.3 \_\_drawVisualScreenFrame()

```

void ContextMenu::__drawVisualScreenFrame (
    void ) [private]

```

Helper method to draw visual screen frame.

```

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

```

#### 4.2.3.4 \_\_handleKeyPressEvents()

```

void ContextMenu::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

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

```

```

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

```

#### 4.2.3.5 \_\_handleMouseButtonEvents()

```

void ContextMenu::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

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

```

#### 4.2.3.6 \_\_sendQuitGameMessage()

```

void ContextMenu::__sendQuitGameMessage (
    void ) [private]

```

Helper method to format and send a quit game message.

```

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

```

#### 4.2.3.7 \_\_sendRestartGameMessage()

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

Helper method to format and send a restart game message.

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

#### 4.2.3.8 \_\_setConsoleState()

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

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

##### Parameters

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

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

#### 4.2.3.9 \_\_setConsoleString()

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

Helper method to set console string depending on console state.

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



```

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

```

#### 4.2.3.10 \_\_setUpConsoleScreen()

```

void ContextMenu::__setUpConsoleScreen (
    void ) [private]

```

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

```

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

```

#### 4.2.3.11 \_\_setUpConsoleScreenFrame()

```

void ContextMenu::__setUpConsoleScreenFrame (
    void ) [private]

```

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

```

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

```

```

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

```

#### 4.2.3.12 \_\_setUpMenuFrame()

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

```
void ) [private]
```

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

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

#### 4.2.3.13 \_\_setUpVisualScreen()

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

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

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

#### 4.2.3.14 \_\_setUpVisualScreenFrame()

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

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

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

```

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

```

#### 4.2.3.15 draw()

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

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

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

#### 4.2.3.16 processEvent()

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

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

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

#### 4.2.3.17 processMessage()

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

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

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

```

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

```

## 4.2.4 Member Data Documentation

### 4.2.4.1 assets\_manager\_ptr

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

A pointer to the assets manager.

### 4.2.4.2 console\_screen

`sf::RectangleShape` ContextMenu::console\_screen

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

#### 4.2.4.3 console\_screen\_frame\_bottom

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

The bottom framing of the console screen.

#### 4.2.4.4 console\_screen\_frame\_left

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

The left framing of the console screen.

#### 4.2.4.5 console\_screen\_frame\_right

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

The right framing of the console screen.

#### 4.2.4.6 console\_screen\_frame\_top

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

The top framing of the console screen.

#### 4.2.4.7 console\_state

```
ConsoleState ContextMenu::console_state
```

The current state of the console screen.

#### 4.2.4.8 console\_string

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

The string to be printed to the console screen.



#### 4.2.4.9 console\_string\_changed

```
bool ContextMenu::console_string_changed
```

Boolean which indicates if console string just changed.

#### 4.2.4.10 console\_substring\_idx

```
size_t ContextMenu::console_substring_idx
```

The current final index of the console string draw.

#### 4.2.4.11 event\_ptr

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

A pointer to the event class.

#### 4.2.4.12 frame

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

The current frame of this object.

#### 4.2.4.13 game\_menu\_up

```
bool ContextMenu::game_menu_up
```

Indicates whether or not the game menu is up.

#### 4.2.4.14 menu\_frame

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

The frame of the context menu.

#### 4.2.4.15 message\_hub\_ptr

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

A pointer to the message hub.

#### 4.2.4.16 position\_x

```
double ContextMenu::position_x
```

The position of the object.

#### 4.2.4.17 position\_y

```
double ContextMenu::position_y
```

The position of the object.

#### 4.2.4.18 render\_window\_ptr

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

A pointer to the render window.

#### 4.2.4.19 visual\_screen

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

The context menu screen for visuals.

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

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

The bottom framing of the visual screen.

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

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

The left framing of the visual screen.

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

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

The right framing of the visual screen.

#### 4.2.4.23 visual\_screen\_frame\_top

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

The top framing of the visual screen.

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

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

## 4.3 DieselGenerator Class Reference

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

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

Inheritance diagram for DieselGenerator:



Collaboration diagram for DieselGenerator:



## Public Member Functions

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

## Public Attributes

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

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

## Private Member Functions

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

## Additional Inherited Members

### 4.3.1 Detailed Description

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

### 4.3.2 Constructor & Destructor Documentation

### 4.3.2.1 DieselGenerator()

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

Constructor for the [DieselGenerator](#) class.

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

#### Parameters

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

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

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

#### 4.3.2.2 ~DieselGenerator()

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

Destructor for the [DieselGenerator](#) class.

```
921 {
922     std::cout << "DieselGenerator at " << this << " destroyed" << std::endl;
923
924     return;
925 }    /* ~DieselGenerator() */
```

### 4.3.3 Member Function Documentation

#### 4.3.3.1 \_\_breakdown()

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

Helper method to trigger an equipment breakdown.

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

#### 4.3.3.2 \_\_computeProductionCosts()

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

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

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

#### 4.3.3.3 \_\_drawProductionMenu()

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

Helper method to draw production menu assets.

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

#### 4.3.3.4 \_\_handleKeyPressEvents()

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

Helper method to handle key press events.

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



```

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

```

#### 4.3.3.5 \_\_handleMouseButtonEvents()

```

void DieselGenerator::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

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

```

```

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

```

#### 4.3.3.6 \_\_repair()

```

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

```

Helper method to repair the diesel generator.

Reimplemented from [TileImprovement](#).

```

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

```

#### 4.3.3.7 \_\_sendImprovementStateMessage()

```

void DieselGenerator::__sendImprovementStateMessage (
    void ) [private]

```

Helper method to format and sent improvement state message.

```

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

```

#### 4.3.3.8 \_\_setUpTileImprovementSpriteAnimated()

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

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

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

#### 4.3.3.9 \_\_upgrade()

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

Helper method to upgrade the diesel generator.

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

#### 4.3.3.10 advanceTurn()

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

Method to handle turn advance.

Reimplemented from [TileImprovement](#).

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

#### 4.3.3.11 draw()

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

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

Reimplemented from [TileImprovement](#).

```
752 {
753     // 1. if just built, call base method and return
754     if (this->just_built) {
755         TileImprovement::draw();
756
757         return;
758     }
759
760     // 2. handle upgrade effects
761     if (this->just_upgraded) {
762         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
763             this->tile_improvement_sprite_animated[i].setColor(
764                 sf::Color(
765                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
766                     255,
767                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
768                     255
769                 )
770             );
771
772             this->tile_improvement_sprite_animated[i].setScale(
773                 sf::Vector2f(
774                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
775                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2)
776                 )
777             );
778         }
779     }
780 }
```

```

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

```

```

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

```

#### 4.3.3.12 getTileOptionsSubstring()

```

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

```

Helper method to assemble and return tile options substring.

#### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```

565 {
566     int upgrade_cost = DIESEL_GENERATOR_BUILD_COST;
567
568     // 32 char x 17 line console "-----\n";
569     std::string options_substring = "CAPACITY: ";
570     options_substring += std::to_string(this->capacity_kW);
571     options_substring += " kW (level ";
572     options_substring += std::to_string(this->upgrade_level);
573     options_substring += ")\n";
574
575     options_substring += "PRODUCTION: ";
576     options_substring += std::to_string(this->production_MWh);
577     options_substring += " MWh (MAX ";
578     options_substring += std::to_string(this->max_production_MWh);
579     options_substring += ")\n";
580
581     options_substring += "HEALTH: ";
582     options_substring += std::to_string(this->health);

```

```

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

```

#### 4.3.3.13 processEvent()

```

void DieselGenerator::processEvent (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

703 {
704     TileImprovement :: processEvent();
705
706     if (this->event_ptr->type == sf::Event::KeyPressed) {
707         this->__handleKeyPressEvents();
708     }
709
710     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
711         this->__handleMouseButtonEvents();
712     }
713
714     return;
715 } /* processEvent() */

```

#### 4.3.3.14 processMessage()

```

void DieselGenerator::processMessage (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

730 {
731     TileImprovement :: processMessage();
732
733     //...
734
735     return;
736 } /* processMessage() */

```

#### 4.3.3.15 setIsSelected()

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

Method to set the is selected attribute.

##### Parameters

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

Reimplemented from [TileImprovement](#).

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

### 4.3.4 Member Data Documentation

#### 4.3.4.1 capacity\_kW

```
int DieselGenerator::capacity_kW
```

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

#### 4.3.4.2 emissions\_tonnes\_CO2e

```
int DieselGenerator::emissions_tonnes_CO2e
```

The emissions for this turn.

#### 4.3.4.3 fuel\_cost

```
int DieselGenerator::fuel_cost
```

The fuel costs for this turn.



#### 4.3.4.4 max\_production\_MWh

```
int DieselGenerator::max_production_MWh
```

The maximum production [MWh] for this turn.

#### 4.3.4.5 production\_MWh

```
int DieselGenerator::production_MWh
```

The current production [MWh] of the diesel generator.

#### 4.3.4.6 smoke\_da

```
double DieselGenerator::smoke_da
```

The per frame delta in smoke particle alpha value.

#### 4.3.4.7 smoke\_dx

```
double DieselGenerator::smoke_dx
```

The per frame delta in smoke particle x position.

#### 4.3.4.8 smoke\_dy

```
double DieselGenerator::smoke_dy
```

The per frame delta in smoke particle y position.

#### 4.3.4.9 smoke\_prob

```
double DieselGenerator::smoke_prob
```

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

#### 4.3.4.10 smoke\_sprite\_list

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

A list of smoke sprite (for exhaust animation).

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

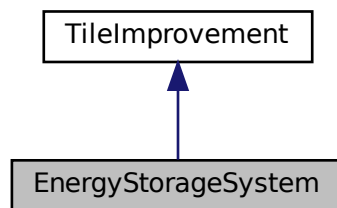
- header/[DieselGenerator.h](#)
- source/[DieselGenerator.cpp](#)

## 4.4 EnergyStorageSystem Class Reference

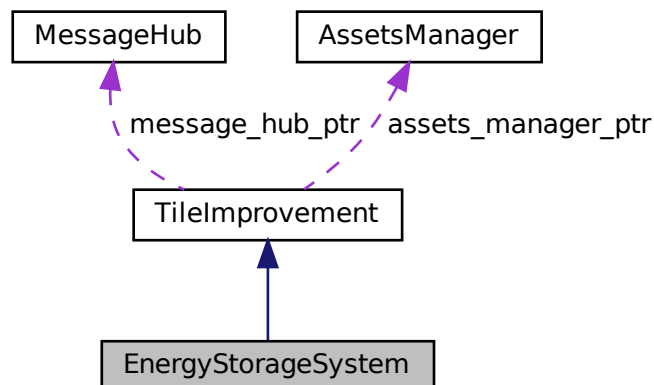
A settlement class (child class of [TileImprovement](#)).

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

Inheritance diagram for EnergyStorageSystem:



Collaboration diagram for EnergyStorageSystem:



## Public Member Functions

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

## Public Attributes

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

## Private Member Functions

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

## Additional Inherited Members

### 4.4.1 Detailed Description

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

### 4.4.2 Constructor & Destructor Documentation

#### 4.4.2.1 EnergyStorageSystem()

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

Constructor for the [EnergyStorageSystem](#) class.

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

##### Parameters

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

```
291 :
292 TileImprovement (
293     position_x,
294     position_y,
295     event_ptr,
296     render_window_ptr,
297     assets_manager_ptr,
298     message_hub_ptr
299 )
300 {
301     // 1. set attributes
302
303     // 1.1. private
304     //...
305
306     // 1.2. public
307     this->tile_improvement_type = TileImprovementType :: ENERGY_STORAGE_SYSTEM;
308
309     this->is_running = false;
310
311     this->health = 100;
312
313     this->capacity_MWh = 1;
314     this->upgrade_level = 1;
315
316     this->charge_MWh = 0;
317
318     this->tile_improvement_string = "ENERGY STORAGE";
319
320     this->__setUpTileImprovementSpriteStatic();
321     this->__setUpProductionMenu();
322
323     std::cout << "EnergyStorageSystem constructed at " << this << std::endl;
324
325     return;
326 } /* EnergyStorageSystem() */
```

#### 4.4.2.2 ~EnergyStorageSystem()

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

Destructor for the [EnergyStorageSystem](#) class.

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

## 4.4.3 Member Function Documentation

### 4.4.3.1 \_\_handleKeyPressEvents()

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

Helper method to handle key press events.

```
179 {
180     if (this->just_built) {
181         return;
182     }
183
184     switch (this->event_ptr->key.code) {
185         case (sf::Keyboard::U): {
186             if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
187                 this->__upgrade();
188             }
189
190             break;
191         }
192
193         default: {
194             // do nothing!
195
196             break;
197         }
198     }
199 }
200
201 return;
202 } /* __handleKeyPressEvents() */
```

### 4.4.3.2 \_\_handleMouseButtonEvents()

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

Helper method to handle mouse button events.

```
217 {
218     if (this->just_built) {
219         return;
220     }
221
222     switch (this->event_ptr->mouseButton.button) {
223         case (sf::Mouse::Left): {
224             //...
225
226             break;
227         }
228
229         case (sf::Mouse::Right): {
230             //...
231
232             break;
233         }
234     }
235 }
```

```

236
237         default: {
238             // do nothing!
239
240             break;
241         }
242     }
243
244     return;
245 } /* __handleMouseButtonEvents() */

```

#### 4.4.3.3 \_\_setUpProductionMenu()

```

void EnergyStorageSystem::__setUpProductionMenu (
    void ) [private]

```

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

```

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

```

#### 4.4.3.4 \_\_setUpTileImprovementSpriteStatic()

```

void EnergyStorageSystem::__setUpTileImprovementSpriteStatic (
    void ) [private]

```

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

```

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

```

## 4.4.3.5 \_\_upgrade()

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

Helper method to upgrade the diesel generator.

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

## 4.4.3.6 draw()

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

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

Reimplemented from [TileImprovement](#).

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

#### 4.4.3.7 getTileOptionsSubstring()

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

Helper method to assemble and return tile options substring.

##### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```
368 {
369     int upgrade_cost = ENERGY_STORAGE_SYSTEM_BUILD_COST;
370
371     //          32 char x 17 line console "-----\n";
372     std::string options_substring = "CAPACITY: ";
373     options_substring += std::to_string(this->capacity_MWh);
374     options_substring += " MWh (level ";
375     options_substring += std::to_string(this->upgrade_level);
376     options_substring += ") \n";
377
378     options_substring += "CHARGE: ";
379     options_substring += std::to_string(this->charge_MWh);
380     options_substring += " MWh\n";
381
382     options_substring += "HEALTH: ";
383     options_substring += std::to_string(this->health);
384     options_substring += "/100\n";
385
386     options_substring += "
387     options_substring += "**** ENERGY STORAGE OPTIONS ****\n";
388     options_substring += "
389     options_substring += "      [E]:  OPEN DISCHARGE MENU  \n";
390
391     if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
392         options_substring += "      [U]:  UPGRADE  (";
393         options_substring += std::to_string(upgrade_cost);
394         options_substring += " K) \n";
395     }
396
397     options_substring += "HOLD [P]:  SCRAP  (";
398     options_substring += std::to_string(SCRAP_COST);
399     options_substring += " K)";
400
401     return options_substring;
402 } /* getTileOptionsSubstring() */
```

#### 4.4.3.8 processEvent()

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

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

Reimplemented from [TileImprovement](#).

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



#### 4.4.3.9 processMessage()

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

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

Reimplemented from [TileImprovement](#).

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

#### 4.4.3.10 setIsSelected()

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

Method to set the is selected attribute.

##### Parameters

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

Reimplemented from [TileImprovement](#).

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

### 4.4.4 Member Data Documentation

#### 4.4.4.1 capacity\_MWh

```
int EnergyStorageSystem::capacity_MWh
```

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

#### 4.4.4.2 charge\_MWh

```
int EnergyStorageSystem::charge_MWh
```

The charge [MWh] in the energy storage system.

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

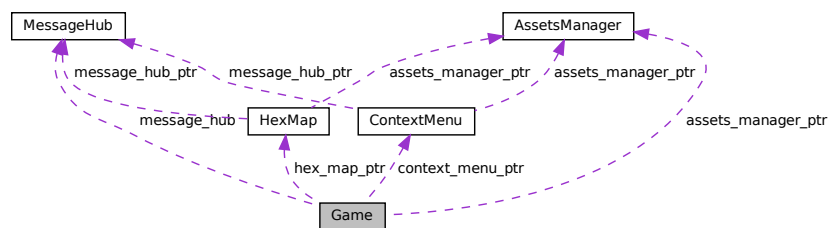
- header/[EnergyStorageSystem.h](#)
- source/[EnergyStorageSystem.cpp](#)

## 4.5 Game Class Reference

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

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

Collaboration diagram for Game:



### Public Member Functions

- [Game](#) (sf::RenderWindow \*, [AssetsManager](#) \*)  
*Constructor for the [Game](#) class.*
- bool [run](#) (void)  
*Method to run game (defines game loop).*
- [~Game](#) (void)  
*Destructor for the [Game](#) class.*

## Public Attributes

- [GamePhase game\\_phase](#)  
*The current phase of the game.*
- [bool quit\\_game](#)  
*Boolean indicating whether to quit (true) or create a new [Game](#) instance (false).*
- [bool game\\_loop\\_broken](#)  
*Boolean indicating whether or not the game loop is broken.*
- [bool show\\_frame\\_clock\\_overlay](#)  
*Boolean indicating whether or not to show frame and clock overlay.*
- [bool check\\_terminating\\_conditions](#)  
*Boolean indicating whether or not to check terminating conditions.*
- [bool message\\_deadlock](#)  
*A boolean indicating whether a message deadlock has been detected.*
- [bool show\\_tutorial](#)  
*A boolean indicating whether or not to show the tutorial.*
- [bool turn\\_end](#)  
*A boolean indicating a turn end.*
- [bool draw\\_turn\\_advance\\_banner](#)  
*A boolean indicating whether or not to draw the turn advance banner.*
- [bool increase\\_turn\\_advance\\_alpha](#)  
*A boolean which indicates whether the turn advance alpha is increasing or decreasing.*
- [size\\_t tutorial\\_page](#)  
*Index for which page of the tutorial to show.*
- [std::string tutorial\\_string](#)  
*A string representation of the current tutorial page.*
- [sf::Text tutorial\\_text](#)  
*A text representation (drawable) of the tutorial page.*
- [unsigned long long int frame](#)  
*The current frame of the game.*
- [double time\\_since\\_start\\_s](#)  
*The time elapsed [s] since the start of the game.*
- [int year](#)  
*Current game year.*
- [int month](#)  
*Current game month.*
- [int population](#)  
*Current population.*
- [int credits](#)  
*Current balance of credits.*
- [int demand\\_MWh](#)  
*Current energy demand [MWh].*
- [int cumulative\\_emissions\\_tonnes](#)  
*Cumulative emissions [tonnes] (1 tonne = 1000 kg).*
- [int past\\_demand\\_MWh](#)  
*The demand in the previous turn.*
- [double turn\\_advance\\_alpha](#)  
*The alpha value for the turn advance banner.*
- [int demand\\_served\\_MWh](#)  
*The demand served at the end of a turn.*
- [int demand\\_remaining\\_MWh](#)

- The demand remaining at the end of a turn.*

  - int [overproduction\\_MWh](#)

*The amount of overproduction at the end of a turn.*
  - int [turn\\_fuel\\_cost](#)

*The cost of fuel at the end of a turn.*
  - int [turn\\_operation\\_maintenance\\_cost](#)

*The cost of operation and maintenance at the end of a turn.*
  - int [turn\\_emissions\\_tonnes](#)

*The amount of emissions at the end of a turn.*
  - int [dispatch\\_income](#)

*The amount earned from dispatch at the end of a turn.*
  - int [overproduction\\_penalty](#)

*The penalty for overproduction.*
  - int [net\\_credit\\_flow](#)

*The net credit flow at the end of a turn.*
  - int [consecutive\\_zero\\_emissions\\_months](#)

*The number of recent, consecutive zero emission months.*
  - size\_t [substring\\_idx](#)

*The index of the turn summary or tutorial substring.*
  - std::string [turn\\_summary\\_string](#)

*A string representation of the end of turn summary.*
  - sf::Text [turn\\_summary\\_text](#)

*A text representation (drawable) of the end of turn summary.*
  - int [message\\_deadlock\\_frame](#)

*A frame counter for detecting message deadlock.*
  - int [turn](#) = 0

*The current game turn.*
  - std::vector< double > [demand\\_vec\\_MWh](#)

*A vector of daily demands [MWh] for the current month.*
  - sf::Clock [clock](#)

*The game clock.*
  - sf::Event [event](#)

*The game events class.*
  - MessageHub [message\\_hub](#)

*The message hub (for inter-object message traffic).*
  - HexMap \* [hex\\_map\\_ptr](#)

*Pointer to the hex map (defines game world).*
  - ContextMenu \* [context\\_menu\\_ptr](#)

*Pointer to the context menu.*

## Private Member Functions

- void [\\_\\_toggleFrameClockOverlay](#) (void)

*Helper method to toggle frame clock overlay.*
- void [\\_\\_checkTerminatingConditions](#) (void)

*Helper method to check terminating conditions (i.e., loss or victory conditions).*
- void [\\_\\_updatePopulation](#) (void)

*Helper method to update (i.e. grow) population.*
- void [\\_\\_advanceTurn](#) (void)

*Helper method to advance turn.*

- void [\\_\\_computeCurrentDemand](#) (void)  
*Helper method to compute current energy demand.*
- void [\\_\\_toggleTutorial](#) (void)  
*Helper method to handle toggling the tutorial on and off.*
- void [\\_\\_incrementTutorial](#) (void)  
*Helper method to increment tutorial page (with wrap around).*
- void [\\_\\_decrementTutorial](#) (void)  
*Helper method to decrement tutorial page (with wrap around).*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*
- void [\\_\\_handleImprovementStateMessage](#) (Message)  
*Helper method to handle improvement state messages.*
- void [\\_\\_processEvent](#) (void)  
*Helper method to process [Game](#). To be called once per event.*
- void [\\_\\_processMessage](#) (void)  
*Helper method to process [Game](#). To be called once per message.*
- void [\\_\\_sendGameStateMessage](#) (void)  
*Helper method to format and send a game state message.*
- void [\\_\\_sendTurnAdvanceMessage](#) (void)  
*Helper method to format and send a turn advance message.*
- void [\\_\\_sendCreditsEarnedMessage](#) (void)  
*Helper method to format and send a credits earned message.*
- void [\\_\\_insufficientCreditsAlarm](#) (void)  
*Helper method to sound and display and insufficient credits alarm.*
- void [\\_\\_summarizeTurn](#) (void)  
*Helper method to generate end of turn summary.*
- void [\\_\\_drawLossDemand](#) (void)  
*Helper method to draw loss (demand) pop-up.*
- void [\\_\\_drawLossCredits](#) (void)  
*Helper method to draw loss (credits) pop-up.*
- void [\\_\\_drawLossEmissions](#) (void)  
*Helper method to draw loss (emissions) pop-up.*
- void [\\_\\_drawVictory](#) (void)  
*Helper method to draw victory pop-up.*
- void [\\_\\_drawTurnAdvanceBanner](#) (void)  
*Helper method to draw turn advance banner.*
- void [\\_\\_drawTutorial](#) (void)  
*Helper method to draw tutorial text.*
- void [\\_\\_drawTurnSummary](#) (void)  
*Helper method to draw turn summary.*
- void [\\_\\_drawFrameClockOverlay](#) (void)  
*Helper method to draw frame clock overlay.*
- void [\\_\\_drawHUD](#) (void)  
*Helper method to heads-up display (HUD).*
- void [\\_\\_draw](#) (void)  
*Helper method to draw game to the render window. To be called once per frame.*

## Private Attributes

- `sf::RenderWindow * render_window_ptr`  
A pointer to the render window.
- `AssetsManager * assets_manager_ptr`  
A pointer to the assets manager.

### 4.5.1 Detailed Description

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

### 4.5.2 Constructor & Destructor Documentation

#### 4.5.2.1 Game()

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

Constructor for the `Game` class.

```
1726 {
1727     // 1. set attributes
1728
1729     // 1.1. private
1730     this->render_window_ptr = render_window_ptr;
1731
1732     this->assets_manager_ptr = assets_manager_ptr;
1733
1734     // 1.2. public
1735     this->game_phase = GamePhase :: BUILD_SETTLEMENT;
1736
1737     this->quit_game = false;
1738     this->game_loop_broken = false;
1739     this->show_frame_clock_overlay = false;
1740     this->check_terminating_conditions = false;
1741     this->show_tutorial = true;
1742     this->turn_end = false;
1743     this->draw_turn_advance_banner = false;
1744     this->increase_turn_advance_alpha = true;
1745
1746     this->tutorial_page = 0;
1747     this->tutorial_string = TUTORIAL_PAGES[this->tutorial_page];
1748
1749     this->tutorial_text.setFont(
1750         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220"))
1751     );
1752     this->tutorial_text.setCharacterSize(16);
1753     this->tutorial_text.setFillColors(MONOCROME_TEXT_GREEN);
1754     this->tutorial_text.setPosition(GAME_WIDTH - 400 + 64, 64);
1755
1756     this->frame = 0;
1757     this->time_since_start_s = 0;
1758
1759     this->message_deadlock = false;
1760     this->message_deadlock_frame = 0;
1761
1762     double seconds_since_epoch = time(NULL);
1763     double years_since_epoch = seconds_since_epoch / SECONDS_PER_YEAR;
1764
1765     this->year = 1970 + (int)years_since_epoch;
1766     this->month = (years_since_epoch - (int)years_since_epoch) * 12 + 1;
1767     while (this->month > 12) {
1768         this->month -= 12;
1769     }
```

```

1770
1771     this->population = 0;
1772     this->credits = STARTING_CREDITS;
1773     this->demand_MWh = 0;
1774     this->cumulative_emissions_tonnes = 0;
1775
1776     this->past_demand_MWh = 0;
1777     this->turn_advance_alpha = 0;
1778
1779     this->demand_vec_MWh.resize(30, 0);
1780
1781     this->demand_served_MWh = 0;
1782     this->demand_remaining_MWh = 0;
1783     this->overproduction_MWh = 0;
1784     this->turn_fuel_cost = 0;
1785     this->turn_operation_maintenance_cost = 0;
1786     this->turn_emissions_tonnes = 0;
1787
1788     this->overproduction_penalty = 0;
1789     this->dispatch_income = 0;
1790     this->net_credit_flow = 0;
1791
1792     this->consecutive_zero_emissions_months = 0;
1793
1794     this->substring_idx = 0;
1795     this->turn_summary_string = "";
1796
1797     this->turn_summary_text.setFont(
1798         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220"))
1799     );
1800     this->turn_summary_text.setCharacterSize(16);
1801     this->turn_summary_text.setFillColor(MONOCHROME_TEXT_GREEN);
1802     this->turn_summary_text.setPosition(GAME_WIDTH - 400 + 64, 64);
1803
1804     this->hex_map_ptr = new HexMap(
1805         6,
1806         &(this->event),
1807         this->render_window_ptr,
1808         this->assets_manager_ptr,
1809         &(this->message_hub)
1810     );
1811
1812     this->context_menu_ptr = new ContextMenu(
1813         &(this->event),
1814         this->render_window_ptr,
1815         this->assets_manager_ptr,
1816         &(this->message_hub)
1817     );
1818
1819     // 2. add message channel(s)
1820     this->message_hub.addChannel(GAME_CHANNEL);
1821     this->message_hub.addChannel(GAME_STATE_CHANNEL);
1822
1823     this->__sendGameStateMessage();
1824
1825     std::cout << "Game constructed at " << this << std::endl;
1826
1827     return;
1828 } /* Game() */

```

#### 4.5.2.2 ~Game()

```

Game::~~Game (
    void )

```

Destructor for the [Game](#) class.

```

1952 {
1953     // 1. clean up attributes
1954     delete this->hex_map_ptr;
1955     delete this->context_menu_ptr;
1956
1957     std::cout << "Game at " << this << " destroyed" << std::endl;
1958
1959     return;
1960 } /* ~Game() */

```

### 4.5.3 Member Function Documentation

#### 4.5.3.1 \_\_advanceTurn()

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

Helper method to advance turn.

```
170 {
171     // 1. advance turn, raise turn end flag
172     this->turn++;
173     this->turn_end = true;
174
175     // 2. reset turn summary attributes
176     this->demand_served_MWh = 0;
177     this->demand_remaining_MWh = 0;
178     this->overproduction_MWh = 0;
179     this->turn_fuel_cost = 0;
180     this->turn_operation_maintenance_cost = 0;
181     this->turn_emissions_tonnes = 0;
182
183     this->overproduction_penalty = 0;
184     this->dispatch_income = 0;
185     this->net_credit_flow = 0;
186
187     // 3. advance month/year
188     this->month++;
189     if (this->month > 12) {
190         this->year++;
191         this->month = 1;
192     }
193
194     // 4. update population
195     if (this->turn == 1) {
196         this->population = STARTING_POPULATION;
197     }
198
199     else {
200         this->__updatePopulation();
201     }
202
203     // 5. update demand
204     this->__computeCurrentDemand();
205
206     // 6. send turn advance message
207     this->__sendTurnAdvanceMessage();
208     this->__sendGameStateMessage();
209 }
210 } /* __advanceTurn() */
```

#### 4.5.3.2 \_\_checkTerminatingConditions()

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

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

```
94 {
95     // 1. loss emissions
96     if (this->cumulative_emissions_tonnes >= EMISSIONS_LIFETIME_LIMIT_TONNES) {
97         this->assets_manager_ptr->getSound("loss")->play();
98         this->game_phase = GamePhase :: LOSS_EMISSIONS;
99     }
100
101     // 2. loss demand
102     else if (this->demand_remaining_MWh > 0) {
103         this->assets_manager_ptr->getSound("loss")->play();
104         this->game_phase = GamePhase :: LOSS_DEMAND;
105     }
106 }
```



```

106
107 // 3. loss credits
108 else if (this->credits < 0) {
109     this->assets_manager_ptr->getSound("loss")->play();
110     this->game_phase = GamePhase :: LOSS_CREDITS;
111 }
112
113 // 4. victory
114 else if (
115     (this->population >= 1000) and
116     (this->consecutive_zero_emissions_months >= 12)
117 ) {
118     this->assets_manager_ptr->getSound("victory")->play();
119     this->game_phase = GamePhase :: VICTORY;
120 }
121
122 // 5. send game state message
123 //this->__sendGameStateMessage();
124
125 return;
126 } /* __checkTerminatingConditions() */

```

#### 4.5.3.3 \_\_computeCurrentDemand()

```

void Game::__computeCurrentDemand (
    void ) [private]

```

Helper method to compute current energy demand.

```

225 {
226     this->past_demand_MWh = this->demand_MWh;
227
228     unsigned seed = std::chrono::system_clock::now().time_since_epoch().count();
229     std::default_random_engine generator(seed);
230
231     std::normal_distribution<double> normal_dist(
232         MEAN_DAILY_DEMAND_RATIOS[this->month - 1],
233         STDEV_DAILY_DEMAND_RATIOS[this->month - 1]
234     );
235
236     double demand_MWh = 0;
237
238     for (int i = 0; i < 30; i++) {
239         this->demand_vec_MWh[i] =
240             normal_dist(generator) * MAXIMUM_DAILY_DEMAND_PER_CAPITA * this->population;
241
242         demand_MWh += this->demand_vec_MWh[i];
243     }
244
245     this->demand_MWh = round(demand_MWh);
246
247     return;
248 } /* __computeCurrentDemand() */

```

#### 4.5.3.4 \_\_decrementTutorial()

```

void Game::__decrementTutorial (
    void ) [private]

```

Helper method to decrement tutorial page (with wrap around).

```

325 {
326     if (this->tutorial_page == 0) {
327         this->tutorial_page = TUTORIAL_PAGES.size() - 1;
328     }
329
330     else {
331         this->tutorial_page--;
332     }
333
334     this->tutorial_string = TUTORIAL_PAGES[this->tutorial_page];

```

```

335     this->substring_idx = 0;
336
337     this->assets_manager_ptr->getSound("interface click")->play();
338
339     return;
340 } /* __decrementTutorial() */

```

#### 4.5.3.5 \_\_draw()

```

void Game::__draw (
    void ) [private]

```

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

```

1640 {
1641     // 1. HUD
1642     this->__drawHUD();
1643
1644     // 2. frame / clock overlay
1645     if (this->show_frame_clock_overlay) {
1646         this->__drawFrameClockOverlay();
1647     }
1648
1649     // 3. tutorial or turn summary
1650     if (this->show_tutorial) {
1651         this->__drawTutorial();
1652     }
1653
1654     else if (not this->turn_summary_string.empty()) {
1655         this->__drawTurnSummary();
1656     }
1657
1658     // 4. turn advance banner
1659     if (this->draw_turn_advance_banner) {
1660         this->__drawTurnAdvanceBanner();
1661     }
1662
1663     // 5. terminating conditions
1664     switch (this->game_phase) {
1665         case (GamePhase :: LOSS_DEMAND): {
1666             this->__drawLossDemand();
1667
1668             break;
1669         }
1670
1671         case (GamePhase :: LOSS_CREDITS): {
1672             this->__drawLossCredits();
1673
1674             break;
1675         }
1676
1677         case (GamePhase :: LOSS_EMISSIONS): {
1678             this->__drawLossEmissions();
1679
1680             break;
1681         }
1682
1683         case (GamePhase :: VICTORY): {
1684             this->__drawVictory();
1685
1686             break;
1687         }
1688
1689         default: {
1690             // do nothing!
1691
1692             break;
1693         }
1694     }
1695
1696     return;
1697 } /* draw() */

```

#### 4.5.3.6 \_\_drawFrameClockOverlay()

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

Helper method to draw frame clock overlay.

```
1463 {
1464     std::string frame_clock_string = "FRAME: ";
1465     frame_clock_string += std::to_string(this->frame);
1466     frame_clock_string += "\nTIME SINCE START [s]: ";
1467     frame_clock_string += std::to_string(this->time_since_start_s);
1468
1469     sf::Text frame_clock_text(
1470         frame_clock_string,
1471         *(this->assets_manager_ptr->getFont("DroidSansMono")),
1472         16
1473     );
1474
1475     sf::RectangleShape frame_clock_backing(
1476         sf::Vector2f(
1477             1.02 * frame_clock_text.getLocalBounds().width,
1478             1.20 * frame_clock_text.getLocalBounds().height
1479         )
1480     );
1481     frame_clock_backing.setFillColor(sf::Color(0, 0, 0, 255));
1482
1483     this->render_window_ptr->draw(frame_clock_backing);
1484     this->render_window_ptr->draw(frame_clock_text);
1485
1486     return;
1487 } /* __drawFrameClockOverlay() */
```

#### 4.5.3.7 \_\_drawHUD()

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

Helper method to heads-up display (HUD).

```
1502 {
1503     // 1. first line (top)
1504     std::string HUD_string = "YEAR: ";
1505     HUD_string += std::to_string(this->year);
1506
1507     HUD_string += "    MONTH: ";
1508     HUD_string += std::to_string(this->month);
1509
1510     HUD_string += "    POPULATION: ";
1511     HUD_string += std::to_string(this->population);
1512
1513     HUD_string += "    CREDITS: ";
1514     HUD_string += std::to_string(this->credits);
1515     HUD_string += " K";
1516
1517     HUD_string += "    CURRENT DEMAND: ";
1518     HUD_string += std::to_string(this->demand_MWh);
1519     HUD_string += " MWh";
1520
1521     sf::Text HUD_text(
1522         HUD_string,
1523         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
1524         16
1525     );
1526
1527     HUD_text.setPosition(
1528         (800 - HUD_text.getLocalBounds().width) / 2,
1529         8
1530     );
1531
1532     HUD_text.setFillColor(MONOCROME_TEXT_GREEN);
1533
1534     this->render_window_ptr->draw(HUD_text);
1535
1536     // 2. second line (top)
1537     HUD_string = "CUMULATIVE EMISSIONS: ";
```

```

1539     HUD_string += std::to_string(this->cumulative_emissions_tonnes);
1540     HUD_string += " tonnes (CO2e)";
1541
1542     HUD_string += "    LIFETIME LIMIT: ";
1543     HUD_string += std::to_string(EMISSIONS_LIFETIME_LIMIT_TONNES);
1544     HUD_string += " tonnes (CO2e)";
1545
1546     HUD_text.setString(HUD_string);
1547
1548     HUD_text.setPosition(
1549         (800 - HUD_text.getLocalBounds().width) / 2,
1550         35
1551     );
1552
1553     this->render_window_ptr->draw(HUD_text);
1554
1555
1556     // 3. third line (bottom)
1557     HUD_string = "GAME PHASE: ";
1558
1559     switch (this->game_phase) {
1560         case (GamePhase :: BUILD_SETTLEMENT): {
1561             HUD_string += "BUILD SETTLEMENT";
1562
1563             break;
1564         }
1565
1566         case (GamePhase :: SYSTEM_MANAGEMENT): {
1567             HUD_string += "SYSTEM MANAGEMENT";
1568
1569             break;
1570         }
1571
1572
1573         case (GamePhase :: LOSS_EMISSIONS): {
1574             HUD_string += "LOSS (EMISSIONS)";
1575
1576             break;
1577         }
1578
1579
1580         case (GamePhase :: LOSS_DEMAND): {
1581             HUD_string += "LOSS (DEMAND)";
1582
1583             break;
1584         }
1585
1586
1587         case (GamePhase :: LOSS_CREDITS): {
1588             HUD_string += "LOSS (CREDITS)";
1589
1590             break;
1591         }
1592
1593
1594         case (GamePhase :: VICTORY): {
1595             HUD_string += "VICTORY";
1596
1597             break;
1598         }
1599
1600
1601         default: {
1602             HUD_string += "???";
1603
1604             break;
1605         }
1606     }
1607
1608     HUD_string += "    TURN: ";
1609     HUD_string += std::to_string(this->turn);
1610
1611     HUD_string += "    CONSECUTIVE ZERO EMISSIONS MONTHS: ";
1612     HUD_string += std::to_string(this->consecutive_zero_emissions_months);
1613
1614     HUD_text.setString(HUD_string);
1615
1616     HUD_text.setPosition(
1617         (800 - HUD_text.getLocalBounds().width) / 2,
1618         GAME_HEIGHT - 35
1619     );
1620
1621     this->render_window_ptr->draw(HUD_text);
1622
1623     return;
1624 } /* __drawHUD() */
1625

```

#### 4.5.3.8 \_\_drawLossCredits()

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

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

```
1104 {
1105     // 1. construct loss text and backing rectangle
1106     std::string loss_credits_string = "    LOSS! - RAN OUT OF CREDITS    \n";
1107     loss_credits_string += "        press any key to restart        ";
1108
1109     sf::Text loss_credits_text(
1110         loss_credits_string,
1111         (*(this->assets_manager_ptr->getFont("DroidSansMono"))),
1112         32
1113     );
1114
1115     loss_credits_text.setOrigin(
1116         loss_credits_text.getLocalBounds().width / 2,
1117         loss_credits_text.getLocalBounds().height / 2
1118     );
1119
1120     loss_credits_text.setPosition(400, GAME_HEIGHT / 2);
1121
1122     sf::RectangleShape backing_rectangle(
1123         sf::Vector2f(
1124             800,
1125             1.5 * loss_credits_text.getLocalBounds().height
1126         )
1127     );
1128
1129     backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
1130
1131     backing_rectangle.setOrigin(
1132         backing_rectangle.getLocalBounds().width / 2,
1133         backing_rectangle.getLocalBounds().height / 2
1134     );
1135
1136     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
1137
1138     // 3. colour cycle and draw
1139     if (this->frame % FRAMES_PER_SECOND <= FRAMES_PER_SECOND / 2) {
1140         loss_credits_text.setFillColor(MONochrome_TEXT_RED);
1141     }
1142
1143     else {
1144         loss_credits_text.setFillColor(sf::Color(255, 255, 255, 255));
1145     }
1146
1147     this->render_window_ptr->draw(backing_rectangle);
1148     this->render_window_ptr->draw(loss_credits_text);
1149
1150     return;
1151 } /* __drawLossCredits() */
```

#### 4.5.3.9 \_\_drawLossDemand()

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

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

```
1042 {
1043     // 1. construct alarm text and backing rectangle
1044     std::string loss_demand_string = "    LOSS! - FAILED TO MEET DEMAND    \n";
1045     loss_demand_string += "        press any key to restart        ";
1046
1047     sf::Text loss_demand_text(
1048         loss_demand_string,
1049         (*(this->assets_manager_ptr->getFont("DroidSansMono"))),
1050         32
1051     );
```

```

1051     );
1052
1053     loss_demand_text.setOrigin(
1054         loss_demand_text.getLocalBounds().width / 2,
1055         loss_demand_text.getLocalBounds().height / 2
1056     );
1057
1058     loss_demand_text.setPosition(400, GAME_HEIGHT / 2);
1059
1060     sf::RectangleShape backing_rectangle(
1061         sf::Vector2f(
1062             800,
1063             1.5 * loss_demand_text.getLocalBounds().height
1064         )
1065     );
1066
1067     backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
1068
1069     backing_rectangle.setOrigin(
1070         backing_rectangle.getLocalBounds().width / 2,
1071         backing_rectangle.getLocalBounds().height / 2
1072     );
1073
1074     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
1075
1076     // 3. colour cycle and draw
1077     if (this->frame % FRAMES_PER_SECOND <= FRAMES_PER_SECOND / 2) {
1078         loss_demand_text.setFillColor(MONOCROME_TEXT_RED);
1079     }
1080
1081     else {
1082         loss_demand_text.setFillColor(sf::Color(255, 255, 255, 255));
1083     }
1084
1085     this->render_window_ptr->draw(backing_rectangle);
1086     this->render_window_ptr->draw(loss_demand_text);
1087
1088     return;
1089 } /* __drawLossDemand() */

```

#### 4.5.3.10 \_\_drawLossEmissions()

```

void Game::__drawLossEmissions (
    void ) [private]

```

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

```

1166 {
1167     // 1. construct loss text and backing rectangle
1168     std::string loss_emissions_string = "    LOSS! - EXCESSIVE EMISSIONS    \n";
1169     loss_emissions_string += "    press any key to restart    ";
1170
1171     sf::Text loss_emissions_text(
1172         loss_emissions_string,
1173         (* (this->assets_manager_ptr->getFont("DroidSansMono"))),
1174         32
1175     );
1176
1177     loss_emissions_text.setOrigin(
1178         loss_emissions_text.getLocalBounds().width / 2,
1179         loss_emissions_text.getLocalBounds().height / 2
1180     );
1181
1182     loss_emissions_text.setPosition(400, GAME_HEIGHT / 2);
1183
1184     sf::RectangleShape backing_rectangle(
1185         sf::Vector2f(
1186             800,
1187             1.5 * loss_emissions_text.getLocalBounds().height
1188         )
1189     );
1190
1191     backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
1192
1193     backing_rectangle.setOrigin(
1194         backing_rectangle.getLocalBounds().width / 2,
1195         backing_rectangle.getLocalBounds().height / 2
1196     );
1197

```

```

1198     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
1199
1200     // 3. colour cycle and draw
1201     if (this->frame % FRAMES_PER_SECOND <= FRAMES_PER_SECOND / 2) {
1202         loss_emissions_text.setFillColor(MONOCROME_TEXT_RED);
1203     }
1204
1205     else {
1206         loss_emissions_text.setFillColor(sf::Color(255, 255, 255, 255));
1207     }
1208
1209     this->render_window_ptr->draw(backing_rectangle);
1210     this->render_window_ptr->draw(loss_emissions_text);
1211
1212     return;
1213 } /* __drawLossEmissions() */

```

#### 4.5.3.11 \_\_drawTurnAdvanceBanner()

```

void Game::__drawTurnAdvanceBanner (
    void ) [private]

```

Helper method to draw turn advance banner.

```

1290 {
1291     // 1. construct advance banner text
1292     std::string turn_advance_banner_string = "        Turn: ";
1293     turn_advance_banner_string           += std::to_string(this->turn);
1294     turn_advance_banner_string           += "\n";
1295     turn_advance_banner_string           += "Year: ";
1296     turn_advance_banner_string           += std::to_string(this->year);
1297     turn_advance_banner_string           += "        Month: ";
1298     turn_advance_banner_string           += std::to_string(this->month);
1299
1300     sf::Text turn_advance_banner_text(
1301         turn_advance_banner_string,
1302         *(this->assets_manager_ptr->getFont("DroidSansMono")),
1303         24
1304     );
1305
1306     turn_advance_banner_text.setOrigin(
1307         turn_advance_banner_text.getLocalBounds().width / 2,
1308         turn_advance_banner_text.getLocalBounds().height / 2
1309     );
1310
1311     turn_advance_banner_text.setPosition(400, GAME_HEIGHT / 2);
1312
1313     turn_advance_banner_text.setFillColor(sf::Color(0, 0, 0, this->turn_advance_alpha));
1314
1315
1316     // 2. construct advance banner backing
1317     sf::RectangleShape backing_rectangle(
1318         sf::Vector2f(
1319             800,
1320             1.5 * turn_advance_banner_text.getLocalBounds().height
1321         )
1322     );
1323
1324     sf::Color backing_colour = RESOURCE_CHIP_GREY;
1325     backing_colour.a = this->turn_advance_alpha;
1326
1327     backing_rectangle.setFillColor(backing_colour);
1328
1329     backing_rectangle.setOrigin(
1330         backing_rectangle.getLocalBounds().width / 2,
1331         backing_rectangle.getLocalBounds().height / 2
1332     );
1333
1334     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
1335
1336
1337     // 3. draw
1338     this->render_window_ptr->draw(backing_rectangle);
1339     this->render_window_ptr->draw(turn_advance_banner_text);
1340
1341     // 4. adjust alpha, check terminating conditions
1342     if (this->increase_turn_advance_alpha) {
1343         this->turn_advance_alpha += 180 * SECONDS_PER_FRAME;
1344     }

```

```

1345         if (this->turn_advance_alpha >= 255) {
1346             this->turn_advance_alpha = 255;
1347             this->increase_turn_advance_alpha = false;
1348         }
1349     }
1350
1351     else {
1352         this->turn_advance_alpha -= 180 * SECONDS_PER_FRAME;
1353
1354         if (this->turn_advance_alpha <= 0) {
1355             this->draw_turn_advance_banner = false;
1356         }
1357     }
1358
1359     return;
1360 } /* __drawTurnAdvanceBanner() */

```

#### 4.5.3.12 \_\_drawTurnSummary()

```

void Game::__drawTurnSummary (
    void ) [private]

```

Helper method to draw turn summary.

```

1419 {
1420     if (this->substring_idx < this->turn_summary_string.size()) {
1421         this->assets_manager_ptr->getSound("console string print")->play();
1422
1423         this->turn_summary_text.setString(
1424             this->turn_summary_string.substr(0, this->substring_idx)
1425         );
1426
1427         while (
1428             (this->turn_summary_string.substr(0, this->substring_idx).back() == ' ') or
1429             (this->turn_summary_string.substr(0, this->substring_idx).back() == '\n')
1430         ) {
1431             this->substring_idx++;
1432
1433             if (this->substring_idx == this->turn_summary_string.size() - 1) {
1434                 this->turn_summary_text.setString(
1435                     this->turn_summary_string.substr(0, this->substring_idx)
1436                 );
1437
1438                 break;
1439             }
1440         }
1441
1442         this->substring_idx++;
1443     }
1444
1445     this->render_window_ptr->draw(this->turn_summary_text);
1446
1447     return;
1448 } /* __drawTurnSummary() */

```

#### 4.5.3.13 \_\_drawTutorial()

```

void Game::__drawTutorial (
    void ) [private]

```

Helper method to draw tutorial text.

```

1375 {
1376     if (this->substring_idx < this->tutorial_string.size()) {
1377         this->assets_manager_ptr->getSound("console string print")->play();
1378
1379         this->tutorial_text.setString(
1380             this->tutorial_string.substr(0, this->substring_idx)
1381         );
1382
1383         while (

```



```

1384         (this->tutorial_string.substr(0, this->substring_idx).back() == ' ') or
1385         (this->tutorial_string.substr(0, this->substring_idx).back() == '\\n')
1386     ) {
1387         this->substring_idx++;
1388
1389         if (this->substring_idx == this->tutorial_string.size() - 1) {
1390             this->tutorial_text.setString(
1391                 this->tutorial_string.substr(0, this->substring_idx)
1392             );
1393
1394             break;
1395         }
1396     }
1397
1398     this->substring_idx++;
1399 }
1400
1401 this->render_window_ptr->draw(this->tutorial_text);
1402
1403 return;
1404 } /* __drawTutorial() */

```

#### 4.5.3.14 \_\_drawVictory()

```

void Game::__drawVictory (
    void ) [private]

```

Helper method to draw victory pop-up.

```

1228 {
1229     // 1. construct victory text and backing rectangle
1230     std::string victory_string = "          **** VICTORY! ****      \n";
1231     victory_string += "          press any key to restart      ";
1232
1233     sf::Text victory_text(
1234         victory_string,
1235         (* (this->assets_manager_ptr->getFont("DroidSansMono"))),
1236         32
1237     );
1238
1239     victory_text.setOrigin(
1240         victory_text.getLocalBounds().width / 2,
1241         victory_text.getLocalBounds().height / 2
1242     );
1243
1244     victory_text.setPosition(400, GAME_HEIGHT / 2);
1245
1246     sf::RectangleShape backing_rectangle(
1247         sf::Vector2f(
1248             800,
1249             1.5 * victory_text.getLocalBounds().height
1250         )
1251     );
1252
1253     backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
1254
1255     backing_rectangle.setOrigin(
1256         backing_rectangle.getLocalBounds().width / 2,
1257         backing_rectangle.getLocalBounds().height / 2
1258     );
1259
1260     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
1261
1262     // 3. colour cycle and draw
1263     if (this->frame % FRAMES_PER_SECOND <= FRAMES_PER_SECOND / 2) {
1264         victory_text.setFillColor(MONochrome_TEXT_GREEN);
1265     }
1266
1267     else {
1268         victory_text.setFillColor(sf::Color(255, 255, 255, 255));
1269     }
1270
1271     this->render_window_ptr->draw(backing_rectangle);
1272     this->render_window_ptr->draw(victory_text);
1273
1274     return;
1275 } /* __drawVictory() */

```

#### 4.5.3.15 \_\_handleImprovementStateMessage()

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

Helper method to handle improvement state messages.

```
467 {
468     // 1. dispatch
469     if (improvement_state_message.int_payload.count("dispatch_MWh") > 0) {
470         this->demand_served_MWh += improvement_state_message.int_payload["dispatch_MWh"];
471     }
472
473     // 2. fuel costs
474     if (improvement_state_message.int_payload.count("fuel_cost") > 0) {
475         this->turn_fuel_cost += improvement_state_message.int_payload["fuel_cost"];
476     }
477
478     // 3. operation and maintenance costs
479     if (improvement_state_message.int_payload.count("operation_maintenance_cost") > 0) {
480         this->turn_operation_maintenance_cost +=
481             improvement_state_message.int_payload["operation_maintenance_cost"];
482     }
483
484     // 4. emissions
485     if (improvement_state_message.int_payload.count("emissions_tonnes_CO2e") > 0) {
486         double emissions_tonnes_CO2e =
487             improvement_state_message.int_payload["emissions_tonnes_CO2e"];
488
489         this->cumulative_emissions_tonnes += emissions_tonnes_CO2e;
490         this->turn_emissions_tonnes += emissions_tonnes_CO2e;
491     }
492
493     return;
494 } /* __handleImprovementStateMessage() */
```

#### 4.5.3.16 \_\_handleKeyPressEvents()

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

Helper method to handle key press events.

```
355 {
356     switch (this->event.key.code) {
357         case (sf::Keyboard::Enter): {
358             if (this->game_phase == GamePhase :: SYSTEM_MANAGEMENT) {
359                 this->__advanceTurn();
360             }
361
362             break;
363         }
364
365         case (sf::Keyboard::Tilde): {
366             this->__toggleFrameClockOverlay();
367
368             break;
369         }
370
371         case (sf::Keyboard::Tab): {
372             this->hex_map_ptr->toggleResourceOverlay();
373
374             break;
375         }
376
377         case (sf::Keyboard::T): {
378             this->__toggleTutorial();
379
380             break;
381         }
382
383         case (sf::Keyboard::Left): {
384             if (this->show_tutorial) {
385
386
387
388
```

```

389         this->__decrementTutorial();
390     }
391
392     break;
393 }
394
395
396 case (sf::Keyboard::Right): {
397     if (this->show_tutorial) {
398         this->__incrementTutorial();
399     }
400
401     break;
402 }
403
404
405 default: {
406     // do nothing!
407
408     break;
409 }
410 }
411
412 return;
413 } /* __handleKeyPressEvents() */

```

#### 4.5.3.17 \_\_handleMouseButtonEvents()

```

void Game::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

428 {
429     switch (this->event.mouseButton.button) {
430         case (sf::Mouse::Left): {
431             //...
432
433             break;
434         }
435
436         case (sf::Mouse::Right): {
437             //...
438
439             break;
440         }
441
442         default: {
443             // do nothing!
444
445             break;
446         }
447     }
448 }
449
450 return;
451 } /* __handleMouseButtonEvents() */

```

#### 4.5.3.18 \_\_incrementTutorial()

```

void Game::__incrementTutorial (
    void ) [private]

```

Helper method to increment tutorial page (with wrap around).

```

295 {
296     if (this->tutorial_page == TUTORIAL_PAGES.size() - 1) {
297         this->tutorial_page = 0;
298     }
299 }

```

```

300     else {
301         this->tutorial_page++;
302     }
303
304     this->tutorial_string = TUTORIAL_PAGES[this->tutorial_page];
305     this->substring_idx = 0;
306
307     this->assets_manager_ptr->getSound("interface click")->play();
308
309     return;
310 } /* __incrementTutorial() */

```

#### 4.5.3.19 \_\_insufficientCreditsAlarm()

```

void Game::__insufficientCreditsAlarm (
    void ) [private]

```

Helper method to sound and display and insufficient credits alarm.

```

809 {
810     // 1. sound buzzer
811     this->assets_manager_ptr->getSound("insufficient credits")->play();
812
813     // 2. construct alarm text and backing rectangle
814     sf::Text insufficient_credits_text(
815         "INSUFFICIENT CREDITS",
816         (*(this->assets_manager_ptr->getFont("DroidSansMono"))),
817         32
818     );
819
820     insufficient_credits_text.setOrigin(
821         insufficient_credits_text.getLocalBounds().width / 2,
822         insufficient_credits_text.getLocalBounds().height / 2
823     );
824
825     insufficient_credits_text.setPosition(400, GAME_HEIGHT / 2);
826
827     sf::RectangleShape backing_rectangle(
828         sf::Vector2f(
829             1.1 * insufficient_credits_text.getLocalBounds().width,
830             1.5 * insufficient_credits_text.getLocalBounds().height
831         )
832     );
833
834     backing_rectangle.setFillColor(RESOURCE_CHIP_GREY);
835
836     backing_rectangle.setOrigin(
837         backing_rectangle.getLocalBounds().width / 2,
838         backing_rectangle.getLocalBounds().height / 2
839     );
840
841     backing_rectangle.setPosition(400, (GAME_HEIGHT / 2) + 8);
842
843     // 3. display loop (blocking ~3 seconds)
844     bool red_flag = true;
845     int alarm_frame = 0;
846     double time_since_alarm_s = 0;
847
848     sf::Clock alarm_clock;
849
850     while (alarm_frame < 2.5 * FRAMES_PER_SECOND) {
851
852         time_since_alarm_s = alarm_clock.getElapsedTime().asSeconds();
853
854         if (time_since_alarm_s >= (alarm_frame + 1) * SECONDS_PER_FRAME) {
855             while (this->render_window_ptr->pollEvent(this->event)) {
856                 // do nothing!
857             }
858
859             this->render_window_ptr->clear();
860
861             this->hex_map_ptr->draw();
862             this->context_menu_ptr->draw();
863             this->__draw();
864
865             if (alarm_frame % (FRAMES_PER_SECOND / 3) == 0) {
866                 if (red_flag) {
867                     red_flag = false;
868

```

```

869         }
870
871         else {
872             red_flag = true;
873         }
874     }
875
876     if (red_flag) {
877         insufficient_credits_text.setFillColor(MONOCROME_TEXT_RED);
878     }
879
880     else {
881         insufficient_credits_text.setFillColor(sf::Color(255, 255, 255));
882     }
883
884     this->render_window_ptr->draw(backing_rectangle);
885     this->render_window_ptr->draw(insufficient_credits_text);
886
887     this->render_window_ptr->display();
888
889     alarm_frame++;
890     this->frame++;
891 }
892
893 // check track status, move to next if stopped
894 if (this->assets_manager_ptr->getTrackStatus() == sf::SoundSource::Stopped) {
895     this->assets_manager_ptr->nextTrack();
896     this->assets_manager_ptr->playTrack();
897 }
898 }
899
900 return;
901 } /* __insufficientCreditsAlarm( */

```

#### 4.5.3.20 \_\_processEvent()

```

void Game::__processEvent (
    void ) [private]

```

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

```

509 {
510     if (this->event.type == sf::Event::Closed) {
511         this->quit_game = true;
512         this->game_loop_broken = true;
513     }
514
515     if (this->event.type == sf::Event::KeyPressed) {
516         this->__handleKeyPressEvents();
517     }
518
519     if (this->event.type == sf::Event::MouseButtonPressed) {
520         this->__handleMouseButtonEvents();
521     }
522
523     return;
524 } /* __processEvent() */

```

#### 4.5.3.21 \_\_processMessage()

```

void Game::__processMessage (
    void ) [private]

```

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

```

680 {
681     if (not this->message_hub.isEmpty(GAME_CHANNEL)) {
682         Message game_channel_message = this->message_hub.receiveMessage(GAME_CHANNEL);
683
684         if (game_channel_message.subject == "quit game") {
685             this->quit_game = true;

```

```

686         this->game_loop_broken = true;
687
688         std::cout << "Quit game message received by " << this << std::endl;
689         this->message_hub.popMessage(GAME_CHANNEL);
690     }
691
692     if (game_channel_message.subject == "restart game") {
693         this->game_loop_broken = true;
694
695         std::cout << "Restart game message received by " << this << std::endl;
696         this->message_hub.popMessage(GAME_CHANNEL);
697     }
698
699     if (game_channel_message.subject == "state request") {
700         std::cout << "Game state request message received by " << this << std::endl;
701
702         this->__sendGameStateMessage();
703         this->message_hub.popMessage(GAME_CHANNEL);
704     }
705
706     if (game_channel_message.subject == "credits spent") {
707         this->credits -= game_channel_message.int_payload["credits spent"];
708
709         std::cout << "Credits spent message (" <<
710             game_channel_message.int_payload["credits spent"] << ") received by "
711             << this << std::endl;
712
713         std::cout << "Current credits (Game): " << this->credits << " K" <<
714             std::endl;
715
716         this->message_hub.popMessage(GAME_CHANNEL);
717     }
718
719     if (game_channel_message.subject == "insufficient credits") {
720         std::cout << "Insufficient credits message received by " << this <<
721             std::endl;
722
723         this->__insufficientCreditsAlarm();
724
725         this->message_hub.popMessage(GAME_CHANNEL);
726     }
727
728     if (game_channel_message.subject == "update game phase") {
729         std::cout << "Update game phase message received by " << this << std::endl;
730
731         if (
732             game_channel_message.string_payload["game phase"] == "system management"
733         ) {
734             this->game_phase = GamePhase :: SYSTEM_MANAGEMENT;
735             this->__advanceTurn();
736         }
737
738         else if (
739             game_channel_message.string_payload["game phase"] == "loss emissions"
740         ) {
741             this->game_phase = GamePhase :: LOSS_EMISSIONS;
742         }
743
744         else if (
745             game_channel_message.string_payload["game phase"] == "loss demand"
746         ) {
747             this->game_phase = GamePhase :: LOSS_DEMAND;
748         }
749
750         else if (
751             game_channel_message.string_payload["game phase"] == "loss credits"
752         ) {
753             this->game_phase = GamePhase :: LOSS_CREDITS;
754         }
755
756         else if (
757             game_channel_message.string_payload["game phase"] == "victory"
758         ) {
759             this->game_phase = GamePhase :: VICTORY;
760         }
761
762         this->message_hub.popMessage(GAME_CHANNEL);
763     }
764
765     if (game_channel_message.subject == "improvement state") {
766         std::cout << "Improvement state message received by " << this << std::endl;
767
768         this->__handleImprovementStateMessage(game_channel_message);
769
770         this->message_hub.popMessage(GAME_CHANNEL);
771     }
772 }

```

```

773
774     if (not this->message_hub.isEmpty (GAME_STATE_CHANNEL)) {
775         Message game_state_message =
776             this->message_hub.receiveMessage (GAME_STATE_CHANNEL);
777
778         if (game_state_message.subject == "turn advance") {
779             if (game_state_message.number_of_reads > 0) {
780                 std::cout << "Turn advance message received by " << this << std::endl;
781                 this->message_hub.popMessage (GAME_STATE_CHANNEL);
782             }
783         }
784
785         if (game_state_message.subject == "game state") {
786             if (game_state_message.number_of_reads > 0) {
787                 std::cout << "Game state message received by " << this << std::endl;
788                 this->message_hub.popMessage (GAME_STATE_CHANNEL);
789             }
790         }
791     }
792
793     return;
794 } /* __processMessage() */

```

#### 4.5.3.22 \_\_sendCreditsEarnedMessage()

```

void Game::__sendCreditsEarnedMessage (
    void ) [private]

```

Helper method to format and send a credits earned message.

```

655 {
656     Message credits_earned_message;
657
658     credits_earned_message.channel = SETTLEMENT_CHANNEL;
659     credits_earned_message.subject = "credits earned";
660
661     this->message_hub.sendMessage (credits_earned_message);
662
663     std::cout << "Credits earned message sent by " << this << std::endl;
664     return;
665 } /* __sendCreditsEarnedMessage() */

```

#### 4.5.3.23 \_\_sendGameStateMessage()

```

void Game::__sendGameStateMessage (
    void ) [private]

```

Helper method to format and send a game state message.

```

539 {
540     Message game_state_message;
541
542     game_state_message.channel = GAME_STATE_CHANNEL;
543     game_state_message.subject = "game state";
544
545     game_state_message.int_payload["year"] = this->year;
546     game_state_message.int_payload["month"] = this->month;
547     game_state_message.int_payload["population"] = this->population;
548     game_state_message.int_payload["credits"] = this->credits;
549     game_state_message.int_payload["demand_MWh"] = this->demand_MWh;
550     game_state_message.int_payload["cumulative_emissions_tonnes"] =
551         this->cumulative_emissions_tonnes;
552
553     game_state_message.int_payload["reads"] = 0;
554
555     switch (this->game_phase) {
556         case (GamePhase :: BUILD_SETTLEMENT): {
557             game_state_message.string_payload["game phase"] = "build settlement";
558
559             break;
560         }

```

```

561
562
563     case (GamePhase :: SYSTEM_MANAGEMENT): {
564         game_state_message.string_payload["game phase"] = "system management";
565
566         break;
567     }
568
569
570     case (GamePhase :: LOSS_EMISSIONS): {
571         game_state_message.string_payload["game phase"] = "loss emissions";
572
573         break;
574     }
575
576
577     case (GamePhase :: LOSS_DEMAND): {
578         game_state_message.string_payload["game phase"] = "loss demand";
579
580         break;
581     }
582
583
584     case (GamePhase :: LOSS_CREDITS): {
585         game_state_message.string_payload["game phase"] = "loss credits";
586
587         break;
588     }
589
590
591     case (GamePhase :: VICTORY): {
592         game_state_message.string_payload["game phase"] = "victory";
593
594         break;
595     }
596
597
598     default: {
599         // do nothing!
600
601         break;
602     }
603 }
604
605 game_state_message.vector_payload["demand_vec_MWh"] = this->demand_vec_MWh;
606
607 this->message_hub.sendMessage(game_state_message);
608
609 std::cout << "Game state message sent by " << this << std::endl;
610 return;
611 } /* __sendGameStateMessage() */

```

#### 4.5.3.24 \_\_sendTurnAdvanceMessage()

```

void Game::__sendTurnAdvanceMessage (
    void ) [private]

```

Helper method to format and send a turn advance message.

```

626 {
627     Message turn_advance_message;
628
629     turn_advance_message.channel = GAME_STATE_CHANNEL;
630     turn_advance_message.subject = "turn advance";
631
632     turn_advance_message.int_payload["credits"] = this->credits;
633     turn_advance_message.int_payload["month"] = this->month;
634     turn_advance_message.int_payload["demand_MWh"] = this->demand_MWh;
635
636     this->message_hub.sendMessage(turn_advance_message);
637
638     std::cout << "Turn advance message sent by " << this << std::endl;
639     return;
640 } /* __sendTurnAdvanceMessage() */

```



## 4.5.3.25 \_\_summarizeTurn()

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

Helper method to generate end of turn summary.

```
916 {
917     if (this->turn - 1 == 0) {
918         return;
919     }
920     this->substring_idx = 0;
921     // 1. handle dispatch and demand
922     if (this->demand_served_MWh > this->past_demand_MWh) {
923         this->overproduction_MWh = this->demand_served_MWh - this->past_demand_MWh;
924         this->demand_served_MWh -= this->overproduction_MWh;
925         this->overproduction_penalty =
926             round(CREDITS_PER_MWH_SERVED * this->overproduction_MWh);
927     }
928     else if (this->demand_served_MWh < this->past_demand_MWh) {
929         this->demand_remaining_MWh = this->past_demand_MWh - this->demand_served_MWh;
930     }
931     // 2. compute dispatch income
932     this->dispatch_income = round(CREDITS_PER_MWH_SERVED * this->demand_served_MWh);
933     if (this->dispatch_income > 0) {
934         this->__sendCreditsEarnedMessage();
935     }
936     // 3. compute net credit flow
937     this->net_credit_flow = this->dispatch_income -
938         this->overproduction_penalty -
939         this->turn_fuel_cost -
940         this->turn_operation_maintenance_cost;
941     this->credits += this->net_credit_flow;
942     // 4. assemble turn summary string
943     this->turn_summary_string.clear();
944     //16 line x 32 char console
945     this->turn_summary_string = "          **** TURN ";
946     this->turn_summary_string += std::to_string(this->turn - 1);
947     this->turn_summary_string += " SUMMARY **** ";
948     this->turn_summary_string += " ";
949     this->turn_summary_string += "DEMAND: ";
950     this->turn_summary_string += std::to_string(this->past_demand_MWh);
951     this->turn_summary_string += " MWh\n";
952     this->turn_summary_string += "DEMAND SERVED: ";
953     this->turn_summary_string += std::to_string(this->demand_served_MWh);
954     this->turn_summary_string += " MWh\n";
955     if (this->overproduction_MWh > 0) {
956         this->turn_summary_string += "OVERPRODUCTION: ";
957         this->turn_summary_string += std::to_string(this->overproduction_MWh);
958         this->turn_summary_string += " MWh\n";
959     }
960     else if (this->demand_remaining_MWh > 0) {
961         this->turn_summary_string += "DEMAND REMAINING: ";
962         this->turn_summary_string += std::to_string(this->demand_remaining_MWh);
963         this->turn_summary_string += " MWh\n";
964     }
965     this->turn_summary_string += " ";
966     this->turn_summary_string += " ";
967     this->turn_summary_string += "DISPATCH INCOME: ";
968     this->turn_summary_string += std::to_string(this->dispatch_income);
969     this->turn_summary_string += " K\n";
970     this->turn_summary_string += "FUEL COST: ";
971     this->turn_summary_string += std::to_string(this->turn_fuel_cost);
972     this->turn_summary_string += " K\n";
973     this->turn_summary_string += "OP & MAINT COST: ";
974     this->turn_summary_string += std::to_string(this->turn_operation_maintenance_cost);
975     this->turn_summary_string += " K\n";
976 }
```

```

994
995     this->turn_summary_string += "OVERPRODUCTION:  -";
996     this->turn_summary_string += std::to_string(this->overproduction_penalty);
997     this->turn_summary_string += " K\n";
998
999     this->turn_summary_string += "-----\n";
1000
1001     this->turn_summary_string += "NET:                ";
1002
1003     if (this->net_credit_flow > 0) {
1004         this->turn_summary_string += "+";
1005     }
1006
1007     this->turn_summary_string += std::to_string(this->net_credit_flow);
1008     this->turn_summary_string += " K\n";
1009
1010     this->turn_summary_string += "                                \n";
1011
1012     this->turn_summary_string += "EMISSIONS: ";
1013     this->turn_summary_string += std::to_string(this->turn_emissions_tonnes);
1014     this->turn_summary_string += " tonnes CO2e\n";
1015
1016     if (this->turn_emissions_tonnes <= 0) {
1017         this->consecutive_zero_emissions_months++;
1018     }
1019
1020     else {
1021         this->consecutive_zero_emissions_months = 0;
1022     }
1023
1024     // 5. send game state message
1025     this->__sendGameStateMessage();
1026
1027     return;
1028 } /* _summarizeTurn() */

```

#### 4.5.3.26 \_\_toggleFrameClockOverlay()

```

void Game::__toggleFrameClockOverlay (
    void ) [private]

```

Helper method to toggle frame clock overlay.

```

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

```

#### 4.5.3.27 \_\_toggleTutorial()

```

void Game::__toggleTutorial (
    void ) [private]

```

Helper method to handle toggling the tutorial on and off.

```

263 {
264     if (this->show_tutorial) {
265         this->show_tutorial = false;
266     }
267
268     else {
269         this->tutorial_page = 0;
270         this->tutorial_string = TUTORIAL_PAGES[this->tutorial_page];
271     }

```

```

272         this->show_tutorial = true;
273     }
274
275     this->substring_idx = 0;
276
277     this->assets_manager_ptr->getSound("interface click")->play();
278
279     return;
280 } /* __toggleTutorial() */

```

#### 4.5.3.28 \_\_updatePopulation()

```

void Game::__updatePopulation (
    void ) [private]

```

Helper method to update (i.e. grow) population.

```

141 {
142     unsigned seed = std::chrono::system_clock::now().time_since_epoch().count();
143     std::default_random_engine generator(seed);
144
145     std::normal_distribution<double> normal_dist(
146         MEAN_POPULATION_GROWTH_RATE,
147         STDEV_POPULATION_GROWTH_RATE
148     );
149
150     double growth_rate = normal_dist(generator);
151
152     this->population = ceil((1 + growth_rate) * this->population);
153
154     return;
155 } /* __updatePopulation() */

```

#### 4.5.3.29 run()

```

bool Game::run (
    void )

```

Method to run game (defines game loop).

#### Returns

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

```

1846 {
1847     // start game loop
1848     while (not this->game_loop_broken) {
1849         this->time_since_start_s = this->clock.getElapsedTime().asSeconds();
1850
1851         if (this->time_since_start_s >= (this->frame + 1) * SECONDS_PER_FRAME) {
1852             // process events
1853             while (this->render_window_ptr->pollEvent(this->event)) {
1854                 if (
1855                     (this->game_phase == GamePhase::BUILD_SETTLEMENT) or
1856                     (this->game_phase == GamePhase::SYSTEM_MANAGEMENT)
1857                 ) {
1858                     this->hex_map_ptr->processEvent();
1859                     this->context_menu_ptr->processEvent();
1860                     this->__processEvent();
1861                 }
1862
1863                 else {
1864                     if (this->event.type == sf::Event::KeyPressed) {
1865                         this->game_loop_broken = true;
1866                     }
1867                 }
1868             }
1869         }

```

```

1870
1871 // process messages
1872 while (this->message_hub.hasTraffic()) {
1873     this->hex_map_ptr->processMessage();
1874     this->context_menu_ptr->processMessage();
1875     this->__processMessage();
1876
1877     this->check_terminating_conditions = true;
1878
1879     if (not this->message_deadlock) {
1880         this->message_deadlock_frame++;
1881
1882         if (this->message_deadlock_frame > 5 * FRAMES_PER_SECOND) {
1883             this->message_hub.printState();
1884             this->message_deadlock = true;
1885         }
1886     }
1887 }
1888 this->message_deadlock = false;
1889 this->message_deadlock_frame = 0;
1890
1891 // handle turn end summary
1892 if (this->turn_end) {
1893     std::cout << "**** END OF TURN " << std::to_string(this->turn - 1) <<
1894         " ****" << std::endl;
1895
1896     this->__summarizeTurn();
1897
1898     this->turn_end = false;
1899
1900     this->draw_turn_advance_banner = true;
1901     this->turn_advance_alpha = 0;
1902     this->increase_turn_advance_alpha = true;
1903 }
1904
1905 // check terminating conditions
1906 if (this->check_terminating_conditions) {
1907     this->__checkTerminatingConditions();
1908     this->check_terminating_conditions = false;
1909 }
1910
1911 // draw frame
1912 this->render_window_ptr->clear();
1913
1914 this->hex_map_ptr->draw();
1915 this->context_menu_ptr->draw();
1916 this->__draw();
1917
1918 this->render_window_ptr->display();
1919
1920 // increment frame
1921 this->frame++;
1922 }
1923
1924 // check track status, move to next if stopped
1925 if (this->assets_manager_ptr->getTrackStatus() == sf::SoundSource::Stopped) {
1926     this->assets_manager_ptr->nextTrack();
1927     this->assets_manager_ptr->playTrack();
1928 }
1929
1930 }
1931
1932 return this->quit_game;
1933 }
1934
1935 /* run() */

```

## 4.5.4 Member Data Documentation

### 4.5.4.1 assets\_manager\_ptr

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

A pointer to the assets manager.

#### 4.5.4.2 check\_terminating\_conditions

```
bool Game::check_terminating_conditions
```

Boolean indicating whether or not to check terminating conditions.

#### 4.5.4.3 clock

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

The game clock.

#### 4.5.4.4 consecutive\_zero\_emissions\_months

```
int Game::consecutive_zero_emissions_months
```

The number of recent, consecutive zero emission months.

#### 4.5.4.5 context\_menu\_ptr

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

Pointer to the context menu.

#### 4.5.4.6 credits

```
int Game::credits
```

Current balance of credits.

#### 4.5.4.7 cumulative\_emissions\_tonnes

```
int Game::cumulative_emissions_tonnes
```

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

#### 4.5.4.8 demand\_MWh

```
int Game::demand_MWh
```

Current energy demand [MWh].

#### 4.5.4.9 demand\_remaining\_MWh

```
int Game::demand_remaining_MWh
```

The demand remaining at the end of a turn.

#### 4.5.4.10 demand\_served\_MWh

```
int Game::demand_served_MWh
```

The demand served at the end of a turn.

#### 4.5.4.11 demand\_vec\_MWh

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

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

#### 4.5.4.12 dispatch\_income

```
int Game::dispatch_income
```

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

#### 4.5.4.13 draw\_turn\_advance\_banner

```
bool Game::draw_turn_advance_banner
```

A boolean indicating whether or not to draw the turn advance banner.

#### 4.5.4.14 event

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

The game events class.

#### 4.5.4.15 frame

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

The current frame of the game.

#### 4.5.4.16 game\_loop\_broken

```
bool Game::game_loop_broken
```

Boolean indicating whether or not the game loop is broken.

#### 4.5.4.17 game\_phase

```
GamePhase Game::game_phase
```

The current phase of the game.

#### 4.5.4.18 hex\_map\_ptr

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

Pointer to the hex map (defines game world).

#### 4.5.4.19 increase\_turn\_advance\_alpha

```
bool Game::increase_turn_advance_alpha
```

A boolean which indicates whether the turn advance alpha is increasing or decreasing.

#### 4.5.4.20 message\_deadlock

```
bool Game::message_deadlock
```

A boolean indicating whether a message deadlock has been detected.

#### 4.5.4.21 message\_deadlock\_frame

```
int Game::message_deadlock_frame
```

A frame counter for detecting message deadlock.

#### 4.5.4.22 message\_hub

```
MessageHub Game::message_hub
```

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

#### 4.5.4.23 month

```
int Game::month
```

Current game month.

#### 4.5.4.24 net\_credit\_flow

```
int Game::net_credit_flow
```

The net credit flow at the end of a turn.

#### 4.5.4.25 overproduction\_MWh

```
int Game::overproduction_MWh
```

The amount of overproduction at the end of a turn.



#### 4.5.4.26 overproduction\_penalty

```
int Game::overproduction_penalty
```

The penalty for overproduction.

#### 4.5.4.27 past\_demand\_MWh

```
int Game::past_demand_MWh
```

The demand in the previous turn.

#### 4.5.4.28 population

```
int Game::population
```

Current population.

#### 4.5.4.29 quit\_game

```
bool Game::quit_game
```

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

#### 4.5.4.30 render\_window\_ptr

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

A pointer to the render window.

#### 4.5.4.31 show\_frame\_clock\_overlay

```
bool Game::show_frame_clock_overlay
```

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

#### 4.5.4.32 show\_tutorial

```
bool Game::show_tutorial
```

A boolean indicating whether or not to show the tutorial.

#### 4.5.4.33 substring\_idx

```
size_t Game::substring_idx
```

The index of the turn summary or tutorial substring.

#### 4.5.4.34 time\_since\_start\_s

```
double Game::time_since_start_s
```

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

#### 4.5.4.35 turn

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

The current game turn.

#### 4.5.4.36 turn\_advance\_alpha

```
double Game::turn_advance_alpha
```

The alpha value for the turn advance banner.

#### 4.5.4.37 turn\_emissions\_tonnes

```
int Game::turn_emissions_tonnes
```

The amount of emissions at the end of a turn.

#### 4.5.4.38 turn\_end

```
bool Game::turn_end
```

A boolean indicating a turn end.

#### 4.5.4.39 turn\_fuel\_cost

```
int Game::turn_fuel_cost
```

The cost of fuel at the end of a turn.

#### 4.5.4.40 turn\_operation\_maintenance\_cost

```
int Game::turn_operation_maintenance_cost
```

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

#### 4.5.4.41 turn\_summary\_string

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

A string representation of the end of turn summary.

#### 4.5.4.42 turn\_summary\_text

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

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

#### 4.5.4.43 tutorial\_page

```
size_t Game::tutorial_page
```

Index for which page of the tutorial to show.

#### 4.5.4.44 tutorial\_string

```
std::string Game::tutorial_string
```

A string representation of the current tutorial page.

#### 4.5.4.45 tutorial\_text

```
sf::Text Game::tutorial_text
```

A text representation (drawable) of the tutorial page.

#### 4.5.4.46 year

```
int Game::year
```

Current game year.

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

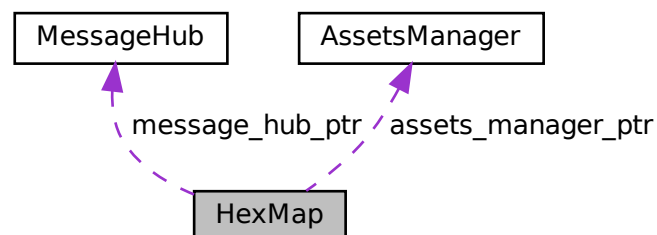
- header/[Game.h](#)
- source/[Game.cpp](#)

## 4.6 HexMap Class Reference

A class which defines a hex map of hex tiles.

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

Collaboration diagram for HexMap:



## Public Member Functions

- [HexMap](#) (int, sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor (intended) for the [HexMap](#) class.*
- void [assess](#) (void)  
*Method to assess the resource of the selected tile.*
- void [reroll](#) (void)  
*Method to re-roll the hex map.*
- void [toggleResourceOverlay](#) (void)  
*Method to toggle the hex map resource overlay.*
- void [processEvent](#) (void)  
*Method to process [HexMap](#). To be called once per event.*
- void [processMessage](#) (void)  
*Method to process [HexMap](#). To be called once per message.*
- void [draw](#) (void)  
*Method to draw the hex map to the render window. To be called once per frame.*
- void [clear](#) (void)  
*Method to clear the hex map.*
- [~HexMap](#) (void)  
*Destructor for the [HexMap](#) class.*

## Public Attributes

- bool [show\\_resource](#)  
*A boolean which indicates whether or not to show resource value.*
- bool [tile\\_selected](#)  
*A boolean which indicates if a tile is currently selected.*
- bool [settlement\\_position\\_logged](#)  
*A boolean which indicates if the settlement position has been logged.*
- bool [just\\_constructed](#)  
*A boolean which indicates if the [HexMap](#) has just been constructed.*
- int [n\\_layers](#)  
*The number of layers in the hex map.*
- int [n\\_tiles](#)  
*The number of tiles in the hex map.*
- unsigned long long int [frame](#)  
*The current frame of this object.*
- size\_t [initial\\_draw\\_tile\\_idx](#)  
*The current tile idx (for the initial draw tile wave animation).*
- int [demand\\_MWh](#)  
*Current energy demand [MWh].*
- double [dalpha](#)  
*The change in tile alpha (for the tile wave animation).*
- 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.*
- double [settlement\\_position\\_x](#)  
*The x position of the settlement.*
- double [settlement\\_position\\_y](#)

- *The y position of the settlement.*  
• `sf::RectangleShape` [glass\\_screen](#)  
*To give the effect of an old glass screen over the hex map.*
- `std::vector< double >` [tile\\_position\\_x\\_vec](#)  
*A vector of tile x positions.*
- `std::vector< double >` [tile\\_position\\_y\\_vec](#)  
*A vector of tile y position.*
- `std::vector< HexTile * >` [border\\_tiles\\_vec](#)  
*A vector of pointers to the border tiles.*
- `std::map< double, std::map< double, HexTile * > >` [hex\\_map](#)  
*A position-indexed, nested map of hex tiles.*
- `std::vector< HexTile * >` [hex\\_draw\\_order\\_vec](#)  
*A vector of hex tiles, in drawing order.*

## Private Member Functions

- `void` [\\_\\_setUpGlassScreen](#) (`void`)  
*Helper method to set up glass screen effect (drawable).*
- `void` [\\_\\_layTiles](#) (`void`)  
*Helper method to lay the hex tiles down to generate the game world.*
- `void` [\\_\\_buildDrawOrderVector](#) (`void`)  
*Helper method to build tile drawing order vector.*
- `void` [\\_\\_setUpInitialDraw](#) (`void`)  
*Helper method to set up initial map draw (scale all tiles to zero, to support tile wave animation).*
- `void` [\\_\\_handleInitialDraw](#) (`void`)  
*Helper method to handle initial map draw (tile wave animation).*
- `std::vector< double >` [\\_\\_getNoise](#) (`int`, `int=128`)  
*Helper method to generate a vector of noise, with values mapped to the closed interval [0, 1]. Applies a random cosine series approach.*
- `void` [\\_\\_procedurallyGenerateTileTypes](#) (`void`)  
*Helper method to procedurally generate tile types and set tiles accordingly.*
- `std::vector< double >` [\\_\\_getValidMapIndexPositions](#) (`double`, `double`)  
*Helper method to translate given position into valid index position for a.*
- `std::vector< HexTile * >` [\\_\\_getNeighboursVector](#) (`HexTile *`)  
*Helper method to assemble a vector pointers to all neighbours of the given tile.*
- `TileType` [\\_\\_getMajorityTileType](#) (`HexTile *`)  
*Function to return majority tile type of a tile and its neighbours. If no clear majority, simply returns the type of the given tile.*
- `void` [\\_\\_smoothTileTypes](#) (`void`)  
*Helper method to smooth tile types using a majority rules approach.*
- `bool` [\\_\\_isLakeTouchingOcean](#) (`HexTile *`)
- `void` [\\_\\_enforceOceanContinuity](#) (`void`)  
*Helper method to scan tiles and enforce ocean continuity. That is to say, if a lake tile is found to be in contact with an ocean tile, then it becomes ocean.*
- `void` [\\_\\_procedurallyGenerateTileResources](#) (`void`)  
*Helper method to procedurally generate tile resources and set tiles accordingly.*
- `void` [\\_\\_assembleHexMap](#) (`void`)  
*Helper method to assemble the hex map.*
- `HexTile *` [\\_\\_getSelectedTile](#) (`void`)  
*Helper method to get pointer to selected tile.*
- `void` [\\_\\_logSettlementPosition](#) (`void`)

- Helper method to log settlement position (if not already done).*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*
- void [\\_\\_sendNoTileSelectedMessage](#) (void)  
*Helper method to format and send message on no tile selected.*
- void [\\_\\_assessNeighbours](#) ([HexTile](#) \*)  
*Helper method to assess all neighbours of the given tile.*
- void [\\_\\_drawTotalDispatch](#) (void)  
*Helper method to compute and draw current total production / dispatch from all production assets.*

## Private Attributes

- sf::Event \* [event\\_ptr](#)  
*A pointer to the event class.*
- sf::RenderWindow \* [render\\_window\\_ptr](#)  
*A pointer to the render window.*
- [AssetsManager](#) \* [assets\\_manager\\_ptr](#)  
*A pointer to the assets manager.*
- [MessageHub](#) \* [message\\_hub\\_ptr](#)  
*A pointer to the message hub.*

### 4.6.1 Detailed Description

A class which defines a hex map of hex tiles.

### 4.6.2 Constructor & Destructor Documentation

#### 4.6.2.1 HexMap()

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

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

#### Parameters

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

```

1411 {
1412     // 1. set attributes
1413
1414     // 1.1. private
1415     this->event_ptr = event_ptr;
1416     this->render_window_ptr = render_window_ptr;
1417
1418     this->assets_manager_ptr = assets_manager_ptr;
1419     this->message_hub_ptr = message_hub_ptr;
1420
1421     // 1.2. public
1422     this->show_resource = false;
1423     this->tile_selected = false;
1424     this->settlement_position_logged = false;
1425     this->just_constructed = true;
1426
1427     this->frame = 0;
1428     this->initial_draw_tile_idx = 1;
1429
1430     this->n_layers = n_layers;
1431     if (this->n_layers < 0) {
1432         this->n_layers = 0;
1433     }
1434
1435     this->demand_MWh = 0;
1436
1437     this->dalpha = 1.6 * FRAMES_PER_SECOND;
1438
1439     this->position_x = 400;
1440     this->position_y = 400;
1441
1442     this->settlement_position_x = 0;
1443     this->settlement_position_y = 0;
1444
1445     // 2. assemble n layer hex map
1446     this->__assembleHexMap();
1447
1448     // 3. set up and position drawable attributes
1449     this->__setUpGlassScreen();
1450
1451     // 4. add message channel(s)
1452     this->message_hub_ptr->addChannel(TILE_SELECTED_CHANNEL);
1453     this->message_hub_ptr->addChannel(NO_TILE_SELECTED_CHANNEL);
1454     this->message_hub_ptr->addChannel(TILE_STATE_CHANNEL);
1455     this->message_hub_ptr->addChannel(HEX_MAP_CHANNEL);
1456
1457     std::cout << "HexMap constructed at " << this << std::endl;
1458
1459     return;
1460 } /* HexMap(), intended */

```

#### 4.6.2.2 ~HexMap()

```

HexMap::~HexMap (
    void )

```

Destructor for the [HexMap](#) class.

```

1792 {
1793     this->clear();
1794
1795     std::cout << "HexMap at " << this << " destroyed" << std::endl;
1796
1797     return;
1798 } /* ~HexMap() */

```

### 4.6.3 Member Function Documentation



#### 4.6.3.1 \_\_assembleHexMap()

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

Helper method to assemble the hex map.

```
966 {
967     // 1. seed RNG (using milliseconds since 1 Jan 1970)
968     unsigned long long int milliseconds_since_epoch =
969         std::chrono::duration_cast<std::chrono::milliseconds>(
970             std::chrono::system_clock::now().time_since_epoch()
971         ).count();
972     srand(milliseconds_since_epoch);
973
974     // 2. lay tiles
975     this->__layTiles();
976     this->__buildDrawOrderVector();
977
978     // 3. procedurally generate types
979     this->__procedurallyGenerateTileTypes();
980
981     // 4. procedurally generate resources
982     this->__procedurallyGenerateTileResources();
983
984     // 5. set up initial draw
985     this->__setUpInitialDraw();
986
987     return;
988 } /* __assembleHexMap() */
```

#### 4.6.3.2 \_\_assessNeighbours()

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

Helper method to assess all neighbours of the given tile.

##### Parameters

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

```
1217 {
1218     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
1219
1220     for (size_t i = 0; i < neighbours_vec.size(); i++) {
1221         neighbours_vec[i]->assess();
1222     }
1223
1224     return;
1225 } /* __assessNeighbours() */
```

#### 4.6.3.3 \_\_buildDrawOrderVector()

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

Helper method to build tile drawing order vector.

```
273 {
274     // 1. build temp list of tiles
275     std::list<HexTile*> temp_list;
276
277     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
```

```

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

```

#### 4.6.3.4 \_\_drawTotalDispatch()

```

void HexMap::__drawTotalDispatch (
    void ) [private]

```

Helper method to compute and draw current total production / dispatch from all production assets.

```

1241 {
1242     // 1. compute total production / dispatch
1243     int total_production_dispatch_MWh = 0;
1244
1245     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1246     std::map<double, HexTile*>::iterator hex_map_iter_y;
1247
1248     TileImprovement* tile_improvement_ptr;
1249
1250     for (
1251         hex_map_iter_x = this->hex_map.begin();
1252         hex_map_iter_x != this->hex_map.end();
1253         hex_map_iter_x++
1254     ) {
1255         for (
1256             hex_map_iter_y = hex_map_iter_x->second.begin();
1257             hex_map_iter_y != hex_map_iter_x->second.end();
1258             hex_map_iter_y++
1259         ) {
1260             if (
1261                 (hex_map_iter_y->second->has_improvement) and
1262                 (hex_map_iter_y->second->tile_improvement_ptr->tile_improvement_type !=

```

```

1263         TileImprovementType :: SETTLEMENT)
1264     ) {
1265         tile_improvement_ptr = hex_map_iter_y->second->tile_improvement_ptr;
1266
1267         switch (tile_improvement_ptr->tile_improvement_type) {
1268             case (TileImprovementType :: DIESEL_GENERATOR): {
1269                 total_production_dispatch_MWh +=
1270                     ((DieselGenerator*)tile_improvement_ptr)->production_MWh;
1271
1272                 break;
1273             }
1274
1275
1276             case (TileImprovementType :: SOLAR_PV): {
1277                 total_production_dispatch_MWh +=
1278                     ((SolarPV*)tile_improvement_ptr)->dispatch_MWh;
1279
1280                 break;
1281             }
1282
1283
1284             case (TileImprovementType :: TIDAL_TURBINE): {
1285                 total_production_dispatch_MWh +=
1286                     ((TidalTurbine*)tile_improvement_ptr)->dispatch_MWh;
1287
1288                 break;
1289             }
1290
1291
1292             case (TileImprovementType :: WAVE_ENERGY_CONVERTER): {
1293                 total_production_dispatch_MWh +=
1294                     ((WaveEnergyConverter*)tile_improvement_ptr)->dispatch_MWh;
1295
1296                 break;
1297             }
1298
1299
1300             case (TileImprovementType :: WIND_TURBINE): {
1301                 total_production_dispatch_MWh +=
1302                     ((WindTurbine*)tile_improvement_ptr)->dispatch_MWh;
1303
1304                 break;
1305             }
1306
1307
1308             default: {
1309                 // do nothing!
1310
1311                 break;
1312             }
1313         }
1314     }
1315 }
1316
1317 // 2. construct total text
1318 sf::Text total_production_dispatch_text(
1319     std::to_string(total_production_dispatch_MWh),
1320     *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
1321     16
1322 );
1323
1324 total_production_dispatch_text.setOrigin(
1325     total_production_dispatch_text.getLocalBounds().width / 2,
1326     total_production_dispatch_text.getLocalBounds().height / 2
1327 );
1328
1329 total_production_dispatch_text.setPosition(800 - 20, 20 - 4);
1330
1331 sf::Color text_colour;
1332
1333 if (total_production_dispatch_MWh < this->demand_MWh) {
1334     text_colour = MONOCHROME_TEXT_RED;
1335 }
1336
1337 else if (total_production_dispatch_MWh > this->demand_MWh) {
1338     text_colour = MONOCHROME_TEXT_AMBER;
1339 }
1340
1341 else {
1342     text_colour = MONOCHROME_TEXT_GREEN;
1343 }
1344
1345 total_production_dispatch_text.setFillColor(text_colour);
1346
1347 // 4. construct total backing
1348 sf::RectangleShape total_production_dispatch_backing(sf::Vector2f(32, 32));

```

```

1350
1351     total_production_dispatch_backing.setOrigin(
1352         total_production_dispatch_backing.getLocalBounds().width / 2,
1353         total_production_dispatch_backing.getLocalBounds().height / 2
1354     );
1355
1356     total_production_dispatch_backing.setPosition(800 - 20, 20);
1357
1358     total_production_dispatch_backing.setFillColor(MONOCHROME_SCREEN_BACKGROUND);
1359
1360     total_production_dispatch_backing.setOutlineColor(MENU_FRAME_GREY);
1361     total_production_dispatch_backing.setOutlineThickness(2);
1362
1363     // 4. draw
1364     if (total_production_dispatch_MWh > 0) {
1365         this->render_window_ptr->draw(total_production_dispatch_backing);
1366         this->render_window_ptr->draw(total_production_dispatch_text);
1367     }
1368
1369     return;
1370 } /* __drawTotalDispatch() */

```

#### 4.6.3.5 \_\_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.

```

877 {
878     std::cout << "enforcing ocean continuity ..." << std::endl;
879
880     bool tile_changed = false;
881
882     // 1. scan tiles and enforce (where appropriate)
883     std::map<double, std::map<double, HexTile*>>::iterator hex_map_iter_x;
884     std::map<double, HexTile*>::iterator hex_map_iter_y;
885     HexTile* hex_ptr;
886     for (
887         hex_map_iter_x = this->hex_map.begin();
888         hex_map_iter_x != this->hex_map.end();
889         hex_map_iter_x++
890     ) {
891         for (
892             hex_map_iter_y = hex_map_iter_x->second.begin();
893             hex_map_iter_y != hex_map_iter_x->second.end();
894             hex_map_iter_y++
895         ) {
896             hex_ptr = hex_map_iter_y->second;
897
898             if (this->__isLakeTouchingOcean(hex_ptr)) {
899                 hex_ptr->setTileType(TileType :: OCEAN);
900                 tile_changed = true;
901             }
902         }
903     }
904
905     if (tile_changed) {
906         this->__enforceOceanContinuity();
907     }
908     else {
909         return;
910     }
911 } /* __enforceOceanContinuity() */

```

#### 4.6.3.6 \_\_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

<code>hex_ptr</code>	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.

```

733 {
734     // 1. init type count map
735     std::map<TileType, int> type_count_map;
736     type_count_map[hex_ptr->tile_type] = 1;
737
738     // 2. survey neighbours, count type instances
739     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
740
741     for (size_t i = 0; i < neighbours_vec.size(); i++) {
742         if (type_count_map.count(neighbours_vec[i]->tile_type) <= 0) {
743             type_count_map[neighbours_vec[i]->tile_type] = 1;
744         }
745         else {
746             type_count_map[neighbours_vec[i]->tile_type] += 1;
747         }
748     }
749
750     // 3. find majority tile type
751     int max_count = -1 * std::numeric_limits<int>::infinity();
752     TileType majority_tile_type = hex_ptr->tile_type;
753
754     std::map<TileType, int>::iterator map_iter;
755     for (
756         map_iter = type_count_map.begin();
757         map_iter != type_count_map.end();
758         map_iter++
759     ){
760         if (map_iter->second > max_count) {
761             max_count = map_iter->second;
762             majority_tile_type = map_iter->first;
763         }
764     }
765
766     // 4. detect ties
767     for (
768         map_iter = type_count_map.begin();
769         map_iter != type_count_map.end();
770         map_iter++
771     ){
772         if (
773             map_iter->second == max_count and
774             map_iter->first != majority_tile_type
775         ) {
776             majority_tile_type = hex_ptr->tile_type;
777             break;
778         }
779     }
780
781     return majority_tile_type;
782 } /* __getMajorityTileType() */

```

## 4.6.3.7 \_\_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

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

**Returns**

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

```

675 {
676     std::vector<HexTile*> neighbours_vec;
677
678     // 1. build potential neighbour positions
679     std::vector<double> potential_neighbour_x_vec(6, 0);
680     std::vector<double> potential_neighbour_y_vec(6, 0);
681
682     for (int i = 0; i < 6; i++) {
683         potential_neighbour_x_vec[i] = hex_ptr->position_x +
684             2 * hex_ptr->minor_radius * cos((60 * i) * (M_PI / 180));
685
686         potential_neighbour_y_vec[i] = hex_ptr->position_y +
687             2 * hex_ptr->minor_radius * sin((60 * i) * (M_PI / 180));
688     }
689
690     // 2. populate neighbours vector
691     std::vector<double> map_index_positions;
692     double potential_x = 0;
693     double potential_y = 0;
694
695     for (int i = 0; i < 6; i++) {
696         potential_x = potential_neighbour_x_vec[i];
697         potential_y = potential_neighbour_y_vec[i];
698
699         map_index_positions = this->__getValidMapIndexPositions(
700             potential_x,
701             potential_y
702         );
703
704         if (not (map_index_positions[0] == -1)) {
705             neighbours_vec.push_back(
706                 this->hex_map[map_index_positions[0]][map_index_positions[1]]
707             );
708         }
709     }
710
711     return neighbours_vec;
712 } /* __getNeighbourVector() */

```

**4.6.3.8 \_\_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].

```

440 {
441     // 1. generate random amplitude, wave number, direction, and phase vectors
442     std::vector<double> random_amplitude_vec(n_components, 0);
443     std::vector<double> random_wave_number_vec(n_components, 0);
444     std::vector<double> random_frequency_vec(n_components, 0);
445     std::vector<double> random_direction_vec(n_components, 0);
446     std::vector<double> random_phase_vec(n_components, 0);
447
448     for (int i = 0; i < n_components; i++) {

```

```

449         random_amplitude_vec[i] = 10 * ((double)rand() / RAND_MAX);
450
451         random_wave_number_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
452
453         random_frequency_vec[i] = ((double)rand() / RAND_MAX);
454
455         random_direction_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
456
457         random_phase_vec[i] = 2 * M_PI * ((double)rand() / RAND_MAX);
458     }
459
460     // 2. generate noise vec
461     double amp = 0;
462     double wave_no = 0;
463     double freq = 0;
464     double dir = 0;
465     double phase = 0;
466
467     double x = 0;
468     double y = 0;
469     double t = time(NULL);
470
471     double max_noise = -1 * std::numeric_limits<double>::infinity();
472     double min_noise = std::numeric_limits<double>::infinity();
473
474     double noise = 0;
475     std::vector<double> noise_vec(n_elements, 0);
476
477     for (int i = 0; i < n_elements; i++) {
478         x = this->tile_position_x_vec[i] - this->position_x;
479         y = this->tile_position_y_vec[i] - this->position_y;
480
481         for (int j = 0; j < n_components; j++) {
482             amp = random_amplitude_vec[j];
483             wave_no = random_wave_number_vec[j];
484             freq = random_frequency_vec[j];
485             dir = random_direction_vec[j];
486             phase = random_phase_vec[j];
487
488             noise += (amp / (j + 1)) * cos(
489                 wave_no * (j + 1) * (x * sin(dir) + y * cos(dir)) +
490                 2 * M_PI * (j + 1) * freq * t +
491                 phase
492             );
493         }
494
495         noise_vec[i] = noise;
496
497         if (noise > max_noise) {
498             max_noise = noise;
499         }
500
501         else if (noise < min_noise) {
502             min_noise = noise;
503         }
504
505         noise = 0;
506     }
507
508     // 3. normalize noise vec
509     for (int i = 0; i < n_elements; i++) {
510         noise_vec[i] = (noise_vec[i] - min_noise) / (max_noise - min_noise);
511
512         if (noise_vec[i] < 0) {
513             noise_vec[i] = 0;
514         }
515         else if (noise_vec[i] > 1) {
516             noise_vec[i] = 1;
517         }
518     }
519
520     return noise_vec;
521 } /* __getNoise() */

```

#### 4.6.3.9 \_\_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).

```

1005 {
1006     HexTile* selected_tile_ptr = NULL;
1007
1008     bool break_flag = false;
1009     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1010     std::map<double, HexTile*>::iterator hex_map_iter_y;
1011
1012     for (
1013         hex_map_iter_x = this->hex_map.begin();
1014         hex_map_iter_x != this->hex_map.end();
1015         hex_map_iter_x++
1016     ) {
1017         for (
1018             hex_map_iter_y = hex_map_iter_x->second.begin();
1019             hex_map_iter_y != hex_map_iter_x->second.end();
1020             hex_map_iter_y++
1021         ) {
1022             if (hex_map_iter_y->second->is_selected) {
1023                 selected_tile_ptr = hex_map_iter_y->second;
1024                 break_flag = true;
1025             }
1026
1027             if (break_flag) {
1028                 break;
1029             }
1030         }
1031
1032         if (break_flag) {
1033             break;
1034         }
1035     }
1036
1037     return selected_tile_ptr;
1038 } /* __getSelectedTile() */

```

**4.6.3.10 \_\_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.

```

621 {
622     std::vector<double> map_index_positions = {-1, -1};
623
624     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
625     std::map<double, HexTile*>::iterator hex_map_iter_y;
626     HexTile* hex_ptr;
627
628     double distance = 0;
629
630     for (
631         hex_map_iter_x = this->hex_map.begin();

```



```

632     hex_map_iter_x != this->hex_map.end();
633     hex_map_iter_x++
634 ) {
635     for (
636         hex_map_iter_y = hex_map_iter_x->second.begin();
637         hex_map_iter_y != hex_map_iter_x->second.end();
638         hex_map_iter_y++
639     ) {
640         hex_ptr = hex_map_iter_y->second;
641
642         distance = sqrt(
643             pow(hex_ptr->position_x - potential_x, 2) +
644             pow(hex_ptr->position_y - potential_y, 2)
645         );
646
647         if (distance <= hex_ptr->minor_radius / 4) {
648             map_index_positions = {hex_ptr->position_x, hex_ptr->position_y};
649             return map_index_positions;
650         }
651     }
652 }
653
654 return map_index_positions;
655 } /* __isInHexMap() */

```

#### 4.6.3.11 \_\_handleInitialDraw()

```

void HexMap::__handleInitialDraw (
    void ) [private]

```

Helper method to handle initial map draw (tile wave animation).

```

373 {
374     double alpha = 0;
375     sf::Color tile_colour(255, 255, 255, 255);
376
377     for (size_t i = 0; i < this->initial_draw_tile_idx; i++) {
378         tile_colour = this->hex_draw_order_vec[i]->tile_sprite.getFillColor();
379         alpha = tile_colour.a;
380
381         alpha += this->dalpha;
382
383         if (alpha >= 255) {
384             alpha = 255;
385         }
386
387         tile_colour.a = alpha;
388
389         this->hex_draw_order_vec[i]->tile_sprite.setFillColor(tile_colour);
390         this->hex_draw_order_vec[i]->tile_decoration_sprite.setColor(
391             sf::Color(255, 255, 255, alpha)
392         );
393
394         if (i < this->hex_draw_order_vec.size() - 1) {
395             if (i == this->initial_draw_tile_idx - 1) {
396                 if (alpha >= 128) {
397                     this->initial_draw_tile_idx++;
398
399                     if (
400                         this->assets_manager_ptr->getSound("card flick")->getStatus() !=
401                         sf::SoundSource::Playing
402                     ) {
403                         this->assets_manager_ptr->getSound("card flick")->play();
404                     }
405                 }
406             }
407         }
408
409         else {
410             if (alpha >= 255) {
411                 this->just_constructed = false;
412             }
413         }
414     }
415
416     return;
417 } /* __handleInitialDraw() */

```

#### 4.6.3.12 \_\_handleKeyPressEvents()

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

Helper method to handle key press events.

```
1109 {
1110     switch (this->event_ptr->key.code) {
1111         case (sf::Keyboard::Escape): {
1112             this->tile_selected = false;
1113         }
1114
1115         default: {
1116             // do nothing!
1117
1118             break;
1119         }
1120     }
1121 }
1122
1123 return;
1124 } /* __handleKeyPressEvents() */
```

#### 4.6.3.13 \_\_handleMouseButtonEvents()

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

Helper method to handle mouse button events.

```
1139 {
1140     switch (this->event_ptr->mouseButton.button) {
1141         case (sf::Mouse::Left): {
1142             HexTile* hex_ptr = this->__getSelectedTile();
1143
1144             if (hex_ptr != NULL) {
1145                 this->tile_selected = true;
1146             }
1147
1148             else if (this->tile_selected) {
1149                 this->tile_selected = false;
1150                 this->__sendNoTileSelectedMessage();
1151             }
1152
1153             break;
1154         }
1155
1156         case (sf::Mouse::Right): {
1157             if (this->tile_selected) {
1158                 this->tile_selected = false;
1159                 this->__sendNoTileSelectedMessage();
1160             }
1161
1162             break;
1163         }
1164
1165         default: {
1166             // do nothing!
1167
1168             break;
1169         }
1170     }
1171 }
1172
1173 return;
1174 } /* __handleMouseButtonEvents() */
```

## 4.6.3.14 \_\_isLakeTouchingOcean()

```

bool HexMap::__isLakeTouchingOcean (
    HexTile * hex_ptr ) [private]
844 {
845     // 1. if not lake tile, return
846     if (not (hex_ptr->tile_type == TileType :: LAKE)) {
847         return false;
848     }
849
850     // 2. scan neighbours for ocean tiles
851     std::vector<HexTile*> neighbours_vec = this->__getNeighboursVector(hex_ptr);
852
853     for (size_t i = 0; i < neighbours_vec.size(); i++) {
854         if (neighbours_vec[i]->tile_type == TileType :: OCEAN) {
855             return true;
856         }
857     }
858
859     return false;
860 } /* __isLakeTouchingOcean() */

```

## 4.6.3.15 \_\_layTiles()

```

void HexMap::__layTiles (
    void ) [private]

```

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

```

88 {
89     this->n_tiles = 0;
90
91     // 1. add origin tile
92     HexTile* hex_ptr = new HexTile(
93         this->position_x,
94         this->position_y,
95         this->event_ptr,
96         this->render_window_ptr,
97         this->assets_manager_ptr,
98         this->message_hub_ptr
99     );
100
101     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
102     this->tile_position_x_vec.push_back(hex_ptr->position_x);
103     this->tile_position_y_vec.push_back(hex_ptr->position_y);
104     this->n_tiles++;
105
106
107     // 2. fill out first row (reflect across origin tile)
108     for (int i = 0; i < this->n_layers; i++) {
109         hex_ptr = new HexTile(
110             this->position_x + 2 * (i + 1) * hex_ptr->minor_radius,
111             this->position_y,
112             this->event_ptr,
113             this->render_window_ptr,
114             this->assets_manager_ptr,
115             this->message_hub_ptr
116         );
117
118         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
119         this->tile_position_x_vec.push_back(hex_ptr->position_x);
120         this->tile_position_y_vec.push_back(hex_ptr->position_y);
121         this->n_tiles++;
122
123         if (i == this->n_layers - 1) {
124             this->border_tiles_vec.push_back(hex_ptr);
125         }
126
127         hex_ptr = new HexTile(
128             this->position_x - 2 * (i + 1) * hex_ptr->minor_radius,
129             this->position_y,
130             this->event_ptr,
131             this->render_window_ptr,
132             this->assets_manager_ptr,
133             this->message_hub_ptr
134         );
135

```

```

136     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
137     this->tile_position_x_vec.push_back(hex_ptr->position_x);
138     this->tile_position_y_vec.push_back(hex_ptr->position_y);
139     this->n_tiles++;
140
141     if (i == this->n_layers - 1) {
142         this->border_tiles_vec.push_back(hex_ptr);
143     }
144 }
145
146
147 // 3. fill out subsequent rows (reflect across first row)
148 HexTile* first_row_left_tile = hex_ptr;
149
150 int offset_count = 1;
151
152 double x_offset = 0;
153 double y_offset = 0;
154
155 for (
156     int row_width = 2 * this->n_layers;
157     row_width > this->n_layers;
158     row_width--
159 ) {
160     // 3.1. upper row
161     x_offset = first_row_left_tile->position_x +
162         2 * offset_count * first_row_left_tile->minor_radius *
163         cos(60 * (M_PI / 180));
164
165     y_offset = first_row_left_tile->position_y -
166         2 * offset_count * first_row_left_tile->minor_radius *
167         sin(60 * (M_PI / 180));
168
169     hex_ptr = new HexTile(
170         x_offset,
171         y_offset,
172         this->event_ptr,
173         this->render_window_ptr,
174         this->assets_manager_ptr,
175         this->message_hub_ptr
176     );
177
178     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
179     this->tile_position_x_vec.push_back(hex_ptr->position_x);
180     this->tile_position_y_vec.push_back(hex_ptr->position_y);
181     this->n_tiles++;
182
183     this->border_tiles_vec.push_back(hex_ptr);
184
185     for (int i = 1; i < row_width; i++) {
186         x_offset += 2 * first_row_left_tile->minor_radius;
187
188         hex_ptr = new HexTile(
189             x_offset,
190             y_offset,
191             this->event_ptr,
192             this->render_window_ptr,
193             this->assets_manager_ptr,
194             this->message_hub_ptr
195         );
196
197         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
198         this->tile_position_x_vec.push_back(hex_ptr->position_x);
199         this->tile_position_y_vec.push_back(hex_ptr->position_y);
200         this->n_tiles++;
201
202         if (row_width == this->n_layers + 1 or i == row_width - 1) {
203             this->border_tiles_vec.push_back(hex_ptr);
204         }
205     }
206
207     // 3.2. lower row
208     x_offset = first_row_left_tile->position_x +
209         2 * offset_count * first_row_left_tile->minor_radius *
210         cos(60 * (M_PI / 180));
211
212     y_offset = first_row_left_tile->position_y +
213         2 * offset_count * first_row_left_tile->minor_radius *
214         sin(60 * (M_PI / 180));
215
216     hex_ptr = new HexTile(
217         x_offset,
218         y_offset,
219         this->event_ptr,
220         this->render_window_ptr,
221         this->assets_manager_ptr,
222         this->message_hub_ptr

```

```

223     );
224
225     this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
226     this->tile_position_x_vec.push_back(hex_ptr->position_x);
227     this->tile_position_y_vec.push_back(hex_ptr->position_y);
228     this->n_tiles++;
229
230     this->border_tiles_vec.push_back(hex_ptr);
231
232     for (int i = 1; i < row_width; i++) {
233         x_offset += 2 * first_row_left_tile->minor_radius;
234
235         hex_ptr = new HexTile(
236             x_offset,
237             y_offset,
238             this->event_ptr,
239             this->render_window_ptr,
240             this->assets_manager_ptr,
241             this->message_hub_ptr
242         );
243
244         this->hex_map[hex_ptr->position_x][hex_ptr->position_y] = hex_ptr;
245         this->tile_position_x_vec.push_back(hex_ptr->position_x);
246         this->tile_position_y_vec.push_back(hex_ptr->position_y);
247         this->n_tiles++;
248
249         if (row_width == this->n_layers + 1 or i == row_width - 1) {
250             this->border_tiles_vec.push_back(hex_ptr);
251         }
252     }
253
254     offset_count++;
255 }
256
257 return;
258 } /* __layTiles() */

```

#### 4.6.3.16 \_\_logSettlementPosition()

```

void HexMap::__logSettlementPosition (
    void ) [private]

```

Helper method to log settlement position (if not already done).

```

1053 {
1054     bool break_flag = false;
1055
1056     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1057     std::map<double, HexTile*>::iterator hex_map_iter_y;
1058
1059     for (
1060         hex_map_iter_x = this->hex_map.begin();
1061         hex_map_iter_x != this->hex_map.end();
1062         hex_map_iter_x++
1063     ) {
1064         for (
1065             hex_map_iter_y = hex_map_iter_x->second.begin();
1066             hex_map_iter_y != hex_map_iter_x->second.end();
1067             hex_map_iter_y++
1068         ) {
1069             if (
1070                 (hex_map_iter_y->second->has_improvement) and
1071                 (hex_map_iter_y->second->tile_improvement_ptr->tile_improvement_type ==
1072                     TileImprovementType :: SETTLEMENT)
1073             ) {
1074                 this->settlement_position_x = hex_map_iter_y->second->position_x;
1075                 this->settlement_position_y = hex_map_iter_y->second->position_y;
1076
1077                 this->settlement_position_logged = true;
1078
1079                 std::cout << "Settlement position logged, (" <<
1080                     this->settlement_position_x << ", " <<
1081                     this->settlement_position_y << ") " << std::endl;
1082
1083                 break_flag = true;
1084                 break;
1085             }
1086         }
1087     }

```

```

1088         if (break_flag) {
1089             break;
1090         }
1091     }
1092
1093     return;
1094 } /* __logSettlementPosition() */

```

#### 4.6.3.17 \_\_procedurallyGenerateTileResources()

```

void HexMap::__procedurallyGenerateTileResources (
    void ) [private]

```

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

```

926 {
927     // 1. get random cosine series noise vec
928     std::vector<double> noise_vec = this->__getNoise(this->n_tiles);
929
930     // 2. set tile resources based on random cosine series noise
931     int noise_idx = 0;
932
933     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
934     std::map<double, HexTile*>::iterator hex_map_iter_y;
935     for (
936         hex_map_iter_x = this->hex_map.begin();
937         hex_map_iter_x != this->hex_map.end();
938         hex_map_iter_x++
939     ) {
940         for (
941             hex_map_iter_y = hex_map_iter_x->second.begin();
942             hex_map_iter_y != hex_map_iter_x->second.end();
943             hex_map_iter_y++
944         ) {
945             hex_map_iter_y->second->setTileResource(noise_vec[noise_idx]);
946             noise_idx++;
947         }
948     }
949
950     return;
951 } /* __procedurallyGenerateTileResources() */

```

#### 4.6.3.18 \_\_procedurallyGenerateTileTypes()

```

void HexMap::__procedurallyGenerateTileTypes (
    void ) [private]

```

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

```

536 {
537     // 1. get random cosine series noise vec
538     std::vector<double> noise_vec = this->__getNoise(this->n_tiles);
539
540     // 2. set initial tile types based on either random cosine series noise or white
541     //     noise (decided by coin toss)
542     int noise_idx = 0;
543
544     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
545     std::map<double, HexTile*>::iterator hex_map_iter_y;
546     for (
547         hex_map_iter_x = this->hex_map.begin();
548         hex_map_iter_x != this->hex_map.end();
549         hex_map_iter_x++
550     ) {
551         for (
552             hex_map_iter_y = hex_map_iter_x->second.begin();
553             hex_map_iter_y != hex_map_iter_x->second.end();
554             hex_map_iter_y++
555         ) {
556             if ((double)rand() / RAND_MAX > 0.5) {
557                 hex_map_iter_y->second->setTileType(noise_vec[noise_idx]);

```

```

558         }
559         else {
560             hex_map_iter_y->second->setTileType((double)rand() / RAND_MAX);
561         }
562         noise_idx++;
563     }
564 }
565
566 // 3. smooth tile types (majority rules)
567 this->__smoothTileTypes();
568
569 // 4. set border tile type to ocean
570 for (size_t i = 0; i < this->border_tiles_vec.size(); i++) {
571     this->border_tiles_vec[i]->setTileType(TileType :: OCEAN);
572 }
573
574 // 5. enforce ocean continuity (i.e. all lake tiles touching ocean become ocean)
575 this->__enforceOceanContinuity();
576
577 // 6. decorate tiles
578 for (
579     hex_map_iter_x = this->hex_map.begin();
580     hex_map_iter_x != this->hex_map.end();
581     hex_map_iter_x++
582 ) {
583     for (
584         hex_map_iter_y = hex_map_iter_x->second.begin();
585         hex_map_iter_y != hex_map_iter_x->second.end();
586         hex_map_iter_y++
587     ) {
588         hex_map_iter_y->second->decorateTile();
589     }
590 }
591
592 return;
593 } /* __procedurallyGenerateTileTypes() */

```

#### 4.6.3.19 \_\_sendNoTileSelectedMessage()

```

void HexMap::__sendNoTileSelectedMessage (
    void ) [private]

```

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

```

1190 {
1191     Message no_tile_selected_message;
1192
1193     no_tile_selected_message.channel = NO_TILE_SELECTED_CHANNEL;
1194     no_tile_selected_message.subject = "no tile selected";
1195
1196     this->message_hub_ptr->sendMessage(no_tile_selected_message);
1197
1198     std::cout << "No tile selected message sent by " << this << std::endl;
1199     return;
1200 } /* __sendNoTileSelectedMessage() */

```

#### 4.6.3.20 \_\_setUpGlassScreen()

```

void HexMap::__setUpGlassScreen (
    void ) [private]

```

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

```

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

```

#### 4.6.3.21 \_\_setUpInitialDraw()

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

Helper method to set up initial map draw (scale all tiles to zero, to support tile wave animation).

```
342 {
343     double alpha = 0;
344     sf::Color tile_colour(255, 255, 255, 255);
345
346     for (size_t i = 0; i < this->hex_draw_order_vec.size(); i++) {
347         tile_colour = this->hex_draw_order_vec[i]->tile_sprite.getFillColor();
348         tile_colour.a = alpha;
349
350         this->hex_draw_order_vec[i]->tile_sprite.setFillColor(tile_colour);
351
352         this->hex_draw_order_vec[i]->tile_decoration_sprite.setColor(
353             sf::Color(255, 255, 255, 0)
354         );
355     }
356
357     return;
358 } /* __setUpInitialDraw() */
```

#### 4.6.3.22 \_\_smoothTileTypes()

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

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

```
797 {
798     std::cout << "smoothing ..." << std::endl;
799
800     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
801     std::map<double, HexTile*>::iterator hex_map_iter_y;
802     HexTile* hex_ptr;
803     TileType majority_tile_type;
804
805     for (
806         hex_map_iter_x = this->hex_map.begin();
807         hex_map_iter_x != this->hex_map.end();
808         hex_map_iter_x++
809     ) {
810         for (
811             hex_map_iter_y = hex_map_iter_x->second.begin();
812             hex_map_iter_y != hex_map_iter_x->second.end();
813             hex_map_iter_y++
814         ) {
815             hex_ptr = hex_map_iter_y->second;
816             majority_tile_type = this->__getMajorityTileType(hex_ptr);
817
818             if (majority_tile_type != hex_ptr->tile_type) {
819                 hex_ptr->setTileType(majority_tile_type);
820             }
821         }
822     }
823
824     return;
825 } /* __smoothTileTypes() */
```

#### 4.6.3.23 assess()

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

Method to assess the resource of the selected tile.



```

1475 {
1476     HexTile* selected_tile_ptr = this->__getSelectedTile();
1477     if (selected_tile_ptr != NULL) {
1478         selected_tile_ptr->assess();
1479     }
1480
1481     return;
1482 } /* assess() */

```

#### 4.6.3.24 clear()

```

void HexMap::clear (
    void )

```

Method to clear the hex map.

```

1754 {
1755     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1756     std::map<double, HexTile*>::iterator hex_map_iter_y;
1757     for (
1758         hex_map_iter_x = this->hex_map.begin();
1759         hex_map_iter_x != this->hex_map.end();
1760         hex_map_iter_x++
1761     ) {
1762         for (
1763             hex_map_iter_y = hex_map_iter_x->second.begin();
1764             hex_map_iter_y != hex_map_iter_x->second.end();
1765             hex_map_iter_y++
1766         ) {
1767             delete hex_map_iter_y->second;
1768         }
1769     }
1770     this->hex_map.clear();
1771
1772     this->tile_position_x_vec.clear();
1773     this->tile_position_y_vec.clear();
1774     this->border_tiles_vec.clear();
1775
1776     return;
1777 } /* clear() */

```

#### 4.6.3.25 draw()

```

void HexMap::draw (
    void )

```

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

```

1673 {
1674     // 1. draw background
1675     sf::Color glass_screen_colour = this->glass_screen.getFillColor();
1676     glass_screen_colour.a = 255;
1677     this->glass_screen.setFillColor(glass_screen_colour);
1678
1679     this->render_window_ptr->draw(this->glass_screen);
1680
1681     // 2. draw tiles (other than the selected tile) in drawing order
1682     for (size_t i = 0; i < this->hex_draw_order_vec.size(); i++) {
1683         if (not this->hex_draw_order_vec[i]->is_selected) {
1684             this->hex_draw_order_vec[i]->draw();
1685         }
1686     }
1687
1688     // 3. draw total production / dispatch overlay
1689     if (this->settlement_position_logged) {
1690         this->__drawTotalDispatch();
1691     }
1692
1693     // 4. draw selected tile
1694     HexTile* selected_tile_ptr = this->__getSelectedTile();
1695     if (selected_tile_ptr != NULL) {

```

```

1696         selected_tile_ptr->draw();
1697
1698         if (
1699             (selected_tile_ptr->has_improvement) and
1700             (selected_tile_ptr->tile_improvement_ptr->tile_improvement_type ==
1701              TileImprovementType :: SETTLEMENT)
1702         ) {
1703             this->__drawTotalDispatch();
1704         }
1705     }
1706
1707     // 5. draw resource overlay text indication
1708     if (this->show_resource) {
1709         sf::Text resource_overlay_text (
1710             "**** RENEWABLE RESOURCE OVERLAY ****",
1711             *(this->assets_manager_ptr->getFont ("Glass_TTY_VT220")),
1712             16
1713         );
1714
1715         resource_overlay_text.setPosition (
1716             (800 - resource_overlay_text.getLocalBounds().width) / 2,
1717             GAME_HEIGHT - 70
1718         );
1719
1720         resource_overlay_text.setFillColor (MONOCHROME_TEXT_GREEN);
1721
1722         this->render_window_ptr->draw(resource_overlay_text);
1723     }
1724
1725     // 6. draw glass screen
1726     glass_screen_colour = this->glass_screen.getFillColor();
1727     glass_screen_colour.a = 40;
1728     this->glass_screen.setFillColor(glass_screen_colour);
1729
1730     this->render_window_ptr->draw(this->glass_screen);
1731
1732     // 7. handle initial draw (tile wave animation)
1733     if (this->just_constructed) {
1734         this->__handleInitialDraw();
1735     }
1736
1737     this->frame++;
1738     return;
1739 } /* draw() */

```

#### 4.6.3.26 processEvent()

```

void HexMap::processEvent (
    void )

```

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

```

1560 {
1561     // 1. process HexTile events
1562     std::map<double, std::map<double, HexTile*>>::iterator hex_map_iter_x;
1563     std::map<double, HexTile*>::iterator hex_map_iter_y;
1564     for (
1565         hex_map_iter_x = this->hex_map.begin();
1566         hex_map_iter_x != this->hex_map.end();
1567         hex_map_iter_x++
1568     ) {
1569         for (
1570             hex_map_iter_y = hex_map_iter_x->second.begin();
1571             hex_map_iter_y != hex_map_iter_x->second.end();
1572             hex_map_iter_y++
1573         ) {
1574             hex_map_iter_y->second->processEvent();
1575         }
1576     }
1577
1578     // 2. process HexMap events
1579     if (this->event_ptr->type == sf::Event::KeyPressed) {
1580         this->__handleKeyPressEvents();
1581     }
1582
1583     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
1584         this->__handleMouseButtonEvents();
1585     }
1586
1587     return;
1588 } /* processEvent() */

```

## 4.6.3.27 processMessage()

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

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

```
1603 {
1604     // 1. process HexTile messages
1605     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1606     std::map<double, HexTile*>::iterator hex_map_iter_y;
1607     for (
1608         hex_map_iter_x = this->hex_map.begin();
1609         hex_map_iter_x != this->hex_map.end();
1610         hex_map_iter_x++
1611     ) {
1612         for (
1613             hex_map_iter_y = hex_map_iter_x->second.begin();
1614             hex_map_iter_y != hex_map_iter_x->second.end();
1615             hex_map_iter_y++
1616         ) {
1617             hex_map_iter_y->second->processMessage();
1618         }
1619     }
1620
1621     // 2. process HexMap messages
1622     if (not this->message_hub_ptr->isEmpty(HEX_MAP_CHANNEL)) {
1623         Message hex_map_message = this->message_hub_ptr->receiveMessage(
1624             HEX_MAP_CHANNEL
1625         );
1626
1627         if (hex_map_message.subject == "assess neighbours") {
1628             HexTile* hex_ptr = this->__getSelectedTile();
1629             this->__assessNeighbours(hex_ptr);
1630
1631             std::cout << "Assess neighbours message received by " << this << std::endl;
1632             this->message_hub_ptr->popMessage(HEX_MAP_CHANNEL);
1633         }
1634     }
1635
1636     if (not this->message_hub_ptr->isEmpty(GAME_STATE_CHANNEL)) {
1637         Message game_state_message = this->message_hub_ptr->receiveMessage(
1638             GAME_STATE_CHANNEL
1639         );
1640
1641         if (game_state_message.subject == "game state") {
1642             this->demand_MWh = game_state_message.int_payload["demand_MWh"];
1643
1644             this->message_hub_ptr->incrementMessageRead(GAME_STATE_CHANNEL);
1645
1646             std::cout << "Game state message read and passed by " << this <<
1647                 " (demand: " << this->demand_MWh << " MWh)" << std::endl;
1648         }
1649     }
1650
1651     // 3. log settlement position (if applicable)
1652     if (not this->settlement_position_logged) {
1653         this->__logSettlementPosition();
1654     }
1655
1656     return;
1657 } /* processMessage() */
```

## 4.6.3.28 reroll()

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

Method to re-roll the hex map.

```
1497 {
1498     this->clear();
1499     this->__assembleHexMap();
1500
1501     return;
1502 } /* reroll() */
```

#### 4.6.3.29 toggleResourceOverlay()

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

Method to toggle the hex map resource overlay.

```
1517 {
1518     std::map<double, std::map<double, HexTile*>::iterator hex_map_iter_x;
1519     std::map<double, HexTile*>::iterator hex_map_iter_y;
1520     for (
1521         hex_map_iter_x = this->hex_map.begin();
1522         hex_map_iter_x != this->hex_map.end();
1523         hex_map_iter_x++
1524     ) {
1525         for (
1526             hex_map_iter_y = hex_map_iter_x->second.begin();
1527             hex_map_iter_y != hex_map_iter_x->second.end();
1528             hex_map_iter_y++
1529         ) {
1530             hex_map_iter_y->second->toggleResourceOverlay();
1531         }
1532     }
1533
1534     if (this->show_resource) {
1535         this->show_resource = false;
1536         this->assets_manager_ptr->getSound("resource overlay toggle off")->play();
1537     }
1538
1539     else {
1540         this->show_resource = true;
1541         this->assets_manager_ptr->getSound("resource overlay toggle on")->play();
1542     }
1543
1544     return;
1545 } /* toggleResourceOverlay() */
```

### 4.6.4 Member Data Documentation

#### 4.6.4.1 assets\_manager\_ptr

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

A pointer to the assets manager.

#### 4.6.4.2 border\_tiles\_vec

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

A vector of pointers to the border tiles.

#### 4.6.4.3 dalpha

```
double HexMap::dalpha
```

The change in tile alpha (for the tile wave animation).

#### 4.6.4.4 demand\_MWh

```
int HexMap::demand_MWh
```

Current energy demand [MWh].

#### 4.6.4.5 event\_ptr

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

A pointer to the event class.

#### 4.6.4.6 frame

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

The current frame of this object.

#### 4.6.4.7 glass\_screen

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

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

#### 4.6.4.8 hex\_draw\_order\_vec

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

A vector of hex tiles, in drawing order.

#### 4.6.4.9 hex\_map

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

A position-indexed, nested map of hex tiles.

#### 4.6.4.10 initial\_draw\_tile\_idx

```
size_t HexMap::initial_draw_tile_idx
```

The current tile idx (for the initial draw tile wave animation).

#### 4.6.4.11 just\_constructed

```
bool HexMap::just_constructed
```

A boolean which indicates if the [HexMap](#) has just been constructed.

#### 4.6.4.12 message\_hub\_ptr

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

A pointer to the message hub.

#### 4.6.4.13 n\_layers

```
int HexMap::n_layers
```

The number of layers in the hex map.

#### 4.6.4.14 n\_tiles

```
int HexMap::n_tiles
```

The number of tiles in the hex map.

#### 4.6.4.15 position\_x

```
double HexMap::position_x
```

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

#### 4.6.4.16 position\_y

```
double HexMap::position_y
```

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

#### 4.6.4.17 render\_window\_ptr

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

A pointer to the render window.

#### 4.6.4.18 settlement\_position\_logged

```
bool HexMap::settlement_position_logged
```

A boolean which indicates if the settlement position has been logged.

#### 4.6.4.19 settlement\_position\_x

```
double HexMap::settlement_position_x
```

The x position of the settlement.

#### 4.6.4.20 settlement\_position\_y

```
double HexMap::settlement_position_y
```

The y position of the settlement.

#### 4.6.4.21 show\_resource

```
bool HexMap::show_resource
```

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

#### 4.6.4.22 tile\_position\_x\_vec

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

A vector of tile x positions.

#### 4.6.4.23 tile\_position\_y\_vec

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

A vector of tile y position.

#### 4.6.4.24 tile\_selected

```
bool HexMap::tile_selected
```

A boolean which indicates if a tile is currently selected.

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

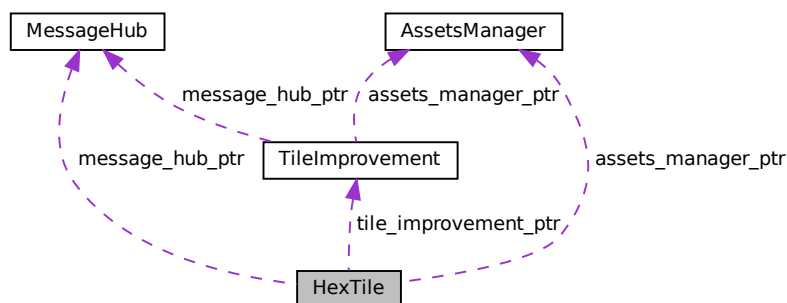
- header/[HexMap.h](#)
- source/[HexMap.cpp](#)

## 4.7 HexTile Class Reference

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

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

Collaboration diagram for HexTile:





## Public Member Functions

- [HexTile](#) (double, double, sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor for the [HexTile](#) class.*
- void [setTileType](#) ([TileType](#))  
*Method to set the tile type (by enum value).*
- void [setTileType](#) (double)  
*Method to set the tile type (by numeric input).*
- void [setTileResource](#) ([TileResource](#))  
*Method to set the tile resource (by enum value).*
- void [setTileResource](#) (double)  
*Method to set the tile resource (by numeric input).*
- void [decorateTile](#) (void)  
*Method to decorate tile.*
- void [toggleResourceOverlay](#) (void)  
*Method to toggle the tile resource overlay.*
- void [assess](#) (void)  
*Method to assess the tile's resource.*
- void [processEvent](#) (void)  
*Method to process [HexTile](#). To be called once per event.*
- void [processMessage](#) (void)  
*Method to process [HexTile](#). To be called once per message.*
- void [draw](#) (void)  
*Method to draw the hex tile to the render window. To be called once per frame.*
- [~HexTile](#) (void)  
*Destructor for the [HexTile](#) class.*

## Public Attributes

- [TileType](#) [tile\\_type](#)  
*The terrain type of the tile.*
- [TileResource](#) [tile\\_resource](#)  
*The renewable resource quality of the tile.*
- bool [show\\_node](#)  
*A boolean which indicates whether or not to show the tile node.*
- bool [show\\_resource](#)  
*A boolean which indicates whether or not to show resource value.*
- bool [resource\\_assessed](#)  
*A boolean which indicates whether or not the resource has been assessed.*
- bool [resource\\_assessment](#)  
*A boolean which triggers a resource assessment notification.*
- bool [is\\_selected](#)  
*A boolean which indicates whether or not the tile is selected.*
- bool [draw\\_explosion](#)  
*A boolean which indicates whether or not to draw a tile explosion.*
- bool [decoration\\_cleared](#)  
*A boolean which indicates if the tile decoration has been cleared.*
- bool [has\\_improvement](#)  
*A boolean which indicates if tile has improvement or not.*
- [TileImprovement](#) \* [tile\\_improvement\\_ptr](#)

- A pointer to the improvement for this tile.*
- bool [build\\_menu\\_open](#)

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

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

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

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

*A frame for key-hold to confirm scrapping.*
  - double [position\\_x](#)

*The x position of the tile.*
  - double [position\\_y](#)

*The y position of the tile.*
  - double [major\\_radius](#)

*The radius of the smallest bounding circle.*
  - double [minor\\_radius](#)

*The radius of the largest inscribed circle.*
  - std::string [game\\_phase](#)

*The current phase of the game.*
  - sf::CircleShape [node\\_sprite](#)

*A circle shape to mark the tile node.*
  - sf::ConvexShape [tile\\_sprite](#)

*A convex shape which represents the tile.*
  - sf::ConvexShape [select\\_outline\\_sprite](#)

*A convex shape which outlines the tile when selected.*
  - sf::CircleShape [resource\\_chip\\_sprite](#)

*A circle shape which represents a resource chip.*
  - sf::Text [resource\\_text](#)

*A text representation of the resource.*
  - sf::Sprite [tile\\_decoration\\_sprite](#)

*A tile decoration sprite.*
  - sf::Sprite [magnifying\\_glass\\_sprite](#)

*A magnifying glass sprite.*
  - std::vector< sf::Sprite > [explosion\\_sprite\\_reel](#)

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

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

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

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

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

## Private Member Functions

- void [\\_\\_setUpNodeSprite](#) (void)  
*Helper method to set up node sprite.*
- void [\\_\\_setUpTileSprite](#) (void)  
*Helper method to set up tile sprite.*
- void [\\_\\_setUpSelectOutlineSprite](#) (void)  
*Helper method to set up select outline sprite.*
- void [\\_\\_setUpResourceChipSprite](#) (void)  
*Helper method to set up resource chip sprite.*
- void [\\_\\_setResourceText](#) (void)  
*Helper method to set up resource text.*
- void [\\_\\_setUpMagnifyingGlassSprite](#) (void)  
*Helper method to set up and position magnifying glass sprite.*
- void [\\_\\_setUpTileExplosionReel](#) (void)  
*Helper method to set up tile explosion sprite reel.*
- void [\\_\\_setUpBuildOption](#) (std::string, std::string)  
*Helper method to set up and position the sprite and text for a build option.*
- void [\\_\\_setUpDieselGeneratorBuildOption](#) (void)  
*Helper method to set up and position the diesel generator build option.*
- void [\\_\\_setUpWindTurbineBuildOption](#) (bool=false, bool=false)  
*Helper method to set up and position the wind turbine build option.*
- void [\\_\\_setUpSolarPVBuildOption](#) (bool=false)  
*Helper method to set up and position the solar PV array build option.*
- void [\\_\\_setUpTidalTurbineBuildOption](#) (void)  
*Helper method to set up and position the tidal turbine build option.*
- void [\\_\\_setUpWaveEnergyConverterBuildOption](#) (void)  
*Helper method to set up and position the wave energy converter build option.*
- void [\\_\\_setUpEnergyStorageSystemBuildOption](#) (void)  
*Helper method to set up and position the wave energy converter build option.*
- void [\\_\\_setUpBuildMenu](#) (void)  
*Helper method to set up and place build menu assets (drawable).*
- void [\\_\\_setIsSelected](#) (bool)  
*Helper method to set the is selected attribute (of tile and improvement).*
- void [\\_\\_clearDecoration](#) (void)  
*Helper method to clear tile decoration.*
- bool [\\_\\_isClicked](#) (void)  
*Helper method to determine if tile was clicked on.*
- void [\\_\\_handleKeyPressEvents](#) (void)  
*Helper method to handle key press events.*
- void [\\_\\_handleKeyReleaseEvents](#) (void)
- void [\\_\\_handleMouseButtonEvents](#) (void)  
*Helper method to handle mouse button events.*
- void [\\_\\_openBuildMenu](#) (void)  
*Helper method to open the tile improvement build menu.*
- void [\\_\\_closeBuildMenu](#) (void)  
*Helper method to close the tile improvement build menu.*
- void [\\_\\_buildSettlement](#) (void)  
*Helper method to build a settlement on this tile.*
- void [\\_\\_buildDieselGenerator](#) (void)  
*Helper method to build a diesel generator on this tile.*

- void [\\_\\_buildSolarPV](#) (void)  
*Helper method to build a solar PV array on this tile.*
- void [\\_\\_buildWindTurbine](#) (void)  
*Helper method to build a wind turbine on this tile.*
- void [\\_\\_buildTidalTurbine](#) (void)  
*Helper method to build a tidal turbine on this tile.*
- void [\\_\\_buildWaveEnergyConverter](#) (void)  
*Helper method to build a wave energy converter on this tile.*
- void [\\_\\_buildEnergyStorage](#) (void)  
*Helper method to build an energy storage system on this tile. DEPRECATED.*
- void [\\_\\_scrapImprovement](#) (void)  
*Helper method to scrap the tile improvement ([Settlement](#) cannot be scrapped). Requires the mapped key to be held continuously to confirm.*
- void [\\_\\_sendTileSelectedMessage](#) (void)  
*Helper method to format and send message on tile selection.*
- std::string [\\_\\_getTileCoordsSubstring](#) (void)  
*Helper method to assemble and return tile coordinates substring.*
- std::string [\\_\\_getTileTypeSubstring](#) (void)  
*Helper method to assemble and return tile type substring.*
- std::string [\\_\\_getTileResourceSubstring](#) (void)  
*Helper method to assemble and return tile resource substring.*
- std::string [\\_\\_getTileImprovementSubstring](#) (void)  
*Helper method to assemble and return the tile improvement substring.*
- std::string [\\_\\_getTileOptionsSubstring](#) (void)  
*Helper method to assemble and return tile options substring.*
- void [\\_\\_sendTileStateMessage](#) (void)  
*Helper method to format and send tile state message.*
- void [\\_\\_sendAssessNeighboursMessage](#) (void)  
*Helper method to format and send assess neighbours message.*
- void [\\_\\_sendGameStateRequest](#) (void)  
*Helper method to format and send a game state request (message).*
- void [\\_\\_sendUpdateGamePhaseMessage](#) (std::string)  
*Helper method to format and send update game phase message.*
- void [\\_\\_sendCreditsSpentMessage](#) (int)  
*Helper method to format and send a credits spent message.*
- void [\\_\\_sendInsufficientCreditsMessage](#) (void)  
*Helper method to format and send an insufficient credits message.*

## Private Attributes

- sf::Event \* [event\\_ptr](#)  
*A pointer to the event class.*
- sf::RenderWindow \* [render\\_window\\_ptr](#)  
*A pointer to the render window.*
- [AssetsManager](#) \* [assets\\_manager\\_ptr](#)  
*A pointer to the assets manager.*
- [MessageHub](#) \* [message\\_hub\\_ptr](#)  
*A pointer to the message hub.*

### 4.7.1 Detailed Description

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

### 4.7.2 Constructor & Destructor Documentation

#### 4.7.2.1 HexTile()

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

Constructor for the [HexTile](#) class.

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

#### Parameters

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

```
2332 {
2333     // 1. set attributes
2334
2335     // 1.1. private
2336     this->event_ptr = event_ptr;
2337     this->render_window_ptr = render_window_ptr;
2338
2339     this->assets_manager_ptr = assets_manager_ptr;
2340     this->message_hub_ptr = message_hub_ptr;
2341
2342     // 1.2. public
2343     this->show_node = false;
2344     this->show_resource = false;
2345     this->resource_assessed = false;
2346     this->resource_assessment = false;
2347     this->is_selected = false;
2348     this->draw_explosion = false;
2349
2350     this->decoration_cleared = false;
2351     this->has_improvement = false;
2352     this->tile_improvement_ptr = NULL;
2353
2354     this->build_menu_open = false;
2355
2356     this->explosion_frame = 0;
2357
2358     this->frame = 0;
2359     this->credits = 0;
2360
2361     this->scrap_improvement_frame = 0;
2362 }
```

```

2363     this->position_x = position_x;
2364     this->position_y = position_y;
2365
2366     this->major_radius = 32;
2367     this->minor_radius = (sqrt(3) / 2) * this->major_radius;
2368
2369     this->game_phase = "build settlement";
2370
2371     // 2. set up and position drawable attributes
2372     this->__setUpNodeSprite();
2373     this->__setUpTileSprite();
2374     this->__setUpSelectOutlineSprite();
2375     this->__setUpResourceChipSprite();
2376     this->__setUpResourceText();
2377     this->__setUpMagnifyingGlassSprite();
2378     this->__setUpTileExplosionReel();
2379
2380     // 3. set tile type and resource (default to none type and average)
2381     this->setTileType(TileType :: NONE_TYPE);
2382     this->setTileResource(TileResource :: AVERAGE);
2383
2384     std::cout << "HexTile constructed at " << this << std::endl;
2385
2386     return;
2387 } /* HexTile() */

```

#### 4.7.2.2 ~HexTile()

```

HexTile::~HexTile (
    void )

```

Destructor for the [HexTile](#) class.

```

2955 {
2956     if (this->tile_improvement_ptr != NULL) {
2957         delete this->tile_improvement_ptr;
2958     }
2959
2960     std::cout << "HexTile at " << this << " destroyed" << std::endl;
2961
2962     return;
2963 } /* ~HexTile() */

```

### 4.7.3 Member Function Documentation

#### 4.7.3.1 \_\_buildDieselGenerator()

```

void HexTile::__buildDieselGenerator (
    void ) [private]

```

Helper method to build a diesel generator on this tile.

```

1409 {
1410     int build_cost = DIESEL_GENERATOR_BUILD_COST;
1411
1412     if (this->credits < build_cost) {
1413         std::cout << "Cannot build diesel generator: insufficient credits (need "
1414             << build_cost << " K)" << std::endl;
1415
1416         this->__sendInsufficientCreditsMessage();
1417         return;
1418     }
1419
1420     this->tile_improvement_ptr = new DieselGenerator(
1421         this->position_x,
1422         this->position_y,
1423         this->tile_resource,

```

```

1424         this->event_ptr,
1425         this->render_window_ptr,
1426         this->assets_manager_ptr,
1427         this->message_hub_ptr
1428     );
1429
1430     this->has_improvement = true;
1431     this->__closeBuildMenu();
1432
1433     if (not this->resource_assessed) {
1434         this->assess();
1435     }
1436
1437     this->__sendCreditsSpentMessage(build_cost);
1438     this->__sendTileStateMessage();
1439     this->__sendGameStateRequest();
1440
1441     return;
1442 } /* __buildDieselGenerator() */

```

#### 4.7.3.2 \_\_buildEnergyStorage()

```

void HexTile::__buildEnergyStorage (
    void ) [private]

```

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

```

1677 {
1678     /*
1679     int build_cost = ENERGY_STORAGE_SYSTEM_BUILD_COST;
1680
1681     if (this->credits < build_cost) {
1682         std::cout << "Cannot build energy storage system: insufficient credits (need "
1683             << build_cost << " K)" << std::endl;
1684
1685         this->__sendInsufficientCreditsMessage();
1686         return;
1687     }
1688
1689     this->tile_improvement_ptr = new EnergyStorageSystem(
1690         this->position_x,
1691         this->position_y,
1692         this->event_ptr,
1693         this->render_window_ptr,
1694         this->assets_manager_ptr,
1695         this->message_hub_ptr
1696     );
1697
1698     this->has_improvement = true;
1699     this->__closeBuildMenu();
1700
1701     if (not this->resource_assessed) {
1702         this->assess();
1703     }
1704
1705     this->__sendCreditsSpentMessage(build_cost);
1706     this->__sendTileStateMessage();
1707     this->__sendGameStateRequest();
1708     */
1709     return;
1710 } /* __buildEnergyStorage() */

```

#### 4.7.3.3 \_\_buildSettlement()

```

void HexTile::__buildSettlement (
    void ) [private]

```

Helper method to build a settlement on this tile.

```

1362 {
1363     if (this->credits < BUILD_SETTLEMENT_COST) {

```

```

1364         std::cout << "Cannot build settlement: insufficient credits (need "
1365             << BUILD_SETTLEMENT_COST << " K)" << std::endl;
1366
1367         this->__sendInsufficientCreditsMessage();
1368         return;
1369     }
1370
1371     this->__clearDecoration();
1372
1373     this->tile_improvement_ptr = new Settlement(
1374         this->position_x,
1375         this->position_y,
1376         this->tile_resource,
1377         this->event_ptr,
1378         this->render_window_ptr,
1379         this->assets_manager_ptr,
1380         this->message_hub_ptr
1381     );
1382
1383     this->has_improvement = true;
1384
1385     this->assess();
1386     this->__sendAssessNeighboursMessage();
1387
1388     this->__sendUpdateGamePhaseMessage("system management");
1389     this->__sendCreditsSpentMessage(BUILD_SETTLEMENT_COST);
1390     this->__sendTileStateMessage();
1391     this->__sendGameStateRequest();
1392
1393     return;
1394 } /* __buildSettlement() */

```

#### 4.7.3.4 \_\_buildSolarPV()

```

void HexTile::__buildSolarPV (
    void ) [private]

```

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

```

1457 {
1458     int build_cost = SOLAR_PV_BUILD_COST;
1459
1460     if (this->tile_type == TileType :: LAKE) {
1461         build_cost *= SOLAR_PV_WATER_BUILD_MULTIPLIER;
1462     }
1463
1464     if (this->credits < build_cost) {
1465         std::cout << "Cannot build solar PV array: insufficient credits (need "
1466             << build_cost << " K)" << std::endl;
1467
1468         this->__sendInsufficientCreditsMessage();
1469         return;
1470     }
1471
1472     this->tile_improvement_ptr = new SolarPV(
1473         this->position_x,
1474         this->position_y,
1475         this->tile_resource,
1476         this->event_ptr,
1477         this->render_window_ptr,
1478         this->assets_manager_ptr,
1479         this->message_hub_ptr
1480     );
1481
1482     this->has_improvement = true;
1483     this->__closeBuildMenu();
1484
1485     if (not this->resource_assessed) {
1486         this->assess();
1487     }
1488
1489     if (this->tile_type == TileType :: LAKE) {
1490         this->decoration_cleared = true;
1491         this->assets_manager_ptr->getSound("splash")->play();
1492     }
1493
1494     this->__sendCreditsSpentMessage(build_cost);
1495     this->__sendTileStateMessage();
1496     this->__sendGameStateRequest();

```



```

1497
1498     return;
1499 } /* __buildSolarPV() */

```

#### 4.7.3.5 \_\_buildTidalTurbine()

```

void HexTile::__buildTidalTurbine (
    void ) [private]

```

Helper method to build a tidal turbine on this tile.

```

1577 {
1578     int build_cost = TIDAL_TURBINE_BUILD_COST;
1579
1580     if (this->credits < build_cost) {
1581         std::cout << "Cannot build tidal turbine: insufficient credits (need "
1582             << build_cost << " K)" << std::endl;
1583
1584         this->__sendInsufficientCreditsMessage();
1585         return;
1586     }
1587
1588     this->tile_improvement_ptr = new TidalTurbine(
1589         this->position_x,
1590         this->position_y,
1591         this->tile_resource,
1592         this->event_ptr,
1593         this->render_window_ptr,
1594         this->assets_manager_ptr,
1595         this->message_hub_ptr
1596     );
1597
1598     this->has_improvement = true;
1599     this->decoration_cleared = true;
1600     this->assets_manager_ptr->getSound("splash")->play();
1601     this->__closeBuildMenu();
1602
1603     if (not this->resource_assessed) {
1604         this->assess();
1605     }
1606
1607     this->__sendCreditsSpentMessage(build_cost);
1608     this->__sendTileStateMessage();
1609     this->__sendGameStateRequest();
1610
1611     return;
1612 } /* __buildTidalTurbine() */

```

#### 4.7.3.6 \_\_buildWaveEnergyConverter()

```

void HexTile::__buildWaveEnergyConverter (
    void ) [private]

```

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

```

1627 {
1628     int build_cost = WAVE_ENERGY_CONVERTER_BUILD_COST;
1629
1630     if (this->credits < build_cost) {
1631         std::cout << "Cannot build wave energy converter: insufficient credits (need "
1632             << build_cost << " K)" << std::endl;
1633
1634         this->__sendInsufficientCreditsMessage();
1635         return;
1636     }
1637
1638     this->tile_improvement_ptr = new WaveEnergyConverter(
1639         this->position_x,
1640         this->position_y,
1641         this->tile_resource,
1642         this->event_ptr,

```

```

1643         this->render_window_ptr,
1644         this->assets_manager_ptr,
1645         this->message_hub_ptr
1646     );
1647
1648     this->has_improvement = true;
1649     this->decoration_cleared = true;
1650     this->assets_manager_ptr->getSound("splash")->play();
1651     this->__closeBuildMenu();
1652
1653     if (not this->resource_assessed) {
1654         this->assess();
1655     }
1656
1657     this->__sendCreditsSpentMessage(build_cost);
1658     this->__sendTileStateMessage();
1659     this->__sendGameStateRequest();
1660
1661     return;
1662 } /* __buildWaveEnergyConverter() */

```

#### 4.7.3.7 \_\_buildWindTurbine()

```

void HexTile::__buildWindTurbine (
    void ) [private]

```

Helper method to build a wind turbine on this tile.

```

1514 {
1515     int build_cost = WIND_TURBINE_BUILD_COST;
1516
1517     if (
1518         (this->tile_type == TileType :: LAKE) or
1519         (this->tile_type == TileType :: OCEAN)
1520     ) {
1521         build_cost *= WIND_TURBINE_WATER_BUILD_MULTIPLIER;
1522     }
1523
1524     if (this->credits < build_cost) {
1525         std::cout << "Cannot build wind turbine: insufficient credits (need "
1526             << build_cost << " K)" << std::endl;
1527
1528         this->__sendInsufficientCreditsMessage();
1529         return;
1530     }
1531
1532     this->tile_improvement_ptr = new WindTurbine(
1533         this->position_x,
1534         this->position_y,
1535         this->tile_resource,
1536         this->event_ptr,
1537         this->render_window_ptr,
1538         this->assets_manager_ptr,
1539         this->message_hub_ptr
1540     );
1541
1542     this->has_improvement = true;
1543     this->__closeBuildMenu();
1544
1545     if (not this->resource_assessed) {
1546         this->assess();
1547     }
1548
1549     if (
1550         (this->tile_type == TileType :: LAKE) or
1551         (this->tile_type == TileType :: OCEAN)
1552     ) {
1553         this->decoration_cleared = true;
1554         this->assets_manager_ptr->getSound("splash")->play();
1555     }
1556
1557     this->__sendCreditsSpentMessage(build_cost);
1558     this->__sendTileStateMessage();
1559     this->__sendGameStateRequest();
1560
1561     return;
1562 } /* __buildWindTurbine() */

```

#### 4.7.3.8 \_\_clearDecoration()

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

Helper method to clear tile decoration.

```
791 {
792     this->decoration_cleared = true;
793     this->draw_explosion = true;
794
795     switch (this->tile_type) {
796         case (TileType :: FOREST): {
797             this->assets_manager_ptr->getSound("clear non-mountains tile")->play();
798             break;
799         }
800
801
802         case (TileType :: MOUNTAINS): {
803             this->assets_manager_ptr->getSound("clear mountains tile")->play();
804             break;
805         }
806
807         case (TileType :: PLAINS): {
808             this->assets_manager_ptr->getSound("clear non-mountains tile")->play();
809             break;
810         }
811
812         default: {
813             // do nothing!
814             break;
815         }
816     }
817
818     return;
819 } /* __clearDecoration() */
```

#### 4.7.3.9 \_\_closeBuildMenu()

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

Helper method to close the tile improvement build menu.

```
1337 {
1338     if (not this->build_menu_open) {
1339         return;
1340     }
1341
1342     this->build_menu_open = false;
1343     this->assets_manager_ptr->getSound("build menu close")->play();
1344     return;
1345 } /* __closeBuildMenu() */
```

#### 4.7.3.10 \_\_getTileCoordsSubstring()

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

Helper method to assemble and return tile coordinates substring.

**Returns**

Tile coordinates substring.

```

1827 {
1828     std::string coords_substring = "TILE COORDS:  (";
1829     coords_substring += std::to_string(int(this->position_x - 400));
1830     coords_substring += ", ";
1831     coords_substring += std::to_string(int(this->position_y - 400));
1832     coords_substring += ")\n";
1833
1834     return coords_substring;
1835 } /* __getTileCoordsSubstring() */

```

**4.7.3.11 \_\_getTileImprovementSubstring()**

```

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

```

Helper method to assemble and return the tile improvement substring.

**Returns**

Tile improvement substring.

```

1986 {
1987     std::string improvement_substring = "TILE IMPROVEMENT:  ";
1988
1989     if (this->has_improvement) {
1990         improvement_substring += this->tile_improvement_ptr->tile_improvement_string;
1991         improvement_substring += "\n";
1992     }
1993
1994     else {
1995         improvement_substring += "NONE\n";
1996     }
1997
1998     return improvement_substring;
1999 } /* __getTileImprovementSubstring() */

```

**4.7.3.12 \_\_getTileOptionsSubstring()**

```

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

```

Helper method to assemble and return tile options substring.

**Returns**

Tile options substring.

```

2016 {
2017     //          32 char x 17 line console "-----\n";
2018     std::string options_substring = "          **** TILE OPTIONS **** \n";
2019     options_substring += "          \n";
2020
2021     if (this->game_phase == "build settlement") {
2022         if (
2023             (this->tile_type != TileType :: OCEAN) and
2024             (this->tile_type != TileType :: LAKE)
2025         ) {
2026             options_substring += "[B]:  BUILD SETTLEMENT (";
2027             options_substring += std::to_string(BUILD_SETTLEMENT_COST);
2028             options_substring += " K)\n";
2029         }

```

```

2030     }
2031
2032
2033     else if (this->game_phase == "system management") {
2034         if (this->has_improvement) {
2035             options_substring.clear();
2036             options_substring = this->tile_improvement_ptr->getTileOptionsSubstring();
2037         }
2038
2039
2040         else if (not this->resource_assessed) {
2041             options_substring += "[A]: ASSESS RESOURCE (";
2042             options_substring += std::to_string(RESOURCE_ASSESSMENT_COST);
2043             options_substring += " K)\n";
2044         }
2045
2046
2047         else if (
2048             (not this->decoration_cleared) and
2049             (this->tile_type != TileType :: OCEAN) and
2050             (this->tile_type != TileType :: LAKE)
2051         ) {
2052             options_substring += "[C]: CLEAR TILE (";
2053
2054             switch (this->tile_type) {
2055                 case (TileType :: FOREST): {
2056                     options_substring += std::to_string(CLEAR_FOREST_COST);
2057
2058                     break;
2059                 }
2060
2061                 case (TileType :: MOUNTAINS): {
2062                     options_substring += std::to_string(CLEAR_MOUNTAINS_COST);
2063
2064                     break;
2065                 }
2066
2067                 case (TileType :: PLAINS): {
2068                     options_substring += std::to_string(CLEAR_PLAINS_COST);
2069
2070                     break;
2071                 }
2072
2073                 default: {
2074                     //do nothing!
2075
2076                     break;
2077                 }
2078             }
2079
2080             options_substring += " K)\n";
2081         }
2082
2083         else if (
2084             (this->decoration_cleared) or
2085             (this->tile_type == TileType :: OCEAN) or
2086             (this->tile_type == TileType :: LAKE)
2087         ) {
2088             options_substring += "[B]: OPEN BUILD MENU\n";
2089         }
2090
2091
2092     else if (this->game_phase == "victory") {
2093         options_substring += "      **** VICTORY ****      \n";
2094     }
2095
2096     else {
2097         options_substring += "      **** LOSS ****      \n";
2098     }
2099
2100     return options_substring;
2101 } /* __getTileOptionsString() */

```

#### 4.7.3.13 \_\_getTileResourceSubstring()

```
std::string HexTile::__getTileResourceSubstring (
```

```
void ) [private]
```

Helper method to assemble and return tile resource substring.

### Returns

Tile resource substring.

```

1916 {
1917     std::string resource_substring = "TILE RESOURCE: ";
1918
1919     if (this->resource_assessed) {
1920         switch (this->tile_resource) {
1921             case (TileResource :: POOR): {
1922                 resource_substring += "POOR\n";
1923
1924                 break;
1925             }
1926
1927             case (TileResource ::BELOW_AVERAGE): {
1928                 resource_substring += "BELOW AVERAGE\n";
1929
1930                 break;
1931             }
1932
1933             case (TileResource :: AVERAGE): {
1934                 resource_substring += "AVERAGE\n";
1935
1936                 break;
1937             }
1938
1939             case (TileResource :: ABOVE_AVERAGE): {
1940                 resource_substring += "ABOVE AVERAGE\n";
1941
1942                 break;
1943             }
1944
1945             case (TileResource :: GOOD): {
1946                 resource_substring += "GOOD\n";
1947
1948                 break;
1949             }
1950
1951             default: {
1952                 resource_substring += "???\n";
1953
1954                 break;
1955             }
1956         }
1957     }
1958     else {
1959         resource_substring += "???\n";
1960     }
1961     return resource_substring;
1962 } /* __getTileResourceSubstring() */

```

#### 4.7.3.14 \_\_getTileTypeSubstring()

```

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

```

Helper method to assemble and return tile type substring.

## Returns

Tile type substring.

```

1852 {
1853     std::string type_substring = "TILE TYPE:      ";
1854
1855     switch (this->tile_type) {
1856         case (TileType :: FOREST): {
1857             type_substring += "FOREST\n";
1858
1859             break;
1860         }
1861
1862
1863         case (TileType :: LAKE): {
1864             type_substring += "LAKE\n";
1865
1866             break;
1867         }
1868
1869
1870         case (TileType :: MOUNTAINS): {
1871             type_substring += "MOUNTAINS\n";
1872
1873             break;
1874         }
1875
1876
1877         case (TileType :: OCEAN): {
1878             type_substring += "OCEAN\n";
1879
1880             break;
1881         }
1882
1883
1884         case (TileType :: PLAINS): {
1885             type_substring += "PLAINS\n";
1886
1887             break;
1888         }
1889
1890
1891         default: {
1892             type_substring += "???\n";
1893
1894             break;
1895         }
1896     }
1897
1898     return type_substring;
1899 } /* __getTileTypeSubstring() */

```

## 4.7.3.15 \_\_handleKeyPressEvents()

```

void HexTile::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

874 {
875     if (not this->is_selected) {
876         return;
877     }
878
879
880     if (this->event_ptr->key.code == sf::Keyboard::Escape) {
881         this->__setIsSelected(false);
882     }
883
884
885     if (this->build_menu_open) {
886         switch (this->tile_type) {
887             case (TileType :: FOREST): {
888                 switch (this->event_ptr->key.code) {
889                     case (sf::Keyboard::D): {
890                         this->__buildDieselGenerator();
891
892                         break;

```

```
893         }
894
895
896         case (sf::Keyboard::S): {
897             this->__buildSolarPV();
898
899             break;
900         }
901
902
903         case (sf::Keyboard::W): {
904             this->__buildWindTurbine();
905
906             break;
907         }
908
909
910         case (sf::Keyboard::E): {
911             this->__buildEnergyStorage();
912
913             break;
914         }
915
916
917         default: {
918             // do nothing!
919
920             break;
921         }
922     }
923
924     break;
925 }
926
927
928 case (TileType :: LAKE): {
929     switch (this->event_ptr->key.code) {
930         case (sf::Keyboard::S): {
931             this->__buildSolarPV();
932
933             break;
934         }
935
936
937         case (sf::Keyboard::W): {
938             this->__buildWindTurbine();
939
940             break;
941         }
942
943
944         default: {
945             // do nothing!
946
947             break;
948         }
949     }
950
951     break;
952 }
953
954
955 case (TileType :: MOUNTAINS): {
956     switch (this->event_ptr->key.code) {
957         case (sf::Keyboard::D): {
958             this->__buildDieselGenerator();
959
960             break;
961         }
962
963
964         case (sf::Keyboard::S): {
965             this->__buildSolarPV();
966
967             break;
968         }
969
970
971         case (sf::Keyboard::W): {
972             this->__buildWindTurbine();
973
974             break;
975         }
976
977
978         case (sf::Keyboard::E): {
979             this->__buildEnergyStorage();
```



```
980
981         break;
982     }
983
984
985     default: {
986         // do nothing!
987
988         break;
989     }
990 }
991
992 break;
993 }
994
995
996 case (TileType :: OCEAN): {
997     switch (this->event_ptr->key.code) {
998         case (sf::Keyboard::W): {
999             this->__buildWindTurbine();
1000
1001             break;
1002         }
1003
1004
1005         case (sf::Keyboard::T): {
1006             this->__buildTidalTurbine();
1007
1008             break;
1009         }
1010
1011
1012         case (sf::Keyboard::A): {
1013             this->__buildWaveEnergyConverter();
1014
1015             break;
1016         }
1017
1018
1019         default: {
1020             // do nothing!
1021
1022             break;
1023         }
1024     }
1025
1026     break;
1027 }
1028
1029
1030 case (TileType :: PLAINS): {
1031     switch (this->event_ptr->key.code) {
1032         case (sf::Keyboard::D): {
1033             this->__buildDieselGenerator();
1034
1035             break;
1036         }
1037
1038
1039         case (sf::Keyboard::S): {
1040             this->__buildSolarPV();
1041
1042             break;
1043         }
1044
1045
1046         case (sf::Keyboard::W): {
1047             this->__buildWindTurbine();
1048
1049             break;
1050         }
1051
1052
1053         case (sf::Keyboard::E): {
1054             this->__buildEnergyStorage();
1055
1056             break;
1057         }
1058
1059
1060         default: {
1061             // do nothing!
1062
1063             break;
1064         }
1065     }
1066 }
```

```

1067         break;
1068     }
1069
1070     default: {
1071         //do nothing!
1072     }
1073     break;
1074 }
1075 }
1076 }
1077 }
1078
1079 if (this->game_phase == "build settlement") {
1080     if (
1081         (this->tile_type != TileType :: OCEAN) and
1082         (this->tile_type != TileType :: LAKE)
1083     ) {
1084         if (this->event_ptr->key.code == sf::Keyboard::B) {
1085             this->__buildSettlement();
1086         }
1087     }
1088 }
1089 }
1090
1091 else if (this->game_phase == "system management") {
1092     if (this->has_improvement) {
1093         if (this->tile_improvement_ptr->tile_improvement_type != TileImprovementType :: SETTLEMENT)
1094     {
1095         if (this->event_ptr->key.code == sf::Keyboard::P) {
1096             this->__scrapImprovement();
1097         }
1098     }
1099
1100     /*
1101     * All other inputs will be caught and handled by
1102     * this->tile_improvement_ptr->processEvent()
1103     */
1104 }
1105
1106 else if (not this->resource_assessed) {
1107     if (this->event_ptr->key.code == sf::Keyboard::A) {
1108         if (this->credits < RESOURCE_ASSESSMENT_COST) {
1109             std::cout << "Cannot assess resource: insufficient credits (need "
1110                 << RESOURCE_ASSESSMENT_COST << " K)" << std::endl;
1111
1112             this->__sendInsufficientCreditsMessage();
1113         }
1114
1115         else {
1116             this->assess();
1117             this->__sendCreditsSpentMessage(RESOURCE_ASSESSMENT_COST);
1118             this->__sendTileStateMessage();
1119             this->__sendGameStateRequest();
1120         }
1121     }
1122 }
1123
1124 else if (
1125     (not this->decoration_cleared) and
1126     (this->tile_type != TileType :: OCEAN) and
1127     (this->tile_type != TileType :: LAKE)
1128 ) {
1129     if (this->event_ptr->key.code == sf::Keyboard::C) {
1130         int clear_cost = 0;
1131
1132         switch (this->tile_type) {
1133             case (TileType :: FOREST): {
1134                 clear_cost = CLEAR_FOREST_COST;
1135             }
1136             break;
1137
1138             case (TileType :: MOUNTAINS): {
1139                 clear_cost = CLEAR_MOUNTAINS_COST;
1140             }
1141             break;
1142
1143             case (TileType :: PLAINS): {
1144                 clear_cost = CLEAR_PLAINS_COST;
1145             }
1146             break;
1147
1148             default: {
1149                 clear_cost = 0;
1150             }
1151         }
1152     }

```

```

1153         }
1154
1155         default: {
1156             // do nothing!
1157
1158             break;
1159         }
1160     }
1161 }
1162
1163 if (this->credits < clear_cost) {
1164     std::cout << "Cannot clear tile: insufficient credits (need "
1165               << clear_cost << " K)" << std::endl;
1166
1167     this->__sendInsufficientCreditsMessage();
1168 }
1169
1170 else {
1171     this->__clearDecoration();
1172     this->__sendCreditsSpentMessage(clear_cost);
1173     this->__sendTileStateMessage();
1174     this->__sendGameStateRequest();
1175 }
1176 }
1177 }
1178
1179
1180 else if (
1181     (this->decoration_cleared) or
1182     (this->tile_type == TileType :: OCEAN) or
1183     (this->tile_type == TileType :: LAKE)
1184 ) {
1185     if (this->event_ptr->key.code == sf::Keyboard::B) {
1186         this->__openBuildMenu();
1187     }
1188 }
1189 }
1190
1191 return;
1192 } /* __handleKeyPressEvents() */

```

#### 4.7.3.16 \_\_handleKeyReleaseEvents()

```

void HexTile::__handleKeyReleaseEvents (
    void ) [private]
{
1198 {
1199     if (not this->is_selected) {
1200         return;
1201     }
1202
1203     switch (this->event_ptr->key.code) {
1204         case (sf::Keyboard::P): {
1205             if (this->has_improvement) {
1206                 this->scrap_improvement_frame = 0;
1207
1208                 if (
1209                     this->tile_improvement_ptr->tile_improvement_sprite_static.getTexture() != NULL
1210                 ) {
1211                     this->tile_improvement_ptr->tile_improvement_sprite_static.setColor(
1212                         sf::Color(255, 255, 255, 255)
1213                     );
1214                 }
1215             }
1216             else {
1217                 for (
1218                     size_t i = 0;
1219                     i < this->tile_improvement_ptr->tile_improvement_sprite_animated.size();
1220                     i++
1221                 ) {
1222                     this->tile_improvement_ptr->tile_improvement_sprite_animated[i].setColor(
1223                         sf::Color(255, 255, 255, 255)
1224                     );
1225                 }
1226             }
1227         }
1228     }
1229
1230     break;
1231 }

```

```

1232     }
1233
1234
1235     default: {
1236         // do nothing!
1237
1238         break;
1239     }
1240 }
1241
1242 /*
1243 if (this->event_ptr->key.code == sf::Keyboard::P) {
1244
1245 }
1246 */
1247
1248 return;
1249 } /* __handleKeyReleaseEvents() */

```

#### 4.7.3.17 \_\_handleMouseButtonEvents()

```

void HexTile::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

1262 {
1263     switch (this->event_ptr->mouseButton.button) {
1264     case (sf::Mouse::Left): {
1265         if (this->__isClicked()) {
1266             std::cout << "Tile (" << this->position_x << ", " <<
1267                 this->position_y << ") was selected" << std::endl;
1268
1269             this->__setIsSelected(true);
1270
1271             this->__sendTileSelectedMessage();
1272             this->__sendTileStateMessage();
1273         }
1274
1275         else {
1276             this->__setIsSelected(false);
1277         }
1278
1279         break;
1280     }
1281
1282     case (sf::Mouse::Right): {
1283         this->__setIsSelected(false);
1284
1285         break;
1286     }
1287
1288     default: {
1289         // do nothing!
1290
1291         break;
1292     }
1293 }
1294
1295 return;
1296 } /* __handleMouseButtonEvents() */

```

#### 4.7.3.18 \_\_isClicked()

```

bool HexTile::__isClicked (
    void ) [private]

```

Helper method to determine if tile was clicked on.

## Returns

Boolean indicating whether or not tile was clicked on.

```

842 {
843     sf::Vector2i mouse_position = sf::Mouse::getPosition(*render_window_ptr);
844
845     double mouse_x = mouse_position.x;
846     double mouse_y = mouse_position.y;
847
848     double distance = sqrt(
849         pow(this->position_x - mouse_x, 2) +
850         pow(this->position_y - mouse_y, 2)
851     );
852
853     if (distance < this->minor_radius) {
854         return true;
855     }
856     else {
857         return false;
858     }
859 } /* __isClicked() */

```

## 4.7.3.19 \_\_openBuildMenu()

```

void HexTile::__openBuildMenu (
    void ) [private]

```

Helper method to open the tile improvement build menu.

```

1313 {
1314     if (this->build_menu_open) {
1315         return;
1316     }
1317
1318     this->build_menu_open = true;
1319     this->assets_manager_ptr->getSound("build menu open")->play();
1320
1321     return;
1322 } /* __openBuildMenu() */

```

## 4.7.3.20 \_\_scrapImprovement()

```

void HexTile::__scrapImprovement (
    void ) [private]

```

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

```

1726 {
1727     // 1. implement key hold confirmation
1728     if (this->scrap_improvement_frame <= FRAMES_PER_SECOND) {
1729         double colour_scalar =
1730             1 - ((double) (this->scrap_improvement_frame) / (FRAMES_PER_SECOND));
1731
1732         if (
1733             this->tile_improvement_ptr->tile_improvement_sprite_static.getTexture() != NULL
1734         ) {
1735             this->tile_improvement_ptr->tile_improvement_sprite_static.setColor(
1736                 sf::Color(255, 255 * colour_scalar, 255 * colour_scalar, 255)
1737             );
1738         }
1739         else {
1740             for (
1741                 size_t i = 0;
1742                 i < this->tile_improvement_ptr->tile_improvement_sprite_animated.size();
1743                 i++
1744             ) {
1745                 this->tile_improvement_ptr->tile_improvement_sprite_animated[i].setColor(
1746                     sf::Color(255, 255 * colour_scalar, 255 * colour_scalar, 255)
1747                 );
1748             }
1749         }
1750     }
1751 }

```

```

1748         );
1749     }
1750 }
1751
1752     this->scrap_improvement_frame += 4;
1753 }
1754
1755 // 2. carry out scrapping
1756 else {
1757     this->draw_explosion = true;
1758     this->assets_manager_ptr->getSound("clear non-mountains tile")->play();
1759
1760     if (this->tile_improvement_ptr->production_menu_open) {
1761         this->tile_improvement_ptr->production_menu_open = false;
1762         this->assets_manager_ptr->getSound("build menu close")->play();
1763     }
1764
1765     delete this->tile_improvement_ptr;
1766     this->tile_improvement_ptr = NULL;
1767
1768     this->has_improvement = false;
1769
1770     this->scrap_improvement_frame = 0;
1771
1772     if (
1773         (this->tile_type == TileType :: LAKE) or
1774         (this->tile_type == TileType :: OCEAN)
1775     ) {
1776         this->decoration_cleared = false;
1777     }
1778
1779     this->__sendCreditsSpentMessage(SCRAP_COST);
1780     this->__sendTileStateMessage();
1781     this->__sendGameStateRequest();
1782 }
1783
1784 return;
1785 } /* __scrapImprovement() */

```

#### 4.7.3.21 \_\_sendAssessNeighboursMessage()

```

void HexTile::__sendAssessNeighboursMessage (
    void ) [private]

```

Helper method to format and send assess neighbours message.

```

2163 {
2164     Message assess_neighbours_message;
2165
2166     assess_neighbours_message.channel = HEX_MAP_CHANNEL;
2167     assess_neighbours_message.subject = "assess neighbours";
2168
2169     this->message_hub_ptr->sendMessage(assess_neighbours_message);
2170
2171     std::cout << "Assess neighbours message sent by " << this << std::endl;
2172
2173     return;
2174 } /* __sendAssessNeighboursMessage() */

```

#### 4.7.3.22 \_\_sendCreditsSpentMessage()

```

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

```

Helper method to format and send a credits spent message.

## Parameters

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

```

2246 {
2247     Message credits_spent_message;
2248
2249     credits_spent_message.channel = GAME_CHANNEL;
2250     credits_spent_message.subject = "credits spent";
2251
2252     credits_spent_message.int_payload["credits spent"] = credits_spent;
2253
2254     this->message_hub_ptr->sendMessage(credits_spent_message);
2255
2256     std::cout << "Credits spent (" << credits_spent << ") message sent by " << this
2257         << std::endl;
2258     return;
2259 } /* __sendCreditsSpentMessage() */

```

## 4.7.3.23 \_\_sendGameStateRequest()

```

void HexTile::__sendGameStateRequest (
    void ) [private]

```

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

```

2189 {
2190     Message game_state_request;
2191
2192     game_state_request.channel = GAME_CHANNEL;
2193     game_state_request.subject = "state request";
2194
2195     this->message_hub_ptr->sendMessage(game_state_request);
2196
2197     std::cout << "Game state request message sent by " << this << std::endl;
2198     return;
2199 } /* __sendGameStateRequest() */

```

## 4.7.3.24 \_\_sendInsufficientCreditsMessage()

```

void HexTile::__sendInsufficientCreditsMessage (
    void ) [private]

```

Helper method to format and send an insufficient credits message.

```

2274 {
2275     Message insufficient_credits_message;
2276
2277     insufficient_credits_message.channel = GAME_CHANNEL;
2278     insufficient_credits_message.subject = "insufficient credits";
2279
2280     this->message_hub_ptr->sendMessage(insufficient_credits_message);
2281
2282     std::cout << "Insufficient credits message sent by " << this << std::endl;
2283
2284     return;
2285 } /* __sendInsufficientCreditsMessage() */

```

#### 4.7.3.25 \_\_sendTileSelectedMessage()

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

Helper method to format and send message on tile selection.

```
1801 {
1802     Message tile_selected_message;
1803
1804     tile_selected_message.channel = TILE_SELECTED_CHANNEL;
1805     tile_selected_message.subject = "tile selected";
1806
1807     this->message_hub_ptr->sendMessage(tile_selected_message);
1808
1809     return;
1810 } /* __sendTileSelectedMessage() */
```

#### 4.7.3.26 \_\_sendTileStateMessage()

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

Helper method to format and send tile state message.

```
2122 {
2123     Message tile_state_message;
2124
2125     tile_state_message.channel = TILE_STATE_CHANNEL;
2126     tile_state_message.subject = "tile state";
2127
2128
2129     //          32 char x 17 line console "-----\n";
2130     std::string console_string = "          **** TILE INFO **** \n";
2131
2132     console_string += this->__getTileCoordsSubstring();
2133     console_string += "          \n";
2134
2135     console_string += this->__getTileTypeSubstring();
2136     console_string += this->__getTileResourceSubstring();
2137     console_string += this->__getTileImprovementSubstring();
2138     console_string += "          \n";
2139
2140     console_string += this->__getTileOptionsSubstring();
2141
2142     tile_state_message.string_payload["console string"] = console_string;
2143
2144     this->message_hub_ptr->sendMessage(tile_state_message);
2145
2146     std::cout << "Tile state message sent by " << this << std::endl;
2147     return;
2148 } /* __sendTileStateMessage() */
```

#### 4.7.3.27 \_\_sendUpdateGamePhaseMessage()

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

Helper method to format and send update game phase message.

##### Parameters

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



```

2216 {
2217     Message update_game_phase_message;
2218
2219     update_game_phase_message.channel = GAME_CHANNEL;
2220     update_game_phase_message.subject = "update game phase";
2221
2222     update_game_phase_message.string_payload["game phase"] = game_phase;
2223
2224     this->message_hub_ptr->sendMessage(update_game_phase_message);
2225
2226     std::cout << "Update game phase message sent by " << this << std::endl;
2227
2228     return;
2229 } /* __sendUpdateGamePhaseMessage() */

```

#### 4.7.3.28 \_\_setIsSelected()

```

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

```

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

##### Parameters

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

```

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

```

#### 4.7.3.29 \_\_setResourceText()

```

void HexTile::__setResourceText (
    void ) [private]

```

Helper method to set up resource text.

```

193 {
194     this->resource_text.setFont(*(assets_manager_ptr->getFont("DroidSansMono")));
195
196     this->resource_text.setFillColor(sf::Color(0, 0, 0, 255));
197
198     if (this->resource_assessed) {
199         switch (this->tile_resource) {
200             case (TileResource :: POOR): {
201                 this->resource_text.setString("-2");
202                 this->resource_text.setFillColor(MONOCHROME_TEXT_RED);
203
204                 break;
205             }
206
207             case (TileResource :: BELOW_AVERAGE): {
208                 this->resource_text.setString("-1");
209                 this->resource_text.setFillColor(MONOCHROME_TEXT_RED);
210
211                 break;
212             }

```

```

213
214         case (TileResource :: AVERAGE): {
215             this->resource_text.setString("+0");
216
217             break;
218         }
219
220         case (TileResource :: ABOVE_AVERAGE): {
221             this->resource_text.setString("+1");
222             this->resource_text.setFillColor(MONOCROME_TEXT_GREEN);
223
224             break;
225         }
226
227         case (TileResource :: GOOD): {
228             this->resource_text.setString("+2");
229             this->resource_text.setFillColor(MONOCROME_TEXT_GREEN);
230
231             break;
232         }
233
234         default: {
235             this->resource_text.setString("");
236
237             break;
238         }
239     }
240 }
241
242 else {
243     this->resource_text.setString("");
244 }
245
246 this->resource_text.setCharacterSize(20);
247
248 this->resource_text.setOrigin(
249     this->resource_text.getLocalBounds().width / 2,
250     this->resource_text.getLocalBounds().height / 2
251 );
252
253 this->resource_text.setPosition(
254     this->position_x,
255     this->position_y - 4
256 );
257
258 this->resource_text.setOutlineThickness(1);
259 this->resource_text.setOutlineColor(sf::Color(0, 0, 0, 255));
260
261 return;
262 } /* __setResourceText() */

```

#### 4.7.3.30 \_\_setUpBuildMenu()

```

void HexTile::__setUpBuildMenu (
    void ) [private]

```

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

```

667 {
668     this->build_menu_options_vec.clear();
669     this->build_menu_options_text_vec.clear();
670
671     // 1. set up and place build menu backing and text
672     this->build_menu_backing.setSize(sf::Vector2f(600, 256));
673     this->build_menu_backing.setOrigin(300, 128);
674     this->build_menu_backing.setPosition(400, 400);
675     this->build_menu_backing.setFillColor(MONOCROME_SCREEN_BACKGROUND);
676     this->build_menu_backing.setOutlineColor(MENU_FRAME_GREY);
677     this->build_menu_backing.setOutlineThickness(4);
678
679     this->build_menu_backing_text.setString("**** BUILD MENU ****");
680     this->build_menu_backing_text.setFont(
681         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220"))
682     );
683     this->build_menu_backing_text.setCharacterSize(16);
684     this->build_menu_backing_text.setFillColor(MONOCROME_TEXT_GREEN);
685     this->build_menu_backing_text.setOrigin(
686         this->build_menu_backing_text.getLocalBounds().width / 2, 0
687     );

```

```

688     this->build_menu_backing_text.setPosition(400, 400 - 128 + 4);
689
690     // 2. set up and place build menu option sprites and text
691     switch (this->tile_type) {
692     case (TileType :: FOREST): {
693         this->__setUpDieselGeneratorBuildOption();
694         this->__setUpSolarPVBuildOption();
695         this->__setUpWindTurbineBuildOption();
696         //this->__setUpEnergyStorageSystemBuildOption();
697
698         break;
699     }
700
701     case (TileType :: LAKE): {
702         this->__setUpSolarPVBuildOption(true);
703         this->__setUpWindTurbineBuildOption(true);
704
705         break;
706     }
707
708     case (TileType :: MOUNTAINS): {
709         this->__setUpDieselGeneratorBuildOption();
710         this->__setUpSolarPVBuildOption();
711         this->__setUpWindTurbineBuildOption();
712         //this->__setUpEnergyStorageSystemBuildOption();
713
714         break;
715     }
716
717     case (TileType :: OCEAN): {
718         this->__setUpWindTurbineBuildOption(false, true);
719         this->__setUpTidalTurbineBuildOption();
720         this->__setUpWaveEnergyConverterBuildOption();
721
722         break;
723     }
724
725     case (TileType :: PLAINS): {
726         this->__setUpDieselGeneratorBuildOption();
727         this->__setUpSolarPVBuildOption();
728         this->__setUpWindTurbineBuildOption();
729         //this->__setUpEnergyStorageSystemBuildOption();
730
731         break;
732     }
733
734     default: {
735         // do nothing!
736
737         break;
738     }
739 }
740
741 return;
742 }
743
744 /* __setUpBuildMenu() */

```

#### 4.7.3.31 \_\_setUpBuildOption()

```

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

```

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

##### Parameters

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

```

357 {
358     size_t n_options = this->build_menu_options_vec.size();
359
360     // 1. set up option sprite(s)
361     this->build_menu_options_vec.push_back({});
362
363     if (not texture_key.empty()) {
364         sf::Sprite texture_sheet(
365             *(this->assets_manager_ptr->getTexture(texture_key))
366         );
367
368         int sheet_height = texture_sheet.getLocalBounds().height;
369         int n_subrects = sheet_height / 64;
370
371         for (int i = 0; i < n_subrects; i++) {
372             this->build_menu_options_vec.back().push_back(
373                 sf::Sprite(
374                     *(this->assets_manager_ptr->getTexture(texture_key)),
375                     sf::IntRect(0, i * 64, 64, 64)
376                 )
377             );
378
379             this->build_menu_options_vec.back().back().setOrigin(
380                 this->build_menu_options_vec.back().back().getLocalBounds().width / 2,
381                 this->build_menu_options_vec.back().back().getLocalBounds().height
382             );
383
384             this->build_menu_options_vec.back().back().setPosition(
385                 400 - 300 + 75 + n_options * 150,
386                 400 - 32
387             );
388         }
389     }
390
391     else {
392         this->build_menu_options_vec.back().push_back(sf::Sprite());
393     }
394
395
396     // 2. set up option text
397     this->build_menu_options_text_vec.push_back(
398         sf::Text(
399             option_string,
400             *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
401             16
402         )
403     );
404
405     this->build_menu_options_text_vec.back().setOrigin(
406         this->build_menu_options_text_vec.back().getLocalBounds().width / 2,
407         0
408     );
409
410     this->build_menu_options_text_vec.back().setPosition(
411         400 - 300 + 75 + n_options * 150,
412         400 - 16 - 4
413     );
414
415     this->build_menu_options_text_vec.back().setFillColor(MONOCHROME_TEXT_GREEN);
416
417     return;
418 } /* __setUpBuildOption() */

```

#### 4.7.3.32 \_\_setUpDieselGeneratorBuildOption()

```

void HexTile::__setUpDieselGeneratorBuildOption (
    void ) [private]

```

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

```

433 {
434     // 1. set up option sprite(s)
435     std::string texture_key = "diesel generator";
436
437     // 2. set up option string (up to 16 chars wide)
438     // "-----\n"
439     std::string diesel_generator_string = "DIESEL GENERATOR\n";
440     diesel_generator_string += "\n";
441     diesel_generator_string += "CAPACITY: 100 kW\n";

```

```

442     diesel_generator_string      += "COST:      ";
443     diesel_generator_string      += std::to_string(DIESEL_GENERATOR_BUILD_COST);
444     diesel_generator_string      += " K\n\n";
445     diesel_generator_string      += "BUILD:      [D]   \n";
446
447     // 3. call general method
448     this->__setUpBuildOption(texture_key, diesel_generator_string);
449
450     return;
451 } /* __setUpDieselGeneratorBuildOption() */

```

#### 4.7.3.33 \_\_setUpEnergyStorageSystemBuildOption()

```

void HexTile::__setUpEnergyStorageSystemBuildOption (
    void ) [private]

```

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

```

633 {
634     /*
635     // 1. set up option sprite(s)
636     std::string texture_key = "energy storage system";
637
638     // 2. set up option string (up to 16 chars wide)
639     //
640     std::string energy_storage_system_string      = "-----\n"
641     energy_storage_system_string                  = " ENERGY STORAGE \n";
642     energy_storage_system_string                  += " CAPCTY:   1 MWh\n";
643     energy_storage_system_string                  += " COST:      ";
644     energy_storage_system_string                  += std::to_string(ENERGY_STORAGE_SYSTEM_BUILD_COST);
645     energy_storage_system_string                  += " K\n\n";
646     energy_storage_system_string                  += "BUILD:      [E]   \n";
647
648     // 3. call general method
649     this->__setUpBuildOption(texture_key, energy_storage_system_string);
650     */
651     return;
652 } /* __setUpEnergyStorageSystemBuildOption() */

```

#### 4.7.3.34 \_\_setUpMagnifyingGlassSprite()

```

void HexTile::__setUpMagnifyingGlassSprite (
    void ) [private]

```

Helper method to set up and position magnifying glass sprite.

```

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

```

**4.7.3.35 \_\_setUpNodeSprite()**

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

Helper method to set up node sprite.

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

**4.7.3.36 \_\_setUpResourceChipSprite()**

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

Helper method to set up resource chip sprite.

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

**4.7.3.37 \_\_setUpSelectOutlineSprite()**

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

Helper method to set up select outline sprite.

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

**4.7.3.38 \_\_setUpSolarPVBuildOption()**

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

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

**Parameters**

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

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

**4.7.3.39 \_\_setUpTidalTurbineBuildOption()**

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

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

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

**4.7.3.40 \_\_setUpTileExplosionReel()**

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

Helper method to set up tile explosion sprite reel.

```
308 {
309     for (int i = 0; i < 4; i++) {
310         for (int j = 0; j < 4; j++) {
311             this->explosion_sprite_reel.push_back(
312                 sf::Sprite(
313                     *(this->assets_manager_ptr->getTexture("tile clear explosion")),
314                     sf::IntRect(j * 64, i * 64, 64, 64)
315                 )
316             );
317
318             this->explosion_sprite_reel.back().setOrigin(
319                 this->explosion_sprite_reel.back().getLocalBounds().width / 2,
320                 this->explosion_sprite_reel.back().getLocalBounds().height / 2
321             );
322
323             this->explosion_sprite_reel.back().setPosition(
324                 this->position_x,
325                 this->position_y
326             );
327         }
328     }
329
330     return;
331 } /* __setUpTileExplosionReel() */
```

**4.7.3.41 \_\_setUpTileSprite()**

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

Helper method to set up tile sprite.

```
96 {
97     int n_points = 6;
98
99     this->tile_sprite.setPointCount(n_points);
100
101     for (int i = 0; i < n_points; i++) {
102         this->tile_sprite.setPoint(
103             i,
104             sf::Vector2f(
105                 this->position_x + this->major_radius * cos((30 + 60 * i) * (M_PI / 180)),
106                 this->position_y + this->major_radius * sin((30 + 60 * i) * (M_PI / 180))
107             )
108         );
109     }
110
111     this->tile_sprite.setOutlineThickness(1);
112     this->tile_sprite.setOutlineColor(sf::Color(175, 175, 175, 255));
113
114     return;
115 } /* __setUpTileSprite() */
```

**4.7.3.42 \_\_setUpWaveEnergyConverterBuildOption()**

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

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

```
600 {
601     // 1. set up option sprite(s)
```



```

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

```

#### 4.7.3.43 \_\_setUpWindTurbineBuildOption()

```

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

```

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

##### Parameters

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

```

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

```

#### 4.7.3.44 assess()

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

Method to assess the tile's resource.

```
2708 {
2709     this->resource_assessed = true;
2710     this->resource_assessment = true;
2711
2712     this->assets_manager_ptr->getSound("resource assessment")->play();
2713
2714     this->__setResourceText();
2715     this->__sendTileStateMessage();
2716
2717     return;
2718 } /* assess() */
```

#### 4.7.3.45 decorateTile()

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

Method to decorate tile.

```
2586 {
2587     switch (this->tile_type) {
2588         case (TileType :: FOREST): {
2589             this->tile_decoration_sprite.setTexture(
2590                 *(this->assets_manager_ptr->getTexture("pine_tree_64x64_1"))
2591             );
2592
2593             break;
2594         }
2595
2596         case (TileType :: LAKE): {
2597             this->tile_decoration_sprite.setTexture(
2598                 *(this->assets_manager_ptr->getTexture("water_shimmer_64x64_1"))
2599             );
2600
2601             break;
2602         }
2603
2604         case (TileType :: MOUNTAINS): {
2605             this->tile_decoration_sprite.setTexture(
2606                 *(this->assets_manager_ptr->getTexture("mountain_64x64_1"))
2607             );
2608
2609             break;
2610         }
2611
2612         case (TileType :: OCEAN): {
2613             this->tile_decoration_sprite.setTexture(
2614                 *(this->assets_manager_ptr->getTexture("water_waves_64x64_1"))
2615             );
2616
2617             break;
2618         }
2619
2620         case (TileType :: PLAINS): {
2621             this->tile_decoration_sprite.setTexture(
2622                 *(this->assets_manager_ptr->getTexture("wheat_64x64_1"))
2623             );
2624
2625             break;
2626         }
2627
2628         default: {
2629             // do nothing!
2630
2631             break;
2632         }
2633     }
2634
2635     if (this->tile_type == TileType :: OCEAN or this->tile_type == TileType :: LAKE) {
```

```

2637         this->tile_decoration_sprite.setOrigin(
2638             this->tile_decoration_sprite.getLocalBounds().width / 2,
2639             this->tile_decoration_sprite.getLocalBounds().height / 2
2640         );
2641
2642         this->tile_decoration_sprite.setPosition(
2643             this->position_x,
2644             this->position_y
2645         );
2646
2647         if ((double)rand() / RAND_MAX > 0.5) {
2648             this->tile_decoration_sprite.setScale(sf::Vector2f(-1, 1));
2649         }
2650     }
2651
2652     else {
2653         this->tile_decoration_sprite.setOrigin(
2654             this->tile_decoration_sprite.getLocalBounds().width / 2,
2655             this->tile_decoration_sprite.getLocalBounds().height
2656         );
2657
2658         this->tile_decoration_sprite.setPosition(
2659             this->position_x,
2660             this->position_y + 12
2661         );
2662
2663         if ((double)rand() / RAND_MAX > 0.5) {
2664             this->tile_decoration_sprite.setScale(sf::Vector2f(-1, 1));
2665         }
2666     }
2667
2668     return;
2669 } /* decorateTile(void) */

```

#### 4.7.3.46 draw()

```

void HexTile::draw (
    void )

```

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

```

2849 {
2850     // 1. draw hex
2851     this->render_window_ptr->draw(this->tile_sprite);
2852
2853     // 2. draw node
2854     if (this->show_node) {
2855         this->render_window_ptr->draw(this->node_sprite);
2856     }
2857
2858     // 3. draw tile decoration
2859     if (not this->decoration_cleared) {
2860         this->render_window_ptr->draw(this->tile_decoration_sprite);
2861     }
2862
2863     // 4. draw selection outline
2864     if (this->is_selected) {
2865         sf::Color outline_colour = this->select_outline_sprite.getOutlineColor();
2866
2867         outline_colour.a =
2868             255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2);
2869
2870         this->select_outline_sprite.setOutlineColor(outline_colour);
2871
2872         this->render_window_ptr->draw(this->select_outline_sprite);
2873     }
2874
2875     // 5. draw tile improvement
2876     if (this->has_improvement) {
2877         if (not this->tile_improvement_ptr->just_built) {
2878             this->tile_improvement_ptr->draw();
2879         }
2880     }
2881
2882     // 6. draw resource
2883     if (this->show_resource) {
2884         this->render_window_ptr->draw(this->resource_chip_sprite);
2885         this->render_window_ptr->draw(this->resource_text);
2886     }

```

```

2887
2888 // 7. draw resource assessment notification
2889 if (this->resource_assessment) {
2890     int alpha = this->magnifying_glass_sprite.getColor().a;
2891
2892     alpha -= 0.05 * FRAMES_PER_SECOND;
2893     if (alpha < 0) {
2894         alpha = 0;
2895         this->resource_assessment = false;
2896     }
2897
2898     this->magnifying_glass_sprite.setColor(
2899         sf::Color(255, 255, 255, alpha)
2900     );
2901
2902     this->render_window_ptr->draw(this->magnifying_glass_sprite);
2903 }
2904
2905 // 8. draw explosion, then settlement placement
2906 if (this->draw_explosion) {
2907     this->render_window_ptr->draw(this->explosion_sprite_reel[this->explosion_frame]);
2908
2909     if (this->frame % (FRAMES_PER_SECOND / 20) == 0) {
2910         this->explosion_frame++;
2911     }
2912
2913     if (this->explosion_frame >= this->explosion_sprite_reel.size()) {
2914         this->draw_explosion = false;
2915         this->explosion_frame = 0;
2916     }
2917 }
2918
2919 else if (this->has_improvement) {
2920     if (this->tile_improvement_ptr->just_built) {
2921         this->tile_improvement_ptr->draw();
2922     }
2923 }
2924
2925 // 9. build menu
2926 if (this->build_menu_open) {
2927     this->render_window_ptr->draw(this->build_menu_backing);
2928     this->render_window_ptr->draw(this->build_menu_backing_text);
2929
2930     for (size_t i = 0; i < this->build_menu_options_vec.size(); i++) {
2931         for (size_t j = 0; j < this->build_menu_options_vec[i].size(); j++) {
2932             this->render_window_ptr->draw(this->build_menu_options_vec[i][j]);
2933         }
2934         this->render_window_ptr->draw(this->build_menu_options_text_vec[i]);
2935     }
2936 }
2937
2938 this->frame++;
2939 return;
2940 } /* draw() */

```

#### 4.7.3.47 processEvent()

```

void HexTile::processEvent (
    void )

```

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

```

2733 {
2734     // 1. process TileImprovement events
2735     if (
2736         this->is_selected and
2737         this->tile_improvement_ptr != NULL
2738     ) {
2739         this->tile_improvement_ptr->processEvent();
2740     }
2741
2742     // 2. process HexTile events
2743     if (this->event_ptr->type == sf::Event::KeyPressed) {
2744         this->__handleKeyPressEvents();
2745     }
2746
2747     if (this->event_ptr->type == sf::Event::KeyReleased) {
2748         this->__handleKeyReleaseEvents();
2749     }

```

```

2750
2751     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
2752         this->__handleMouseButtonEvents();
2753     }
2754
2755     return;
2756 } /* processEvent() */

```

#### 4.7.3.48 processMessage()

```

void HexTile::processMessage (
    void )

```

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

```

2771 {
2772     // 1. process TileImprovement messages
2773     if (this->tile_improvement_ptr != NULL) {
2774         this->tile_improvement_ptr->processMessage();
2775     }
2776
2777     // 2. process HexTile messages
2778     if (this->is_selected) {
2779         if (not this->message_hub_ptr->isEmpty(TILE_STATE_CHANNEL)) {
2780             Message tile_state_message = this->message_hub_ptr->receiveMessage(
2781                 TILE_STATE_CHANNEL
2782             );
2783
2784             if (tile_state_message.subject == "state request") {
2785                 this->__sendTileStateMessage();
2786
2787                 std::cout << "Tile state request received by " << this << std::endl;
2788                 this->message_hub_ptr->popMessage(TILE_STATE_CHANNEL);
2789             }
2790         }
2791
2792         std::cout << "Current credits (HexTile): " << this->credits << " K" <<
2793             std::endl;
2794     }
2795
2796     if (not this->message_hub_ptr->isEmpty(GAME_STATE_CHANNEL)) {
2797         Message game_state_message = this->message_hub_ptr->receiveMessage(
2798             GAME_STATE_CHANNEL
2799         );
2800
2801         if (game_state_message.subject == "game state") {
2802             this->credits = game_state_message.int_payload["credits"];
2803             this->game_phase = game_state_message.string_payload["game phase"];
2804
2805             if (this->tile_improvement_ptr != NULL) {
2806                 this->tile_improvement_ptr->credits = this->credits;
2807                 this->tile_improvement_ptr->game_phase = this->game_phase;
2808
2809                 this->tile_improvement_ptr->month =
2810                     game_state_message.int_payload["month"];
2811
2812                 this->tile_improvement_ptr->demand_MWh =
2813                     game_state_message.int_payload["demand_MWh"];
2814
2815                 this->tile_improvement_ptr->demand_vec_MWh =
2816                     game_state_message.vector_payload["demand_vec_MWh"];
2817
2818                 this->tile_improvement_ptr->update();
2819             }
2820
2821             this->message_hub_ptr->incrementMessageRead(GAME_STATE_CHANNEL);
2822
2823             std::cout << "Game state message read and passed by " << this <<
2824                 " (credits: " << this->credits << " K)" << std::endl;
2825
2826             if (this->is_selected) {
2827                 this->__sendTileStateMessage();
2828             }
2829         }
2830     }
2831
2832     return;
2833 } /* processMessage() */

```

**4.7.3.49 setTitleResource()** [1/2]

```
void HexTile::setTitleResource (
    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].
--------------------	--

```
2535 {
2536     // 1. check input
2537     if (input_value < 0 or input_value > 1) {
2538         std::string error_str = "ERROR HexTile::setTitleResource() given input value is ";
2539         error_str += "not in the closed interval [0, 1]";
2540
2541         #ifdef _WIN32
2542             std::cout << error_str << std::endl;
2543         #endif /* _WIN32 */
2544         throw std::runtime_error(error_str);
2545     }
2546
2547     // 2. convert input value to tile resource
2548     TileResource tile_resource;
2549
2550     if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[0]) {
2551         tile_resource = TileResource :: POOR;
2552     }
2553     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[1]) {
2554         tile_resource = TileResource :: BELOW_AVERAGE;
2555     }
2556     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[2]) {
2557         tile_resource = TileResource :: AVERAGE;
2558     }
2559     else if (input_value <= TILE_RESOURCE_CUMULATIVE_PROBABILITIES[3]) {
2560         tile_resource = TileResource :: ABOVE_AVERAGE;
2561     }
2562     else {
2563         tile_resource = TileResource :: GOOD;
2564     }
2565
2566     // 3. call alternate method
2567     this->setTitleResource(tile_resource);
2568
2569     return;
2570 } /* setTitleResource(double) */
```

**4.7.3.50 setTitleResource()** [2/2]

```
void HexTile::setTitleResource (
    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.
----------------------	---

```
2513 {
2514     this->tile_resource = tile_resource;
2515     this->__setResourceText();
2516
2517     return;
2518 } /* setTitleResource(TileResource) */
```

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

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

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

**Parameters**

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

```
2463 {
2464     // 1. check input
2465     if (input_value < 0 or input_value > 1) {
2466         std::string error_str = "ERROR HexTile::setTileType() given input value is ";
2467         error_str += "not in the closed interval [0, 1]";
2468
2469         #ifdef _WIN32
2470             std::cout << error_str << std::endl;
2471         #endif /* _WIN32 */
2472
2473         throw std::runtime_error(error_str);
2474     }
2475
2476     // 2. convert input value to tile type
2477     TileType tile_type;
2478
2479     if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[0]) {
2480         tile_type = TileType :: LAKE;
2481     }
2482     else if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[1]) {
2483         tile_type = TileType :: PLAINS;
2484     }
2485     else if (input_value <= TILE_TYPE_CUMULATIVE_PROBABILITIES[2]) {
2486         tile_type = TileType :: FOREST;
2487     }
2488     else {
2489         tile_type = TileType :: MOUNTAINS;
2490     }
2491
2492     // 3. call alternate method
2493     this->setTileType(tile_type);
2494
2495     return;
2496 } /* setTileType(double) */
```

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

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

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

**Parameters**

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

```
2402 {
2403     this->tile_type = tile_type;
2404
2405     switch (this->tile_type) {
2406         case (TileType :: FOREST): {
2407             this->tile_sprite.setFillColor(FOREST_GREEN);
2408
2409             break;
2410         }
2411
2412         case (TileType :: LAKE): {
```

```

2413         this->tile_sprite.setFillColor(LAKE_BLUE);
2414
2415         break;
2416     }
2417
2418     case (TileType :: MOUNTAINS): {
2419         this->tile_sprite.setFillColor(MOUNTAINS_GREY);
2420
2421         break;
2422     }
2423
2424     case (TileType :: OCEAN): {
2425         this->tile_sprite.setFillColor(OCEAN_BLUE);
2426
2427         break;
2428     }
2429
2430     case (TileType :: PLAINS): {
2431         this->tile_sprite.setFillColor(PLAINS_YELLOW);
2432
2433         break;
2434     }
2435
2436     default: {
2437         // do nothing!
2438
2439         break;
2440     }
2441 }
2442
2443 this->__setUpBuildMenu();
2444
2445 return;
2446 } /* setTileType(TileType) */

```

#### 4.7.3.53 toggleResourceOverlay()

```

void HexTile::toggleResourceOverlay (
    void )

```

Method to toggle the tile resource overlay.

```

2684 {
2685     if (this->show_resource) {
2686         this->show_resource = false;
2687     }
2688     else {
2689         this->show_resource = true;
2690     }
2691
2692     return;
2693 } /* toggleResourceOverlay() */

```

## 4.7.4 Member Data Documentation

### 4.7.4.1 assets\_manager\_ptr

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

A pointer to the assets manager.



#### 4.7.4.2 build\_menu\_backing

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

A backing for the tile build menu.

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

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

A text label for the build menu.

#### 4.7.4.4 build\_menu\_open

```
bool HexTile::build_menu_open
```

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

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

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

A vector of text for the tile build options.

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

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

A vector of sprites for illustrating the tile build options.

#### 4.7.4.7 credits

```
int HexTile::credits
```

The current balance of credits.

#### 4.7.4.8 decoration\_cleared

```
bool HexTile::decoration_cleared
```

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

#### 4.7.4.9 draw\_explosion

```
bool HexTile::draw_explosion
```

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

#### 4.7.4.10 event\_ptr

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

A pointer to the event class.

#### 4.7.4.11 explosion\_frame

```
size_t HexTile::explosion_frame
```

The current frame of the explosion animation.

#### 4.7.4.12 explosion\_sprite\_reel

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

A reel of sprites for a tile explosion animation.

#### 4.7.4.13 frame

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

The current frame of this object.

#### 4.7.4.14 game\_phase

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

The current phase of the game.

#### 4.7.4.15 has\_improvement

```
bool HexTile::has_improvement
```

A boolean which indicates if tile has improvement or not.

#### 4.7.4.16 is\_selected

```
bool HexTile::is_selected
```

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

#### 4.7.4.17 magnifying\_glass\_sprite

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

A magnifying glass sprite.

#### 4.7.4.18 major\_radius

```
double HexTile::major_radius
```

The radius of the smallest bounding circle.

#### 4.7.4.19 message\_hub\_ptr

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

A pointer to the message hub.

#### 4.7.4.20 minor\_radius

```
double HexTile::minor_radius
```

The radius of the largest inscribed circle.

#### 4.7.4.21 node\_sprite

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

A circle shape to mark the tile node.

#### 4.7.4.22 position\_x

```
double HexTile::position_x
```

The x position of the tile.

#### 4.7.4.23 position\_y

```
double HexTile::position_y
```

The y position of the tile.

#### 4.7.4.24 render\_window\_ptr

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

A pointer to the render window.

#### 4.7.4.25 resource\_assessed

```
bool HexTile::resource_assessed
```

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

#### 4.7.4.26 resource\_assessment

```
bool HexTile::resource_assessment
```

A boolean which triggers a resource assessment notification.

#### 4.7.4.27 resource\_chip\_sprite

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

A circle shape which represents a resource chip.

#### 4.7.4.28 resource\_text

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

A text representation of the resource.

#### 4.7.4.29 scrap\_improvement\_frame

```
int HexTile::scrap_improvement_frame
```

A frame for key-hold to confirm scrapping.

#### 4.7.4.30 select\_outline\_sprite

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

A convex shape which outlines the tile when selected.

#### 4.7.4.31 show\_node

```
bool HexTile::show_node
```

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

#### 4.7.4.32 show\_resource

```
bool HexTile::show_resource
```

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

#### 4.7.4.33 tile\_decoration\_sprite

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

A tile decoration sprite.

#### 4.7.4.34 tile\_improvement\_ptr

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

A pointer to the improvement for this tile.

#### 4.7.4.35 tile\_resource

```
TileResource HexTile::tile_resource
```

The renewable resource quality of the tile.

#### 4.7.4.36 tile\_sprite

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

A convex shape which represents the tile.

#### 4.7.4.37 tile\_type

```
TileType HexTile::tile_type
```

The terrain type of the tile.

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

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

## 4.8 Message Struct Reference

A structure which defines a standard message format.

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

### Public Attributes

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

### 4.8.1 Detailed Description

A structure which defines a standard message format.

### 4.8.2 Member Data Documentation

#### 4.8.2.1 bool\_payload

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

A boolean payload.

#### 4.8.2.2 channel

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

A string identifying the appropriate channel for this message.

#### 4.8.2.3 double\_payload

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

A double payload.

#### 4.8.2.4 int\_payload

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

An int payload.

#### 4.8.2.5 number\_of\_reads

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

The number of times the message has been read.

#### 4.8.2.6 string\_payload

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

A string payload.

#### 4.8.2.7 subject

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

A string describing the message subject.

#### 4.8.2.8 vector\_payload

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

A vector (double) payload.

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

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



## 4.9 MessageHub Class Reference

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

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

### Public Member Functions

- [MessageHub](#) (void)  
*Constructor for the [MessageHub](#) class.*
- bool [hasTraffic](#) (void)  
*Method to determine if there remains any message traffic.*
- void [addChannel](#) (std::string)  
*Method to add channel to message map.*
- void [removeChannel](#) (std::string)  
*Method to remove channel from message map.*
- void [printStats](#) (void)  
*Method for printing message hub state information (mostly for troubleshooting message deadlocks).*
- void [sendMessage](#) ([Message](#))  
*Method to send a message to the message map. Channels are implemented in a first in, first out manner (i.e. message queue).*
- bool [isEmpty](#) (std::string)  
*Method to check if channel is empty.*
- [Message](#) [receiveMessage](#) (std::string)  
*Method to receive the first message in the channel. Channels are implemented in a first in, first out manner (i.e. message queue).*
- void [incrementMessageRead](#) (std::string)  
*Method to increment the number of times the first message in the channel has been read. Channels are implemented in a first in, first out manner (i.e. message queue).*
- void [popMessage](#) (std::string)  
*Method to pop first message off of the given channel. Channels are implemented in a first in, first out manner (i.e. message queue).*
- void [clearMessages](#) (void)  
*Method to clear messages from the [MessageHub](#).*
- void [clear](#) (void)  
*Method to clear the [MessageHub](#).*
- [~MessageHub](#) (void)  
*Destructor for the [MessageHub](#) class.*

### Private Attributes

- std::map< std::string, std::list< [Message](#) > > [message\\_map](#)  
*A map <string, list of [Message](#)> for sending and receiving messages. Here the key is the channel, and each channel maintains a list (history) of messages.*

#### 4.9.1 Detailed Description

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

## 4.9.2 Constructor & Destructor Documentation

### 4.9.2.1 MessageHub()

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

Constructor for the [MessageHub](#) class.

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

### 4.9.2.2 ~MessageHub()

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

Destructor for the [MessageHub](#) class.

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

## 4.9.3 Member Function Documentation

### 4.9.3.1 addChannel()

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

Method to add channel to message map.

#### Parameters

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

```
129 {
130     // 1. check if channel is in map (if so, throw error)
131     if (this->message_map.count(channel) > 0) {
132         std::string error_str = "ERROR MessageHub::addChannel() channel ";
133         error_str += channel;
134         error_str += " is already in message map";
135     }
```

```

136         #ifdef _WIN32
137             std::cout << error_str << std::endl;
138         #endif /* _WIN32 */
139
140         throw std::runtime_error(error_str);
141     }
142
143     // 2. add channel to map
144     this->message_map[channel] = {};
145
146     std::cout << "Channel " << channel << " added to message hub" << std::endl;
147
148     return;
149 } /* addChannel() */

```

#### 4.9.3.2 clear()

```

void MessageHub::clear (
    void )

```

Method to clear the [MessageHub](#).

```

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

```

#### 4.9.3.3 clearMessages()

```

void MessageHub::clearMessages (
    void )

```

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

```

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

```

#### 4.9.3.4 hasTraffic()

```

bool MessageHub::hasTraffic (
    void )

```

Method to determine if there remains any message traffic.

```

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

```

#### 4.9.3.5 incrementMessageRead()

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

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

##### Parameters

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

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

#### 4.9.3.6 isEmpty()

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

Method to check if channel is empty.

##### Parameters

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

##### Returns

A boolean indicating whether the channel is empty or not.

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

```

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

```

#### 4.9.3.7 popMessage()

```

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

```

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

##### Parameters

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

```

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

```

#### 4.9.3.8 printState()

```

void MessageHub::printState (
    void )

```

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

```

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

```

#### 4.9.3.9 receiveMessage()

```

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

```

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

##### Parameters

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

##### Returns

The first message in the given channel.

```

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

```

```

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

```

#### 4.9.3.10 removeChannel()

```

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

```

Method to remove channel from message map.

##### Parameters

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

```

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

```

#### 4.9.3.11 sendMessage()

```

void MessageHub::sendMessage (
    Message message )

```

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

##### Parameters

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

```

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

```

## 4.9.4 Member Data Documentation

### 4.9.4.1 message\_map

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

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

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

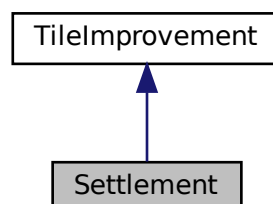
- header/ESC\_core/[MessageHub.h](#)
- source/ESC\_core/[MessageHub.cpp](#)

## 4.10 Settlement Class Reference

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

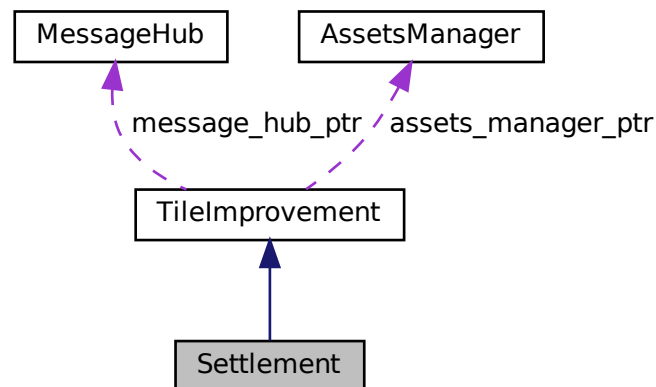
```
#include <Settlement.h>
```

Inheritance diagram for Settlement:





Collaboration diagram for Settlement:



## Public Member Functions

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

## Public Attributes

- bool [draw\\_coin](#)  
*Boolean indicating whether or not to draw credits earned coin.*
- double [smoke\\_da](#)  
*The per frame delta in smoke particle alpha value.*
- double [smoke\\_dx](#)  
*The per frame delta in smoke particle x position.*
- double [smoke\\_dy](#)  
*The per frame delta in smoke particle y position.*
- double [smoke\\_prob](#)  
*The probability of spawning a new smoke prob in any given frame.*
- std::list< sf::Sprite > [smoke\\_sprite\\_list](#)  
*A list of smoke sprite (for chimney animation).*
- sf::Sprite [coin\\_sprite](#)  
*A coin sprite (for credits earned animation).*

## Private Member Functions

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

## Additional Inherited Members

### 4.10.1 Detailed Description

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

### 4.10.2 Constructor & Destructor Documentation

#### 4.10.2.1 Settlement()

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

Constructor for the [Settlement](#) class.

Ref: [Wikipedia](#) [2023]

#### Parameters

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

```
241 :
242 TileImprovement (
```

```

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

```

#### 4.10.2.2 ~Settlement()

```

Settlement::~Settlement (
    void ) [virtual]

```

Destructor for the [Settlement](#) class.

```

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

```

### 4.10.3 Member Function Documentation

#### 4.10.3.1 \_\_handleKeyPressEvents()

```

void Settlement::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

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

```

```

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

```

#### 4.10.3.2 \_\_handleMouseButtonEvents()

```

void Settlement::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

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

```

#### 4.10.3.3 \_\_setUpCoinSprite()

```

void Settlement::__setUpCoinSprite (
    void ) [private]

```

Helper method to set up and place coin sprite.

```

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

```

#### 4.10.3.4 \_\_setUpTileImprovementSpriteStatic()

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

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

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

#### 4.10.3.5 draw()

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

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

Reimplemented from [TileImprovement](#).

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

```

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

```

#### 4.10.3.6 getTileOptionsSubstring()

```

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

```

Helper method to assemble and return tile options substring.

#### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```

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

```

#### 4.10.3.7 processEvent()

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

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

Reimplemented from [TileImprovement](#).

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

#### 4.10.3.8 processMessage()

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

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

Reimplemented from [TileImprovement](#).

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

#### 4.10.3.9 setIsSelected()

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

Method to set the is selected attribute.

##### Parameters

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

Reimplemented from [TileImprovement](#).

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

## 4.10.4 Member Data Documentation

### 4.10.4.1 coin\_sprite

```
sf::Sprite Settlement::coin_sprite
```

A coin sprite (for credits earned animation).

### 4.10.4.2 draw\_coin

```
bool Settlement::draw_coin
```

Boolean indicating whether or not to draw credits earned coin.

### 4.10.4.3 smoke\_da

```
double Settlement::smoke_da
```

The per frame delta in smoke particle alpha value.

### 4.10.4.4 smoke\_dx

```
double Settlement::smoke_dx
```

The per frame delta in smoke particle x position.

### 4.10.4.5 smoke\_dy

```
double Settlement::smoke_dy
```

The per frame delta in smoke particle y position.



#### 4.10.4.6 smoke\_prob

```
double Settlement::smoke_prob
```

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

#### 4.10.4.7 smoke\_sprite\_list

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

A list of smoke sprite (for chimney animation).

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

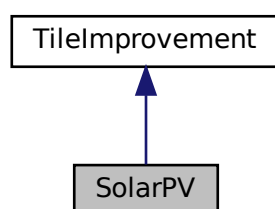
- header/[Settlement.h](#)
- source/[Settlement.cpp](#)

## 4.11 SolarPV Class Reference

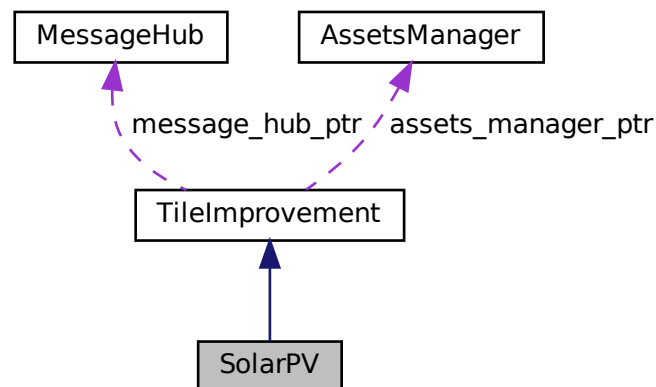
A settlement class (child class of [TileImprovement](#)).

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

Inheritance diagram for SolarPV:



Collaboration diagram for SolarPV:



## Public Member Functions

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

## Public Attributes

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

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

## Private Member Functions

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

## Additional Inherited Members

### 4.11.1 Detailed Description

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

## 4.11.2 Constructor & Destructor Documentation

### 4.11.2.1 SolarPV()

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

Constructor for the [SolarPV](#) class.

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

#### Parameters

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

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

```

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

```

#### 4.11.2.2 ~SolarPV()

```

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

```

Destructor for the [SolarPV](#) class.

```

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

```

### 4.11.3 Member Function Documentation

#### 4.11.3.1 \_\_breakdown()

```

void SolarPV::__breakdown (
    void ) [private]

```

Helper method to trigger an equipment breakdown.

```

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

```

#### 4.11.3.2 \_\_computeCapacityFactors()

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

Helper method to compute capacity factors.

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

#### 4.11.3.3 \_\_computeDispatch()

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

Helper method to compute dispatch values.

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

```

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

```

#### 4.11.3.4 \_\_computeProduction()

```

void SolarPV::__computeProduction (
    void ) [private]

```

Helper method to compute production values.

```

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

```

#### 4.11.3.5 \_\_computeProductionCosts()

```

void SolarPV::__computeProductionCosts (
    void ) [private]

```

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

```

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

```

#### 4.11.3.6 \_\_drawProductionMenu()

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

Helper method to draw production menu assets.

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

#### 4.11.3.7 \_\_drawUpgradeOptions()

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

Helper method to set up and draw upgrade options.

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



```

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

```

#### 4.11.3.8 \_\_handleKeyPressEvents()

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

Helper method to handle key press events.

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

#### 4.11.3.9 \_\_handleMouseButtonEvents()

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

Helper method to handle mouse button events.

```

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

```

#### 4.11.3.10 \_\_repair()

```

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

```

Helper method to repair the solar PV array.

Reimplemented from [TileImprovement](#).

```

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

```

#### 4.11.3.11 \_\_sendImprovementStateMessage()

```

void SolarPV::__sendImprovementStateMessage (
    void ) [private]

```

Helper method to format and sent improvement state message.

```

680 {
681     Message improvement_state_message;
682

```

```

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

```

#### 4.11.3.12 \_\_setUpTileImprovementSpriteStatic()

```

void SolarPV::__setUpTileImprovementSpriteStatic (
    void ) [private]

```

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

```

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

```

#### 4.11.3.13 \_\_upgradePowerCapacity()

```

void SolarPV::__upgradePowerCapacity (
    void ) [private]

```

Helper method to upgrade power capacity.

```

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

```

```

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

```

#### 4.11.3.14 advanceTurn()

```

void SolarPV::advanceTurn (
    void ) [virtual]

```

Method to handle turn advance.

Reimplemented from [TileImprovement](#).

```

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

```

#### 4.11.3.15 draw()

```

void SolarPV::draw (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

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

```

```

1023
1024     return;
1025 }
1026
1027
1028 // 2. handle upgrade effects
1029 if (this->just_upgraded) {
1030     this->tile_improvement_sprite_static.setColor(
1031         sf::Color(
1032             255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1033             255,
1034             255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1035             255
1036         )
1037     );
1038
1039     this->tile_improvement_sprite_static.setScale(
1040         sf::Vector2f(
1041             1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1042             1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2)
1043         )
1044     );
1045
1046     this->upgrade_frame++;
1047 }
1048
1049 if (this->upgrade_frame >= 2 * FRAMES_PER_SECOND) {
1050     this->tile_improvement_sprite_static.setColor(
1051         sf::Color(255,255,255,255)
1052     );
1053
1054     this->tile_improvement_sprite_static.setScale(sf::Vector2f(1,1));
1055
1056     this->just_upgraded = false;
1057     this->upgrade_frame = 0;
1058 }
1059
1060
1061 // 3. draw static sprite
1062 this->render_window_ptr->draw(this->tile_improvement_sprite_static);
1063
1064
1065 // 4. draw storage upgrades
1066 for (size_t i = 0; i < this->storage_upgrade_sprite_vec.size(); i++) {
1067     this->render_window_ptr->draw(this->storage_upgrade_sprite_vec[i]);
1068 }
1069
1070
1071 // 5. handle dispatch illustration
1072 if (this->dispatch_MWh > 0) {
1073     this->dispatch_text.setString(std::to_string(this->dispatch_MWh));
1074     this->__drawDispatch();
1075 }
1076
1077
1078 // 6. draw production menu
1079 if (this->production_menu_open) {
1080     this->render_window_ptr->draw(this->production_menu_backing);
1081     this->render_window_ptr->draw(this->production_menu_backing_text);
1082
1083     this->__drawProductionMenu();
1084 }
1085
1086
1087 // 7. draw upgrade menu
1088 if (this->upgrade_menu_open) {
1089     this->render_window_ptr->draw(this->upgrade_menu_backing);
1090     this->render_window_ptr->draw(this->upgrade_menu_backing_text);
1091
1092     this->__drawUpgradeOptions();
1093 }
1094
1095
1096 // 10. handle broken effects
1097 if (this->is_broken) {
1098     this->tile_improvement_sprite_static.setColor(
1099         sf::Color(
1100             255,
1101             255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1102             255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1103             255
1104         )
1105     );
1106 }
1107
1108 this->frame++;
1109 return;

```

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

#### 4.11.3.16 getTileOptionsSubstring()

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

Helper method to assemble and return tile options substring.

##### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

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

#### 4.11.3.17 processEvent()

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

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

Reimplemented from [TileImprovement](#).

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

#### 4.11.3.18 processMessage()

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

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

Reimplemented from [TileImprovement](#).

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

#### 4.11.3.19 setIsSelected()

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

Method to set the is selected attribute.

##### Parameters

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

Reimplemented from [TileImprovement](#).

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



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

#### 4.11.3.20 update()

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

Method to trigger production and dispatchable updates.

Reimplemented from [TileImprovement](#).

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

### 4.11.4 Member Data Documentation

#### 4.11.4.1 capacity\_factor\_vec

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

A vector of daily capacity factors for the current month.

#### 4.11.4.2 capacity\_kW

```
int SolarPV::capacity_kW
```

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

#### 4.11.4.3 dispatch\_MWh

```
int SolarPV::dispatch_MWh
```

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

#### 4.11.4.4 dispatch\_vec\_MWh

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

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

#### 4.11.4.5 dispatchable\_MWh

```
int SolarPV::dispatchable_MWh
```

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

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

```
double SolarPV::max_daily_production_MWh
```

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

#### 4.11.4.7 production\_MWh

```
int SolarPV::production_MWh
```

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

#### 4.11.4.8 production\_vec\_MWh

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

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

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

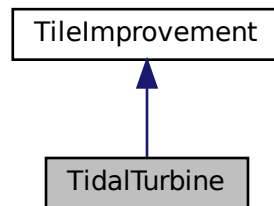
- header/[SolarPV.h](#)
- source/[SolarPV.cpp](#)

## 4.12 TidalTurbine Class Reference

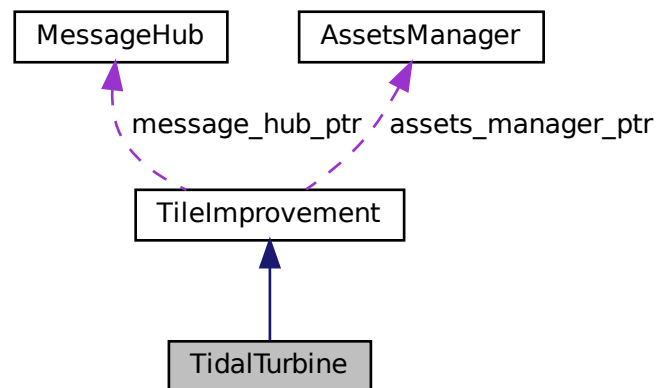
A settlement class (child class of [TileImprovement](#)).

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

Inheritance diagram for TidalTurbine:



Collaboration diagram for TidalTurbine:



### Public Member Functions

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

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

## Public Attributes

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

## Private Member Functions

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

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

## Additional Inherited Members

### 4.12.1 Detailed Description

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

### 4.12.2 Constructor & Destructor Documentation

#### 4.12.2.1 TidalTurbine()

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

Constructor for the [TidalTurbine](#) class.

Ref: [Wikipedia](#) [2023]

#### Parameters

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

```

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

```

#### 4.12.2.2 ~TidalTurbine()

```

TidalTurbine::~TidalTurbine (
    void ) [virtual]

```

Destructor for the [TidalTurbine](#) class.

```

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

```

### 4.12.3 Member Function Documentation

#### 4.12.3.1 \_\_breakdown()

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

Helper method to trigger an equipment breakdown.

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

#### 4.12.3.2 \_\_computeCapacityFactors()

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

Helper method to compute capacity factors.

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

#### 4.12.3.3 \_\_computeDispatch()

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

Helper method to compute dispatch values.

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

```

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

```

#### 4.12.3.4 \_\_computeProduction()

```

void TidalTurbine::__computeProduction (
    void ) [private]

```

Helper method to compute production values.

```

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

```

#### 4.12.3.5 \_\_computeProductionCosts()

```

void TidalTurbine::__computeProductionCosts (
    void ) [private]

```

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

```

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

```



## 4.12.3.6 \_\_drawProductionMenu()

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

Helper method to draw production menu assets.

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

## 4.12.3.7 \_\_drawUpgradeOptions()

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

Helper method to set up and draw upgrade options.

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

```

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

```

```

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

```

#### 4.12.3.8 \_\_handleKeyPressEvents()

```

void TidalTurbine::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

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

```

```

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

```

#### 4.12.3.9 \_\_handleMouseButtonEvents()

```

void TidalTurbine::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

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

```

#### 4.12.3.10 \_\_repair()

```

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

```

Helper method to repair the tidal turbine.

Reimplemented from [TileImprovement](#).

```

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

```

## 4.12.3.11 \_\_sendImprovementStateMessage()

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

Helper method to format and sent improvement state message.

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

## 4.12.3.12 \_\_setUpTileImprovementSpriteAnimated()

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

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

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

#### 4.12.3.13 \_\_upgradePowerCapacity()

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

Helper method to upgrade power capacity.

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

#### 4.12.3.14 advanceTurn()

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

Method to handle turn advance.

Reimplemented from [TileImprovement](#).

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

```

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

```

#### 4.12.3.15 draw()

```

void TidalTurbine::draw (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

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

```

```

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

```

#### 4.12.3.16 getTileOptionsSubstring()

```

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

```

Helper method to assemble and return tile options substring.

#### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```

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

```



```

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

```

#### 4.12.3.17 processEvent()

```

void TidalTurbine::processEvent (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

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

```

#### 4.12.3.18 processMessage()

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

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

Reimplemented from [TileImprovement](#).

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

#### 4.12.3.19 setIsSelected()

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

Method to set the is selected attribute.

##### Parameters

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

Reimplemented from [TileImprovement](#).

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

#### 4.12.3.20 update()

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

Method to trigger production and dispatchable updates.

Reimplemented from [TileImprovement](#).

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

## 4.12.4 Member Data Documentation

### 4.12.4.1 bobbing\_y

```
double TidalTurbine::bobbing_y
```

The bobbing extent of the tidal turbine.

### 4.12.4.2 capacity\_factor\_vec

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

A vector of daily capacity factors for the current month.

### 4.12.4.3 capacity\_kW

```
int TidalTurbine::capacity_kW
```

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

### 4.12.4.4 dispatch\_MWh

```
int TidalTurbine::dispatch_MWh
```

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

### 4.12.4.5 dispatch\_vec\_MWh

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

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

#### 4.12.4.6 dispatchable\_MWh

```
int TidalTurbine::dispatchable_MWh
```

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

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

```
double TidalTurbine::max_daily_production_MWh
```

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

#### 4.12.4.8 production\_MWh

```
int TidalTurbine::production_MWh
```

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

#### 4.12.4.9 production\_vec\_MWh

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

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

#### 4.12.4.10 rotor\_drotation

```
double TidalTurbine::rotor_drotation
```

The rotation rate of the rotor.

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

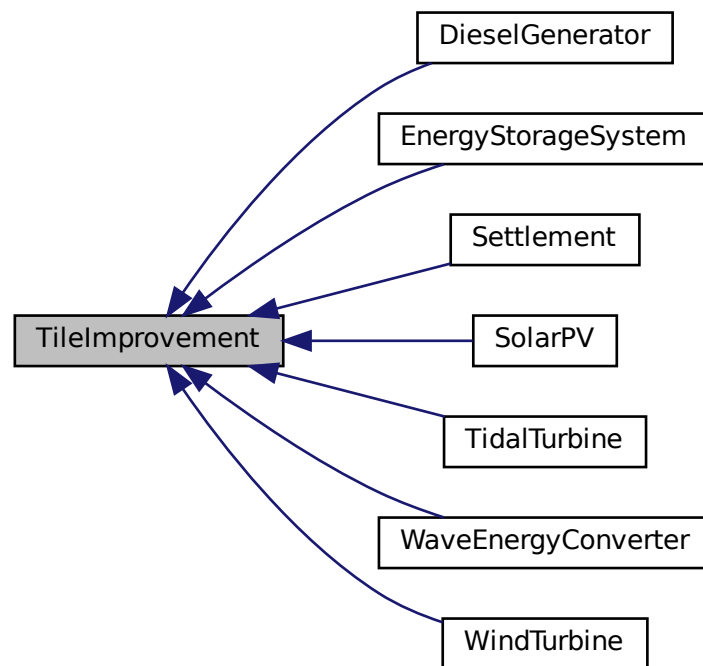
- header/[TidalTurbine.h](#)
- source/[TidalTurbine.cpp](#)

## 4.13 TileImprovement Class Reference

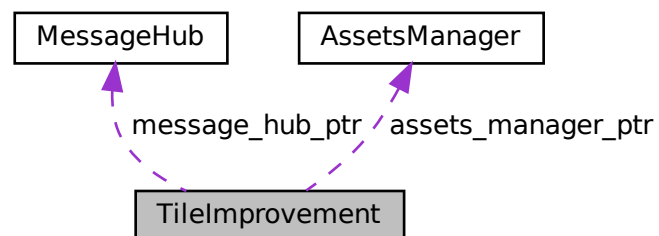
A base class for the tile improvement hierarchy.

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

Inheritance diagram for TileImprovement:



Collaboration diagram for TileImprovement:



## Public Member Functions

- [TileImprovement](#) (double, double, int, sf::Event \*, sf::RenderWindow \*, [AssetsManager](#) \*, [MessageHub](#) \*)  
*Constructor for the [TileImprovement](#) class.*
- virtual void [setIsSelected](#) (bool)  
*Method to set the is selected attribute.*
- virtual void [advanceTurn](#) (void)
- virtual void [update](#) (void)
- virtual std::string [getTileOptionsSubstring](#) (void)
- virtual void [processEvent](#) (void)  
*Method to process [TileImprovement](#). To be called once per event.*
- virtual void [processMessage](#) (void)  
*Method to process [TileImprovement](#). To be called once per message.*
- virtual void [draw](#) (void)  
*Method to draw the hex tile to the render window. To be called once per frame.*
- virtual [~TileImprovement](#) (void)  
*Destructor for the [TileImprovement](#) class.*

## Public Attributes

- [TileImprovementType](#) [tile\\_improvement\\_type](#)  
*The type of the tile improvement.*
- bool [is\\_running](#)  
*A boolean which indicates whether or not the improvement is running.*
- bool [is\\_selected](#)  
*A boolean which indicates whether or not the tile is selected.*
- bool [just\\_built](#)  
*A boolean which indicates that the improvement was just built.*
- bool [just\\_upgraded](#)  
*A boolean which indicates that the improvement was just upgraded.*
- bool [production\\_menu\\_open](#)  
*A boolean which indicates whether or not the production menu is open.*
- bool [upgrade\\_menu\\_open](#)  
*A boolean which indicates whether or not the build menu is open.*
- bool [is\\_broken](#)  
*A boolean which indicated whether or not improvement is broken.*
- unsigned long long int [frame](#)  
*The current frame of this object.*
- int [credits](#)  
*The current balance of credits.*
- int [month](#)  
*The current month of play.*
- int [demand\\_MWh](#)  
*The current demand [MWh].*
- int [health](#)  
*The health of the improvement.*
- int [upgrade\\_level](#)  
*The upgrade level of the improvement.*
- int [upgrade\\_frame](#)  
*The frame of the upgrade animation.*

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

## Protected Member Functions

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

## Protected Attributes

- sf::Event \* [event\\_ptr](#)  
*A pointer to the event class.*
- sf::RenderWindow \* [render\\_window\\_ptr](#)  
*A pointer to the render window.*
- [AssetsManager](#) \* [assets\\_manager\\_ptr](#)  
*A pointer to the assets manager.*
- [MessageHub](#) \* [message\\_hub\\_ptr](#)  
*A pointer to the message hub.*



### 4.13.1 Detailed Description

A base class for the tile improvement hierarchy.

### 4.13.2 Constructor & Destructor Documentation

#### 4.13.2.1 TileImprovement()

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

Constructor for the [TileImprovement](#) class.

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

#### Parameters

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

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

```

753     this->operation_maintenance_cost = 0;
754
755     this->tile_resource = tile_resource;
756
757     switch (this->tile_resource) {
758     case (0): {
759         this->tile_resource_scalar = 0.85;
760
761         break;
762     }
763
764
765     case (1): {
766         this->tile_resource_scalar = 0.925;
767
768         break;
769     }
770
771
772     case (2): {
773         this->tile_resource_scalar = 1;
774
775         break;
776     }
777
778
779     case (3): {
780         this->tile_resource_scalar = 1.075;
781
782         break;
783     }
784
785
786     case (4): {
787         this->tile_resource_scalar = 1.15;
788
789         break;
790     }
791
792
793     default: {
794         this->tile_resource_scalar = 1;
795     }
796 }
797
798 this->position_x = position_x;
799 this->position_y = position_y;
800
801 this->game_phase = "build settlement";
802
803 this->__setUpProductionMenu();
804 this->__setUpUpgradeMenu();
805 this->__setUpDispatchIllustration();
806
807 std::cout << "TileImprovement constructed at " << this << std::endl;
808
809 return;
810 } /* TileImprovement() */

```

#### 4.13.2.2 ~TileImprovement()

```

TileImprovement::~TileImprovement (
    void ) [virtual]

```

Destructor for the [TileImprovement](#) class.

```

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

```

### 4.13.3 Member Function Documentation

#### 4.13.3.1 \_\_breakdown()

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

Helper method to trigger an equipment breakdown.

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

#### 4.13.3.2 \_\_closeProductionMenu()

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

Helper method to close the production menu.

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

#### 4.13.3.3 \_\_closeUpgradeMenu()

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

Helper method to close the build menu.

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

#### 4.13.3.4 \_\_drawDispatch()

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

Helper method to draw dispatch illustration.

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

#### 4.13.3.5 \_\_handleKeyPressEvents()

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

Helper method to handle key press events.

```
277 {
278     if (this->tile_improvement_type == TileImprovementType :: SETTLEMENT) {
279         return;
280     }
281
282     if (this->just_built) {
283         return;
284     }
285
286     switch (this->event_ptr->key.code) {
287         case (sf::Keyboard::E): {
288             if (this->is_broken) {
289                 this->assets_manager_ptr->getSound("breakdown")->play();
290             }
291
292             else {
293                 this->__openProductionMenu();
294             }
295
296             break;
297         }
298
299
300         case (sf::Keyboard::R): {
301             if (this->is_broken) {
302                 this->__repair();
303             }
304
305             break;
306         }
307
308
309         default: {
```

```

310             // do nothing!
311
312             break;
313         }
314     }
315
316     return;
317 } /* __handleKeyPressEvents() */

```

#### 4.13.3.6 \_\_handleMouseButtonEvents()

```

void TileImprovement::__handleMouseButtonEvents (
    void ) [protected]

```

Helper method to handle mouse button events.

```

332 {
333     if (this->tile_improvement_type == TileImprovementType :: SETTLEMENT) {
334         return;
335     }
336
337     if (this->just_built) {
338         return;
339     }
340
341     switch (this->event_ptr->mouseButton.button) {
342         case (sf::Mouse::Left): {
343             //...
344
345             break;
346         }
347
348         case (sf::Mouse::Right): {
349             //...
350
351             break;
352         }
353     }
354
355     default: {
356         // do nothing!
357
358         break;
359     }
360 }
361
362 return;
363 } /* __handleMouseButtonEvents() */

```

#### 4.13.3.7 \_\_openProductionMenu()

```

void TileImprovement::__openProductionMenu (
    void ) [protected]

```

Helper method to open the production menu.

```

379 {
380     if (this->production_menu_open) {
381         return;
382     }
383
384     if (this->upgrade_menu_open) {
385         this->__closeUpgradeMenu();
386     }
387
388     this->production_menu_open = true;
389     this->assets_manager_ptr->getSound("build menu open")->play();
390
391     return;
392 } /* __openProductionMenu() */

```

#### 4.13.3.8 \_\_openUpgradeMenu()

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

Helper method to open the upgrade menu.

```
488 {
489     if (this->upgrade_menu_open) {
490         return;
491     }
492     if (this->production_menu_open) {
493         this->__closeProductionMenu();
494     }
495     this->upgrade_menu_open = true;
496     this->assets_manager_ptr->getSound("build menu open")->play();
497     return;
498 }
499
500 /* __openUpgradeMenu() */
```

#### 4.13.3.9 \_\_repair()

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

Helper method to repair a tile improvement.

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), and [DieselGenerator](#).

```
452 {
453     this->health = 100;
454     if (this->is_broken) {
455         this->is_broken = false;
456         this->assets_manager_ptr->getSound("positive notification")->play();
457     }
458     if (this->tile_improvement_sprite_static.getTexture() != NULL) {
459         this->tile_improvement_sprite_static.setColor(sf::Color(255, 255, 255, 255));
460     }
461     else {
462         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
463             this->tile_improvement_sprite_animated[i].setColor(
464                 sf::Color(255, 255, 255, 255)
465             );
466         }
467     }
468     return;
469 }
470
471 /* __repair() */
```

#### 4.13.3.10 \_\_sendCreditsSpentMessage()

```
void TileImprovement::__sendCreditsSpentMessage (
    int credits_spent ) [protected]
```

Helper method to format and send a credits spent message.

##### Parameters

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

```

593 {
594     Message credits_spent_message;
595
596     credits_spent_message.channel = GAME_CHANNEL;
597     credits_spent_message.subject = "credits spent";
598
599     credits_spent_message.int_payload["credits spent"] = credits_spent;
600
601     this->message_hub_ptr->sendMessage(credits_spent_message);
602
603     std::cout << "Credits spent (" << credits_spent << ") message sent by " << this
604         << std::endl;
605     return;
606 } /* __sendCreditsSpentMessage() */

```

#### 4.13.3.11 \_\_sendGameStateRequest()

```

void TileImprovement::__sendGameStateRequest (
    void ) [protected]

```

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

```

566 {
567     Message game_state_request;
568
569     game_state_request.channel = GAME_CHANNEL;
570     game_state_request.subject = "state request";
571
572     this->message_hub_ptr->sendMessage(game_state_request);
573
574     std::cout << "Game state request message sent by " << this << std::endl;
575     return;
576 } /* __sendGameStateRequest() */

```

#### 4.13.3.12 \_\_sendInsufficientCreditsMessage()

```

void TileImprovement::__sendInsufficientCreditsMessage (
    void ) [protected]

```

Helper method to format and send an insufficient credits message.

```

621 {
622     Message insufficient_credits_message;
623
624     insufficient_credits_message.channel = GAME_CHANNEL;
625     insufficient_credits_message.subject = "insufficient credits";
626
627     this->message_hub_ptr->sendMessage(insufficient_credits_message);
628
629     std::cout << "Insufficient credits message sent by " << this << std::endl;
630
631     return;
632 } /* __sendInsufficientCreditsMessage() */

```

#### 4.13.3.13 \_\_sendTileStateRequest()

```

void TileImprovement::__sendTileStateRequest (
    void ) [protected]

```

Helper method to format and send a request for the parent [HexTile](#) to send a tile state message.

```

541 {
542     Message tile_state_request;
543
544     tile_state_request.channel = TILE_STATE_CHANNEL;
545     tile_state_request.subject = "state request";
546
547     this->message_hub_ptr->sendMessage(tile_state_request);
548
549     std::cout << "Tile state request sent by " << this << std::endl;
550     return;
551 } /* __sendTileStateRequest() */

```

#### 4.13.3.14 \_\_setUpDispatchIllustration()

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

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

```
178 {
179     // 1. set up backing
180     this->dispatch_backing.setRadius(16);
181
182     this->dispatch_backing.setOrigin(
183         this->dispatch_backing.getLocalBounds().width / 2,
184         this->dispatch_backing.getLocalBounds().height / 2
185     );
186
187     this->dispatch_backing.setPosition(
188         this->position_x,
189         this->position_y
190     );
191
192     this->dispatch_backing.setFillColor(MONOCROME_SCREEN_BACKGROUND);
193     this->dispatch_backing.setOutlineThickness(2);
194     this->dispatch_backing.setOutlineColor(sf::Color(0, 0, 0, 255));
195
196
197     // 2. set up text
198     this->dispatch_text.setFont(*(assets_manager_ptr->getFont("Glass_TTY_VT220")));
199     this->dispatch_text.setFillColor(MONOCROME_TEXT_GREEN);
200     this->dispatch_text.setCharacterSize(16);
201     this->dispatch_text.setPosition(
202         this->position_x,
203         this->position_y - 4
204     );
205
206     return;
207 } /* __setUpDispatchIllustration() */
```

#### 4.13.3.15 \_\_setUpProductionMenu()

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

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

```
68 {
69     // 1. set up and place production menu backing and text
70     this->production_menu_backing.setSize(sf::Vector2f(400, 256));
71     this->production_menu_backing.setOrigin(200, 128);
72     this->production_menu_backing.setPosition(400, 400);
73     this->production_menu_backing.setFillColor(MONOCROME_SCREEN_BACKGROUND);
74     this->production_menu_backing.setOutlineColor(MENU_FRAME_GREY);
75     this->production_menu_backing.setOutlineThickness(4);
76
77     this->production_menu_backing_text.setString("**** PRODUCTION MENU ****");
78     this->production_menu_backing_text.setFont(
79         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220"))
80     );
81     this->production_menu_backing_text.setCharacterSize(16);
82     this->production_menu_backing_text.setFillColor(MONOCROME_TEXT_GREEN);
83     this->production_menu_backing_text.setOrigin(
84         this->production_menu_backing_text.getLocalBounds().width / 2, 0
85     );
86     this->production_menu_backing_text.setPosition(400, 400 - 128 + 4);
87
88     return;
89 } /* __setUpProductionMenu() */
```



**4.13.3.16 \_\_setUpUpgradeMenu()**

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

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

```
104 {
105     // 1. set up and place upgrade menu backing and text
106     this->upgrade_menu_backing.setSize(sf::Vector2f(400, 256));
107     this->upgrade_menu_backing.setOrigin(200, 128);
108     this->upgrade_menu_backing.setPosition(400, 400);
109     this->upgrade_menu_backing.setFillColor(MONOCHROME_SCREEN_BACKGROUND);
110     this->upgrade_menu_backing.setOutlineColor(MENU_FRAME_GREY);
111     this->upgrade_menu_backing.setOutlineThickness(4);
112
113     this->upgrade_menu_backing_text.setString("**** UPGRADE MENU ****");
114     this->upgrade_menu_backing_text.setFont(
115         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220"))
116     );
117     this->upgrade_menu_backing_text.setCharacterSize(16);
118     this->upgrade_menu_backing_text.setFillColor(MONOCHROME_TEXT_GREEN);
119     this->upgrade_menu_backing_text.setOrigin(
120         this->upgrade_menu_backing_text.getLocalBounds().width / 2, 0
121     );
122     this->upgrade_menu_backing_text.setPosition(400, 400 - 128 + 4);
123
124
125     // 2. set up and place storage upgrade sprite (with upgrade plus)
126     this->storage_upgrade_sprite = sf::Sprite(
127         *(this->assets_manager_ptr->getTexture("energy storage system"))
128     );
129
130     this->storage_upgrade_sprite.setOrigin(
131         this->storage_upgrade_sprite.getLocalBounds().width / 2,
132         this->storage_upgrade_sprite.getLocalBounds().height
133     );
134
135     this->storage_upgrade_sprite.setPosition(400 + 100, 400 - 32);
136
137     this->upgrade_plus_sprite = sf::Sprite(
138         *(this->assets_manager_ptr->getTexture("upgrade plus"))
139     );
140
141     this->upgrade_plus_sprite.setOrigin(
142         this->upgrade_plus_sprite.getLocalBounds().width / 2,
143         this->upgrade_plus_sprite.getLocalBounds().height / 2
144     );
145
146     this->upgrade_plus_sprite.setPosition(400 + 130, 400 - 64);
147
148
149     // 3. set up and place upgrade arrow sprite
150     this->upgrade_arrow_sprite = sf::Sprite(
151         *(this->assets_manager_ptr->getTexture("upgrade arrow"))
152     );
153
154     this->upgrade_arrow_sprite.setOrigin(
155         this->upgrade_arrow_sprite.getLocalBounds().width / 2,
156         this->upgrade_arrow_sprite.getLocalBounds().height / 2
157     );
158
159     this->upgrade_arrow_sprite.setPosition(400 - 64, 400 - 64);
160
161
162     return;
163 } /* __setUpUpgradeMenu() */
```

**4.13.3.17 \_\_upgradeStorageCapacity()**

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

Helper method to upgrade storage capacity.

```
222 {
223     if (this->credits < ENERGY_STORAGE_SYSTEM_BUILD_COST) {
```

```

224         std::cout << "Cannot add energy storage: insufficient credits (need "
225             << ENERGY_STORAGE_SYSTEM_BUILD_COST << " K)" << std::endl;
226
227         this->__sendInsufficientCreditsMessage();
228         return;
229     }
230
231     if (this->storage_level >= MAX_STORAGE_LEVELS) {
232         return;
233     }
234
235     this->storage_level++;
236     this->storage_kWh += 200;
237
238     this->storage_upgrade_sprite_vec.push_back(
239         sf::Sprite(
240             *(this->assets_manager_ptr->getTexture("storage_level"))
241         )
242     );
243
244     this->storage_upgrade_sprite_vec.back().setOrigin(
245         this->storage_upgrade_sprite_vec.back().getLocalBounds().width / 2,
246         this->storage_upgrade_sprite_vec.back().getLocalBounds().height
247     );
248
249     this->storage_upgrade_sprite_vec.back().setPosition(
250         this->position_x + 18,
251         this->position_y + 25 - 7 * this->storage_upgrade_sprite_vec.size()
252     );
253
254     this->just_upgraded = true;
255
256     this->assets_manager_ptr->getSound("upgrade")->play();
257
258     this->__sendCreditsSpentMessage(ENERGY_STORAGE_SYSTEM_BUILD_COST);
259     this->__sendTileStateRequest();
260
261     return;
262 } /* __upgradeStorageCapacity() */

```

#### 4.13.3.18 advanceTurn()

```

virtual void TileImprovement::advanceTurn (
    void ) [inline], [virtual]

```

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), and [DieselGenerator](#).

```
191 {return;}
```

#### 4.13.3.19 draw()

```

void TileImprovement::draw (
    void ) [virtual]

```

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

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), [Settlement](#), [EnergyStorageSystem](#), and [DieselGenerator](#).

```

914 {
915     if (this->tile_improvement_sprite_static.getTexture() != NULL) {
916         int alpha = this->tile_improvement_sprite_static.getColor().a;
917
918         alpha += 0.08 * FRAMES_PER_SECOND;
919
920         this->tile_improvement_sprite_static.setColor(
921             sf::Color(255, 255, 255, alpha)
922         );
923
924         this->tile_improvement_sprite_static.move(0, 50 * SECONDS_PER_FRAME);

```

```

925
926         if (
927             (alpha >= 255) or
928             (this->tile_improvement_sprite_static.getPosition().y >= this->position_y + 12)
929         ) {
930             this->tile_improvement_sprite_static.setColor(
931                 sf::Color(255, 255, 255, 255)
932             );
933
934             this->tile_improvement_sprite_static.setPosition(
935                 this->position_x,
936                 this->position_y + 12
937             );
938
939             this->just_built = false;
940             this->assets_manager_ptr->getSound("place improvement")->play();
941         }
942
943         this->render_window_ptr->draw(this->tile_improvement_sprite_static);
944     }
945
946     else {
947         int alpha = 0;
948
949         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
950             alpha = this->tile_improvement_sprite_animated[i].getColor().a;
951
952             alpha += 0.08 * FRAMES_PER_SECOND;
953
954             this->tile_improvement_sprite_animated[i].setColor(
955                 sf::Color(255, 255, 255, alpha)
956             );
957
958             this->tile_improvement_sprite_animated[i].move(0, 50 * SECONDS_PER_FRAME);
959
960             if (
961                 (alpha >= 255) or
962                 (this->tile_improvement_sprite_animated[i].getPosition().y >= this->position_y + 12)
963             ) {
964                 this->tile_improvement_sprite_animated[i].setColor(
965                     sf::Color(255, 255, 255, 255)
966                 );
967
968                 this->tile_improvement_sprite_animated[i].setPosition(
969                     this->position_x,
970                     this->position_y + 12
971                 );
972             }
973
974             this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
975         }
976
977         if (
978             (alpha >= 255) or
979             (this->tile_improvement_sprite_animated[0].getPosition().y >= this->position_y + 12)
980         ) {
981             this->just_built = false;
982             this->assets_manager_ptr->getSound("place improvement")->play();
983
984             switch (this->tile_improvement_type) {
985                 case (TileImprovementType :: WIND_TURBINE): {
986                     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
987                         this->tile_improvement_sprite_animated[i].setOrigin(32, 32);
988                         this->tile_improvement_sprite_animated[i].move(0, -32);
989                     }
990
991                     break;
992                 }
993
994                 case (TileImprovementType :: TIDAL_TURBINE): {
995                     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
996                         this->tile_improvement_sprite_animated[i].setOrigin(32, 45);
997                         this->tile_improvement_sprite_animated[i].move(0, -19);
998                     }
999
1000                     break;
1001                 }
1002
1003                 case (TileImprovementType :: WAVE_ENERGY_CONVERTER): {
1004                     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1005                         this->tile_improvement_sprite_animated[i].setOrigin(32, 32);
1006                         this->tile_improvement_sprite_animated[i].move(0, -32);
1007                     }
1008                 }
1009             }
1010         }
1011

```

```

1012             break;
1013         }
1014
1015
1016         default: {
1017             // do nothing!
1018
1019             break;
1020         }
1021     }
1022 }
1023 }
1024
1025
1026     this->frame++;
1027     return;
1028 } /* draw() */

```

#### 4.13.3.20 `getTileOptionsSubstring()`

```

virtual std::string TileImprovement::getTileOptionsSubstring (
    void ) [inline], [virtual]

```

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), [Settlement](#), [EnergyStorageSystem](#), and [DieselGenerator](#).

```

195 {return "";}

```

#### 4.13.3.21 `processEvent()`

```

void TileImprovement::processEvent (
    void ) [virtual]

```

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

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), [Settlement](#), [EnergyStorageSystem](#), and [DieselGenerator](#).

```

854 {
855     if (this->event_ptr->type == sf::Event::KeyPressed) {
856         this->__handleKeyPressEvents();
857     }
858
859     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
860         this->__handleMouseButtonEvents();
861     }
862
863     return;
864 } /* processEvent() */

```

#### 4.13.3.22 processMessage()

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

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

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), [Settlement](#), [EnergyStorageSystem](#), and [DieselGenerator](#).

```
879 {
880     if (not this->message_hub_ptr->isEmpty(GAME_STATE_CHANNEL)) {
881         Message game_state_message = this->message_hub_ptr->receiveMessage(
882             GAME_STATE_CHANNEL
883         );
884
885         if (game_state_message.subject == "turn advance") {
886             this->credits = game_state_message.int_payload["credits"];
887             this->month = game_state_message.int_payload["month"];
888             this->demand_MWh = game_state_message.int_payload["demand_MWh"];
889
890             this->advanceTurn();
891
892             this->message_hub_ptr->incrementMessageRead(GAME_STATE_CHANNEL);
893             std::cout << "Turn advance message read and passed by " << this << std::endl;
894         }
895     }
896
897     return;
898 } /* processMessage() */
```

#### 4.13.3.23 setIsSelected()

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

Method to set the is selected attribute.

##### Parameters

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

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), [SolarPV](#), [Settlement](#), [EnergyStorageSystem](#), and [DieselGenerator](#).

```
827 {
828     this->is_selected = is_selected;
829
830     if ((not is_selected) and this->production_menu_open) {
831         this->__closeProductionMenu();
832     }
833
834     if ((not is_selected) and this->upgrade_menu_open) {
835         this->__closeUpgradeMenu();
836     }
837
838     return;
839 } /* setIsSelected() */
```

#### 4.13.3.24 update()

```
virtual void TileImprovement::update (
    void ) [inline], [virtual]
```

Reimplemented in [WindTurbine](#), [WaveEnergyConverter](#), [TidalTurbine](#), and [SolarPV](#).  
193 {return;}

## 4.13.4 Member Data Documentation

### 4.13.4.1 assets\_manager\_ptr

`AssetsManager* TileImprovement::assets_manager_ptr [protected]`

A pointer to the assets manager.

### 4.13.4.2 credits

`int TileImprovement::credits`

The current balance of credits.

### 4.13.4.3 demand\_MWh

`int TileImprovement::demand_MWh`

The current demand [MWh].

### 4.13.4.4 demand\_vec\_MWh

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

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

### 4.13.4.5 dispatch\_backing

`sf::CircleShape TileImprovement::dispatch_backing`

A backing circle for dispatch text illustration.

#### 4.13.4.6 dispatch\_text

```
sf::Text TileImprovement::dispatch_text
```

Text for illustrating dispatch.

#### 4.13.4.7 event\_ptr

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

A pointer to the event class.

#### 4.13.4.8 frame

```
unsigned long long int TileImprovement::frame
```

The current frame of this object.

#### 4.13.4.9 game\_phase

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

The current phase of the game.

#### 4.13.4.10 health

```
int TileImprovement::health
```

The health of the improvement.

#### 4.13.4.11 is\_broken

```
bool TileImprovement::is_broken
```

A boolean which indicated whether or not improvement is broken.

#### 4.13.4.12 is\_running

```
bool TileImprovement::is_running
```

A boolean which indicates whether or not the improvement is running.

#### 4.13.4.13 is\_selected

```
bool TileImprovement::is_selected
```

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

#### 4.13.4.14 just\_built

```
bool TileImprovement::just_built
```

A boolean which indicates that the improvement was just built.

#### 4.13.4.15 just\_upgraded

```
bool TileImprovement::just_upgraded
```

A boolean which indicates that the improvement was just upgraded.

#### 4.13.4.16 message\_hub\_ptr

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

A pointer to the message hub.

#### 4.13.4.17 month

```
int TileImprovement::month
```

The current month of play.



#### 4.13.4.18 operation\_maintenance\_cost

```
int TileImprovement::operation_maintenance_cost
```

The operation and maintenance costs for this turn.

#### 4.13.4.19 position\_x

```
double TileImprovement::position_x
```

The x position of the tile improvement.

#### 4.13.4.20 position\_y

```
double TileImprovement::position_y
```

The y position of the tile improvement.

#### 4.13.4.21 production\_menu\_backing

```
sf::RectangleShape TileImprovement::production_menu_backing
```

A backing for the production menu.

#### 4.13.4.22 production\_menu\_backing\_text

```
sf::Text TileImprovement::production_menu_backing_text
```

Text for the production menu backing.

#### 4.13.4.23 production\_menu\_open

```
bool TileImprovement::production_menu_open
```

A boolean which indicates whether or not the production menu is open.

#### 4.13.4.24 render\_window\_ptr

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

A pointer to the render window.

#### 4.13.4.25 storage\_kWh

```
int TileImprovement::storage_kWh
```

The rated energy capacity [kWh] of the storage.

#### 4.13.4.26 storage\_level

```
int TileImprovement::storage_level
```

The level of storage installed alongside the tile improvement.

#### 4.13.4.27 storage\_upgrade\_sprite

```
sf::Sprite TileImprovement::storage_upgrade_sprite
```

A sprite for illustrating storage (in upgrade menu).

#### 4.13.4.28 storage\_upgrade\_sprite\_vec

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

A vector of sprites for illustrating the storage upgrade level (on tile).

#### 4.13.4.29 tile\_improvement\_sprite\_animated

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

An animated sprite, for the [ContextMenu](#) visual screen.

#### 4.13.4.30 tile\_improvement\_sprite\_static

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

A static sprite, for decorating the tile.

#### 4.13.4.31 tile\_improvement\_string

```
std::string TileImprovement::tile_improvement_string
```

A string representation of the tile improvement type.

#### 4.13.4.32 tile\_improvement\_type

```
TileImprovementType TileImprovement::tile_improvement_type
```

The type of the tile improvement.

#### 4.13.4.33 tile\_resource

```
int TileImprovement::tile_resource
```

The renewable resource quality of the tile.

#### 4.13.4.34 tile\_resource\_scalar

```
double TileImprovement::tile_resource_scalar
```

A scalar associated with the renewable resource quality.

#### 4.13.4.35 upgrade\_arrow\_sprite

```
sf::Sprite TileImprovement::upgrade_arrow_sprite
```

An upgrade arrow sprite.

#### 4.13.4.36 upgrade\_frame

```
int TileImprovement::upgrade_frame
```

The frame of the upgrade animation.

#### 4.13.4.37 upgrade\_level

```
int TileImprovement::upgrade_level
```

The upgrade level of the improvement.

#### 4.13.4.38 upgrade\_menu\_backing

```
sf::RectangleShape TileImprovement::upgrade_menu_backing
```

A backing for the upgrade menu.

#### 4.13.4.39 upgrade\_menu\_backing\_text

```
sf::Text TileImprovement::upgrade_menu_backing_text
```

Text for the upgrade menu backing.

#### 4.13.4.40 upgrade\_menu\_open

```
bool TileImprovement::upgrade_menu_open
```

A boolean which indicates whether or not the build menu is open.

#### 4.13.4.41 upgrade\_plus\_sprite

```
sf::Sprite TileImprovement::upgrade_plus_sprite
```

An upgrade plus sprite.

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

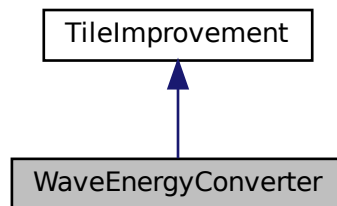
- header/[TileImprovement.h](#)
- source/[TileImprovement.cpp](#)

## 4.14 WaveEnergyConverter Class Reference

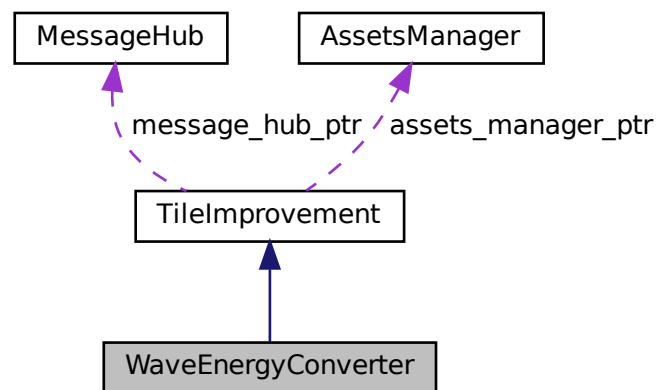
A settlement class (child class of [TileImprovement](#)).

```
#include <WaveEnergyConverter.h>
```

Inheritance diagram for WaveEnergyConverter:



Collaboration diagram for WaveEnergyConverter:



### Public Member Functions

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

- void [advanceTurn](#) (void)  
*Method to handle turn advance.*
- void [update](#) (void)  
*Method to trigger production and dispatchable updates.*
- void [processEvent](#) (void)  
*Method to process [WaveEnergyConverter](#). To be called once per event.*
- void [processMessage](#) (void)  
*Method to process [WaveEnergyConverter](#). To be called once per message.*
- void [draw](#) (void)  
*Method to draw the hex tile to the render window. To be called once per frame.*
- virtual [~WaveEnergyConverter](#) (void)  
*Destructor for the [WaveEnergyConverter](#) class.*

## Public Attributes

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

## Private Member Functions

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

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

## Additional Inherited Members

### 4.14.1 Detailed Description

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

### 4.14.2 Constructor & Destructor Documentation

#### 4.14.2.1 WaveEnergyConverter()

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

Constructor for the [WaveEnergyConverter](#) class.

Ref: [Wikipedia](#) [2023]

#### Parameters

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

```

763 :
764 TileImprovement (
765     position_x,
766     position_y,
767     tile_resource,
768     event_ptr,
769     render_window_ptr,
770     assets_manager_ptr,
771     message_hub_ptr
772 )
773 {
774     // 1. set attributes
775
776     // 1.1. private
777     //...
778
779     // 1.2. public
780     this->tile_improvement_type = TileImprovementType :: WAVE_ENERGY_CONVERTER;
781
782     this->is_running = false;
783
784     this->health = 100;
785
786     this->capacity_kW = 100;
787     this->upgrade_level = 1;
788
789     this->storage_kWh = 0;
790     this->storage_level = 0;
791
792     this->production_MWh = 0;
793     this->dispatch_MWh = 0;
794     this->dispatchable_MWh = 0;
795
796     this->max_daily_production_MWh = (double)(24 * this->capacity_kW) / 1000;
797
798     this->bobbing_y = 4;
799
800     this->capacity_factor_vec.resize(30, 0);
801     this->production_vec_MWh.resize(30, 0);
802     this->dispatch_vec_MWh.resize(30, 0);
803
804     this->tile_improvement_string = "WAVE ENERGY";
805
806     this->__setUpTileImprovementSpriteAnimated();
807     this->__computeCapacityFactors();
808     this->update();
809
810     std::cout << "WaveEnergyConverter constructed at " << this << std::endl;
811
812     return;
813 } /* WaveEnergyConverter() */

```

#### 4.14.2.2 ~WaveEnergyConverter()

```

WaveEnergyConverter::~WaveEnergyConverter (
    void ) [virtual]

```

Destructor for the [WaveEnergyConverter](#) class.

```

1182 {
1183     std::cout << "WaveEnergyConverter at " << this << " destroyed" << std::endl;
1184
1185     return;
1186 } /* ~WaveEnergyConverter() */

```

#### 4.14.3 Member Function Documentation



**4.14.3.1 \_\_breakdown()**

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

Helper method to trigger an equipment breakdown.

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

**4.14.3.2 \_\_computeCapacityFactors()**

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

Helper method to compute capacity factors.

```
307 {
308     unsigned seed = std::chrono::system_clock::now().time_since_epoch().count();
309     std::default_random_engine generator(seed);
310
311     double mean =
312         this->tile_resource_scalar * MEAN_DAILY_WAVE_CAPACITY_FACTORS[this->month - 1];
313
314     double stdev = STDEV_DAILY_WAVE_CAPACITY_FACTORS[this->month - 1];
315
316     if (this->tile_resource_scalar > 1) {
317         stdev /= this->tile_resource_scalar;
318     }
319
320     std::normal_distribution<double> normal_dist(mean, stdev);
321
322     double capacity_factor = 0;
323
324     for (int i = 0; i < 30; i++) {
325         capacity_factor = normal_dist(generator);
326
327         if (capacity_factor < 0) {
328             capacity_factor = 0;
329         }
330
331         this->capacity_factor_vec[i] = capacity_factor;
332     }
333
334     return;
335 } /* __computeCapacityFactors() */
```

**4.14.3.3 \_\_computeDispatch()**

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

Helper method to compute dispatch values.

```
378 {
379     double stored_energy_MWh = 0;
380     double storage_capacity_MWh = (double)(this->storage_kWh) / 1000;
381
382     double demand_MWh = 0;
383     double production_MWh = 0;
384     double dispatchable_MWh = 0;
```

```

385     double difference_MWh = 0;
386
387     double room_MWh = 0;
388
389     for (int i = 0; i < 30; i++) {
390         demand_MWh = this->demand_vec_MWh[i];
391         production_MWh = this->production_vec_MWh[i];
392
393         if (production_MWh <= demand_MWh) {
394             this->dispatch_vec_MWh[i] = production_MWh;
395             dispatchable_MWh += this->dispatch_vec_MWh[i];
396
397             difference_MWh = demand_MWh - production_MWh;
398
399             if ((storage_capacity_MWh > 0) and (stored_energy_MWh > 0)) {
400                 if (difference_MWh > stored_energy_MWh) {
401                     this->dispatch_vec_MWh[i] += stored_energy_MWh;
402                     dispatchable_MWh += stored_energy_MWh;
403                     stored_energy_MWh = 0;
404                 }
405
406                 else {
407                     this->dispatch_vec_MWh[i] += difference_MWh;
408                     dispatchable_MWh += difference_MWh;
409                     stored_energy_MWh -= difference_MWh;
410                 }
411             }
412         }
413
414         else {
415             this->dispatch_vec_MWh[i] = demand_MWh;
416             dispatchable_MWh += this->dispatch_vec_MWh[i];
417
418             difference_MWh = production_MWh - demand_MWh;
419
420             if (
421                 (storage_capacity_MWh > 0) and
422                 (stored_energy_MWh < storage_capacity_MWh)
423             ) {
424                 room_MWh = storage_capacity_MWh - stored_energy_MWh;
425
426                 if (difference_MWh > room_MWh) {
427                     stored_energy_MWh += room_MWh;
428                 }
429
430                 else {
431                     stored_energy_MWh += difference_MWh;
432                 }
433             }
434         }
435     }
436
437     this->dispatchable_MWh = round(dispatchable_MWh);
438
439     if (this->dispatch_MWh != this->dispatchable_MWh) {
440         this->dispatch_MWh = this->dispatchable_MWh;
441     }
442
443     return;
444 } /* __computeDispatch() */

```

#### 4.14.3.4 \_\_computeProduction()

```

void WaveEnergyConverter::__computeProduction (
    void ) [private]

```

Helper method to compute production values.

```

350 {
351     double production_MWh = 0;
352
353     for (int i = 0; i < 30; i++) {
354         this->production_vec_MWh[i] =
355             this->max_daily_production_MWh * this->capacity_factor_vec[i];
356
357         production_MWh += this->production_vec_MWh[i];
358     }
359
360     this->production_MWh = round(production_MWh);

```

```

361
362     return;
363 } /* __computeProduction() */

```

#### 4.14.3.5 \_\_computeProductionCosts()

```

void WaveEnergyConverter::__computeProductionCosts (
    void ) [private]

```

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

```

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

```

#### 4.14.3.6 \_\_drawProductionMenu()

```

void WaveEnergyConverter::__drawProductionMenu (
    void ) [private]

```

Helper method to draw production menu assets.

```

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

```

```

159     production_text.setFillColor(MONOCROME_TEXT_GREEN);
160
161     production_text.setPosition(400 + 30, 400 - 45);
162
163     this->render_window_ptr->draw(production_text);
164
165     return;
166 } /* __drawProductionMenu() */

```

#### 4.14.3.7 \_\_drawUpgradeOptions()

```

void WaveEnergyConverter::__drawUpgradeOptions (
    void ) [private]

```

Helper method to set up and draw upgrade options.

```

584 {
585     // 1. draw power capacity upgrade sprite
586     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
587         sf::Vector2f initial_position = this->tile_improvement_sprite_animated[i].getPosition();
588         this->tile_improvement_sprite_animated[i].setPosition(400 - 100, 400 - 32 - 20);
589
590         sf::Color initial_colour = this->tile_improvement_sprite_animated[i].getColor();
591         this->tile_improvement_sprite_animated[i].setColor(sf::Color(255, 255, 255, 255));
592
593         sf::Vector2f initial_scale = this->tile_improvement_sprite_animated[i].getScale();
594         this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1, 1));
595
596         this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
597
598         this->tile_improvement_sprite_animated[i].setPosition(initial_position);
599         this->tile_improvement_sprite_animated[i].setColor(initial_colour);
600         this->tile_improvement_sprite_animated[i].setScale(initial_scale);
601     }
602
603     this->render_window_ptr->draw(this->upgrade_arrow_sprite);
604
605
606     // 2. draw power capacity upgrade text
607     // 16 char line = "\n"
608     std::string power_upgrade_string = "POWER CAPACITY \n";
609     power_upgrade_string += "\n";
610
611     power_upgrade_string += "CAPACITY: ";
612     power_upgrade_string += std::to_string(this->capacity_kW);
613     power_upgrade_string += " kW\n";
614
615     power_upgrade_string += "LEVEL: ";
616     power_upgrade_string += std::to_string(this->upgrade_level);
617     power_upgrade_string += "\n\n";
618
619     if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
620         power_upgrade_string += "[W]: + 100 kW (";
621         power_upgrade_string += std::to_string(WAVE_ENERGY_CONVERTER_BUILD_COST);
622         power_upgrade_string += " K)\n";
623     }
624
625     else {
626         power_upgrade_string += " * MAX LEVEL * \n";
627     }
628
629     sf::Text power_upgrade_text = sf::Text(
630         power_upgrade_string,
631         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
632         16
633     );
634
635     power_upgrade_text.setOrigin(power_upgrade_text.getLocalBounds().width / 2, 0);
636     power_upgrade_text.setPosition(400 - 100, 400 - 32 + 16);
637     power_upgrade_text.setFillColor(MONOCROME_TEXT_GREEN);
638
639     this->render_window_ptr->draw(power_upgrade_text);
640
641
642     // 3. draw energy capacity (storage) upgrade sprite
643     this->render_window_ptr->draw(this->storage_upgrade_sprite);
644     this->render_window_ptr->draw(this->upgrade_plus_sprite);
645
646

```

```

647 // 4. draw energy capacity (storage) upgrade text
648 // 16 char line = " \n"
649 std::string energy_upgrade_string = "ENERGY CAPACITY \n";
650 energy_upgrade_string += " \n";
651
652 energy_upgrade_string += "CAPACITY: ";
653 energy_upgrade_string += std::to_string(this->storage_level * 200);
654 energy_upgrade_string += " kWh\n";
655
656 energy_upgrade_string += "LEVEL: ";
657 energy_upgrade_string += std::to_string(this->storage_level);
658 energy_upgrade_string += "\n\n";
659
660 if (this->storage_level < MAX_STORAGE_LEVELS) {
661     energy_upgrade_string += "[D]: + 200 kWh (";
662     energy_upgrade_string += std::to_string(ENERGY_STORAGE_SYSTEM_BUILD_COST);
663     energy_upgrade_string += " K)\n";
664 }
665
666 else {
667     energy_upgrade_string += " * MAX LEVEL * \n";
668 }
669
670 sf::Text energy_upgrade_text = sf::Text(
671     energy_upgrade_string,
672     *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
673     16
674 );
675
676 energy_upgrade_text.setOrigin(energy_upgrade_text.getLocalBounds().width / 2, 0);
677 energy_upgrade_text.setPosition(400 + 100, 400 - 32 + 16);
678 energy_upgrade_text.setFillColor(MONOCHROME_TEXT_GREEN);
679
680 this->render_window_ptr->draw(energy_upgrade_text);
681
682 return;
683 } /* __drawUpgradeOptions() */

```

#### 4.14.3.8 \_\_handleKeyPressEvents()

```

void WaveEnergyConverter::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

459 {
460     if (this->just_built) {
461         return;
462     }
463
464     switch (this->event_ptr->key.code) {
465         case (sf::Keyboard::U): {
466             this->__openUpgradeMenu();
467
468             break;
469         }
470
471         case (sf::Keyboard::W): {
472             if (this->production_menu_open) {
473                 this->dispatch_MWh++;
474
475                 if (this->dispatch_MWh > this->dispatchable_MWh) {
476                     this->dispatch_MWh = 0;
477                 }
478
479                 this->__computeProductionCosts();
480                 this->assets_manager_ptr->getSound("interface click")->play();
481             }
482
483             else if (this->upgrade_menu_open) {
484                 this->__upgradePowerCapacity();
485             }
486
487             break;
488         }
489
490         case (sf::Keyboard::S): {

```

```

493         if (this->production_menu_open) {
494             this->dispatch_MWh--;
495
496             if (this->dispatch_MWh < 0) {
497                 this->dispatch_MWh = this->dispatchable_MWh;
498             }
499
500             this->__computeProductionCosts();
501             this->assets_manager_ptr->getSound("interface click")->play();
502         }
503
504         break;
505     }
506
507
508     case (sf::Keyboard::D): {
509         if (this->upgrade_menu_open) {
510             this->__upgradeStorageCapacity();
511             this->__computeProduction();
512             this->__computeDispatch();
513         }
514
515         break;
516     }
517
518     default: {
519         // do nothing!
520
521         break;
522     }
523 }
524 }
525
526 return;
527 } /* __handleKeyPressEvents() */

```

#### 4.14.3.9 \_\_handleMouseButtonEvents()

```

void WaveEnergyConverter::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

542 {
543     if (this->just_built) {
544         return;
545     }
546     switch (this->event_ptr->mouseButton.button) {
547         case (sf::Mouse::Left): {
548             //...
549
550             break;
551         }
552
553         case (sf::Mouse::Right): {
554             //...
555
556             break;
557         }
558     }
559
560     default: {
561         // do nothing!
562
563         break;
564     }
565 }
566 }
567
568 return;
569 } /* __handleMouseButtonEvents() */

```

#### 4.14.3.10 \_\_repair()

```
void WaveEnergyConverter::__repair (
    void ) [private], [virtual]
```

Helper method to repair the wave energy converter.

Reimplemented from [TileImprovement](#).

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

#### 4.14.3.11 \_\_sendImprovementStateMessage()

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

Helper method to format and sent improvement state message.

```
698 {
699     Message improvement_state_message;
700
701     improvement_state_message.channel = GAME_CHANNEL;
702     improvement_state_message.subject = "improvement state";
703
704     improvement_state_message.int_payload["dispatch_MWh"] = this->dispatch_MWh;
705     improvement_state_message.int_payload["operation_maintenance_cost"] =
706         this->operation_maintenance_cost;
707
708     this->message_hub_ptr->sendMessage(improvement_state_message);
709
710     std::cout << "Improvement state message sent by " << this << std::endl;
711
712     return;
713 } /* __sendImprovementStateMessage() */
```

#### 4.14.3.12 \_\_setUpTileImprovementSpriteAnimated()

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

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

```
68 {
69     sf::Sprite diesel_generator_sheet (
70         *(this->assets_manager_ptr->getTexture("wave energy converter"))
71     );
72
73     int n_elements = diesel_generator_sheet.getLocalBounds().height / 64;
74
75     for (int i = 0; i < n_elements; i++) {
```

```

76         this->tile_improvement_sprite_animated.push_back(
77             sf::Sprite(
78                 *(this->assets_manager_ptr->getTexture("wave energy converter")),
79                 sf::IntRect(0, i * 64, 64, 64)
80             )
81         );
82
83         this->tile_improvement_sprite_animated.back().setOrigin(
84             this->tile_improvement_sprite_animated.back().getLocalBounds().width / 2,
85             this->tile_improvement_sprite_animated.back().getLocalBounds().height
86         );
87
88         this->tile_improvement_sprite_animated.back().setPosition(
89             this->position_x,
90             this->position_y - 32
91         );
92
93         this->tile_improvement_sprite_animated.back().setColor(
94             sf::Color(255, 255, 255, 0)
95         );
96     }
97
98     return;
99 } /* __setUpTileImprovementSpriteAnimated() */

```

#### 4.14.3.13 \_\_upgradePowerCapacity()

```

void WaveEnergyConverter::__upgradePowerCapacity (
    void ) [private]

```

Helper method to upgrade power capacity.

```

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

```

#### 4.14.3.14 advanceTurn()

```

void WaveEnergyConverter::advanceTurn (
    void ) [virtual]

```



Method to handle turn advance.

Reimplemented from [TileImprovement](#).

```

918 {
919     // 1. send improvement state message
920     this->__sendImprovementStateMessage();
921
922     // 2. update
923     this->__computeCapacityFactors();
924     this->update();
925
926     // 3. handle start/stop
927     if ((not this->is_running) and (this->dispatch_MWh > 0)) {
928         this->is_running = true;
929     }
930
931     else if (this->is_running and (this->dispatch_MWh <= 0)) {
932         this->is_running = false;
933     }
934
935     // 4. handle equipment health
936     if (this->is_running) {
937         this->health--;
938
939         if (this->health <= 0) {
940             this->__breakdown();
941         }
942     }
943
944     // 5. send tile state request (if selected)
945     if (this->is_selected) {
946         this->__sendTileStateRequest();
947     }
948
949     return;
950 } /* advanceTurn() */

```

#### 4.14.3.15 draw()

```

void WaveEnergyConverter::draw (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

1039 {
1040     // 1. if just built, call base method and return
1041     if (this->just_built) {
1042         TileImprovement :: draw();
1043
1044         return;
1045     }
1046
1047
1048     // 2. handle upgrade effects
1049     if (this->just_upgraded) {
1050         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1051             this->tile_improvement_sprite_animated[i].setColor(
1052                 sf::Color(
1053                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1054                     255,
1055                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1056                     255
1057                 )
1058             );
1059
1060             this->tile_improvement_sprite_animated[i].setScale(
1061                 sf::Vector2f(
1062                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1063                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2)
1064                 )
1065             );
1066         }
1067
1068         this->upgrade_frame++;
1069     }

```

```

1070
1071 if (this->upgrade_frame >= 2 * FRAMES_PER_SECOND) {
1072     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1073         this->tile_improvement_sprite_animated[i].setColor(
1074             sf::Color(255,255,255,255)
1075         );
1076         this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1,1));
1077     }
1078
1079     this->just_upgraded = false;
1080     this->upgrade_frame = 0;
1081 }
1082
1083
1084
1085 // 3. draw first element of animated sprite
1086 this->render_window_ptr->draw(this->tile_improvement_sprite_animated[0]);
1087
1088
1089 // 4. draw second element of animated sprite
1090 if (this->is_running) {
1091     this->tile_improvement_sprite_animated[0].setPosition(
1092         this->position_x,
1093         this->position_y + this->bobbing_y * cos(
1094             (double)(0.4 * M_PI * this->frame) / FRAMES_PER_SECOND
1095         )
1096     );
1097
1098     this->tile_improvement_sprite_animated[1].setPosition(
1099         this->position_x,
1100         this->position_y + 1.25 * this->bobbing_y * sin(
1101             (double)(0.4 * M_PI * this->frame) / FRAMES_PER_SECOND
1102         )
1103     );
1104 }
1105
1106 else {
1107     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1108         this->tile_improvement_sprite_animated[i].setPosition(
1109             this->position_x,
1110             this->position_y + this->bobbing_y * cos(
1111                 (double)(0.4 * M_PI * this->frame) / FRAMES_PER_SECOND
1112             )
1113         );
1114     }
1115 }
1116
1117 this->render_window_ptr->draw(this->tile_improvement_sprite_animated[1]);
1118
1119
1120 // 5. draw storage upgrades
1121 for (size_t i = 0; i < this->storage_upgrade_sprite_vec.size(); i++) {
1122     this->render_window_ptr->draw(this->storage_upgrade_sprite_vec[i]);
1123 }
1124
1125
1126 // 6. handle dispatch illustration
1127 if (this->dispatch_MWh > 0) {
1128     this->dispatch_text.setString(std::to_string(this->dispatch_MWh));
1129     this->__drawDispatch();
1130 }
1131
1132
1133 // 7. draw production menu
1134 if (this->production_menu_open) {
1135     this->render_window_ptr->draw(this->production_menu_backing);
1136     this->render_window_ptr->draw(this->production_menu_backing_text);
1137
1138     this->__drawProductionMenu();
1139 }
1140
1141
1142 // 8. draw upgrade menu
1143 if (this->upgrade_menu_open) {
1144     this->render_window_ptr->draw(this->upgrade_menu_backing);
1145     this->render_window_ptr->draw(this->upgrade_menu_backing_text);
1146
1147     this->__drawUpgradeOptions();
1148 }
1149
1150
1151 // 9. handle broken effects
1152 if (this->is_broken) {
1153     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1154         this->tile_improvement_sprite_animated[i].setColor(
1155             sf::Color(
1156                 255,

```

```

1157         255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1158         255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1159         255
1160     )
1161 );
1162 }
1163 }
1164
1165 this->frame++;
1166 return;
1167 } /* draw() */

```

#### 4.14.3.16 getTileOptionsSubstring()

```

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

```

Helper method to assemble and return tile options substring.

#### Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```

830 {
831     // 32 char x 17 line console "-----\n";
832     std::string options_substring = "CAPACITY: ";
833     options_substring += std::to_string(this->capacity_kW);
834     options_substring += " kW (level ";
835     options_substring += std::to_string(this->upgrade_level);
836     options_substring += ")\n";
837
838     options_substring += "PRODUCTION: ";
839     options_substring += std::to_string(this->production_MWh);
840     options_substring += " MWh\n";
841
842     options_substring += "DISPATCHABLE: ";
843     options_substring += std::to_string(this->dispatchable_MWh);
844     options_substring += " MWh\n";
845
846     options_substring += "HEALTH: ";
847     options_substring += std::to_string(this->health);
848     options_substring += "/100";
849
850     if (this->health <= 0) {
851         options_substring += " ** BROKEN! **\n";
852     }
853
854     else {
855         options_substring += "\n";
856     }
857
858     options_substring += "
859     options_substring += " **** WAVE ENERGY OPTIONS ****
860     options_substring += "
861
862     if (this->is_broken) {
863         options_substring += " [R]: REPAIR ";
864         options_substring += std::to_string(WAVE_ENERGY_CONVERTER_BUILD_COST);
865         options_substring += " K)\n";
866     }
867
868     else {
869         options_substring += " [E]: OPEN PRODUCTION MENU \n";
870     }
871
872     options_substring += " [U]: OPEN UPGRADE MENU \n";
873     options_substring += "HOLD [P]: SCRAP ";
874     options_substring += std::to_string(SCRAP_COST);
875     options_substring += " K)";
876
877     return options_substring;
878 } /* getTileOptionsSubstring() */

```

#### 4.14.3.17 processEvent()

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

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

Reimplemented from [TileImprovement](#).

```
990 {
991     TileImprovement :: processEvent();
992
993     if (this->event_ptr->type == sf::Event::KeyPressed) {
994         this->__handleKeyPressEvents();
995     }
996
997     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
998         this->__handleMouseButtonEvents();
999     }
1000
1001     return;
1002 } /* processEvent() */
```

#### 4.14.3.18 processMessage()

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

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

Reimplemented from [TileImprovement](#).

```
1017 {
1018     TileImprovement :: processMessage();
1019
1020     //...
1021
1022     return;
1023 } /* processMessage() */
```

#### 4.14.3.19 setIsSelected()

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

Method to set the is selected attribute.

##### Parameters

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

Reimplemented from [TileImprovement](#).

```
895 {
896     TileImprovement :: setIsSelected(is_selected);
897
898     if (this->is_running and this->is_selected) {
899         this->assets_manager_ptr->getSound("ocean waves")->play();
900     }
901 }
```

```
902     return;  
903 } /* setIsSelected() */
```

#### 4.14.3.20 update()

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

Method to trigger production and dispatchable updates.

Reimplemented from [TileImprovement](#).

```
965 {  
966     this->__computeProduction();  
967     this->__computeProductionCosts();  
968     this->__computeDispatch();  
969  
970     if (this->is_selected) {  
971         this->__sendTileStateRequest();  
972     }  
973  
974     return;  
975 } /* update() */
```

### 4.14.4 Member Data Documentation

#### 4.14.4.1 bobbing\_y

```
double WaveEnergyConverter::bobbing_y
```

The bobbing extent of the wave energy converter.

#### 4.14.4.2 capacity\_factor\_vec

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

A vector of daily capacity factors for the current month.

#### 4.14.4.3 capacity\_kW

```
int WaveEnergyConverter::capacity_kW
```

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

#### 4.14.4.4 dispatch\_MWh

```
int WaveEnergyConverter::dispatch_MWh
```

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

#### 4.14.4.5 dispatch\_vec\_MWh

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

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

#### 4.14.4.6 dispatchable\_MWh

```
int WaveEnergyConverter::dispatchable_MWh
```

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

#### 4.14.4.7 max\_daily\_production\_MWh

```
double WaveEnergyConverter::max_daily_production_MWh
```

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

#### 4.14.4.8 production\_MWh

```
int WaveEnergyConverter::production_MWh
```

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

#### 4.14.4.9 production\_vec\_MWh

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

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

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

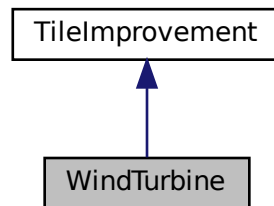
- header/[WaveEnergyConverter.h](#)
- source/[WaveEnergyConverter.cpp](#)

## 4.15 WindTurbine Class Reference

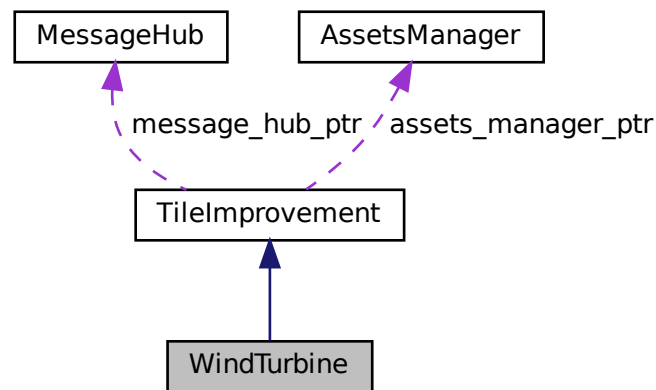
A settlement class (child class of [TileImprovement](#)).

```
#include <WindTurbine.h>
```

Inheritance diagram for WindTurbine:



Collaboration diagram for WindTurbine:



### Public Member Functions

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

- *Method to handle turn advance.*
- void [update](#) (void)
- *Method to trigger production and dispatchable updates.*
- void [processEvent](#) (void)
- *Method to process [WindTurbine](#). To be called once per event.*
- void [processMessage](#) (void)
- *Method to process [WindTurbine](#). To be called once per message.*
- void [draw](#) (void)
- *Method to draw the hex tile to the render window. To be called once per frame.*
- virtual [~WindTurbine](#) (void)
- *Destructor for the [WindTurbine](#) class.*

## Public Attributes

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

## Private Member Functions

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



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

## Additional Inherited Members

### 4.15.1 Detailed Description

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

### 4.15.2 Constructor & Destructor Documentation

#### 4.15.2.1 WindTurbine()

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

Constructor for the [WindTurbine](#) class.

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

#### Parameters

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

```

770 :
771 TileImprovement (
772     position_x,
773     position_y,
774     tile_resource,
775     event_ptr,
776     render_window_ptr,
777     assets_manager_ptr,
778     message_hub_ptr
779 )
780 {
781     // 1. set attributes
782
783     // 1.1. private
784     //...
785
786     // 1.2. public
787     this->tile_improvement_type = TileImprovementType :: WIND_TURBINE;
788
789     this->is_running = false;
790
791     this->health = 100;
792
793     this->capacity_kW = 100;
794     this->upgrade_level = 1;
795
796     this->storage_kWh = 0;
797     this->storage_level = 0;
798
799     this->production_MWh = 0;
800     this->dispatch_MWh = 0;
801     this->dispatchable_MWh = 0;
802
803     this->max_daily_production_MWh = (double)(24 * this->capacity_kW) / 1000;
804
805     this->rotor_drotation = 256 * SECONDS_PER_FRAME;
806
807     this->capacity_factor_vec.resize(30, 0);
808     this->production_vec_MWh.resize(30, 0);
809     this->dispatch_vec_MWh.resize(30, 0);
810
811     this->tile_improvement_string = "WIND TURBINE";
812
813     this->__setUpTileImprovementSpriteAnimated();
814     this->__computeCapacityFactors();
815     this->update();
816
817     std::cout << "WindTurbine constructed at " << this << std::endl;
818
819     return;
820 } /* WindTurbine() */

```

#### 4.15.2.2 ~WindTurbine()

```

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

```

Destructor for the [WindTurbine](#) class.

```

1168 {
1169     std::cout << "WindTurbine at " << this << " destroyed" << std::endl;
1170
1171     return;
1172 } /* ~WindTurbine() */

```

### 4.15.3 Member Function Documentation

## 4.15.3.1 \_\_breakdown()

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

Helper method to trigger an equipment breakdown.

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

## 4.15.3.2 \_\_computeCapacityFactors()

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

Helper method to compute capacity factors.

```
307 {
308     unsigned seed = std::chrono::system_clock::now().time_since_epoch().count();
309     std::default_random_engine generator(seed);
310
311     double mean =
312         this->tile_resource_scalar * MEAN_DAILY_WIND_CAPACITY_FACTORS[this->month - 1];
313
314     double stdev = STDEV_DAILY_WIND_CAPACITY_FACTORS[this->month - 1];
315
316     if (this->tile_resource_scalar > 1) {
317         stdev /= this->tile_resource_scalar;
318     }
319
320     std::normal_distribution<double> normal_dist(mean, stdev);
321
322     double capacity_factor = 0;
323
324     for (int i = 0; i < 30; i++) {
325         capacity_factor = normal_dist(generator);
326
327         if (capacity_factor < 0) {
328             capacity_factor = 0;
329         }
330
331         this->capacity_factor_vec[i] = capacity_factor;
332     }
333
334     return;
335 } /* __computeCapacityFactors() */
```

## 4.15.3.3 \_\_computeDispatch()

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

Helper method to compute dispatch values.

```
378 {
379     std::cout << "WindTurbine :: __computeDispatch()" << std::endl;
380
381     double stored_energy_MWh = 0;
382     double storage_capacity_MWh = (double)(this->storage_kWh) / 1000;
383
384     double demand_MWh = 0;
```

```

385     double production_MWh = 0;
386     double dispatchable_MWh = 0;
387     double difference_MWh = 0;
388
389     double room_MWh = 0;
390
391     for (int i = 0; i < 30; i++) {
392         demand_MWh = this->demand_vec_MWh[i];
393         production_MWh = this->production_vec_MWh[i];
394
395         if (production_MWh <= demand_MWh) {
396             this->dispatch_vec_MWh[i] = production_MWh;
397             dispatchable_MWh += this->dispatch_vec_MWh[i];
398
399             difference_MWh = demand_MWh - production_MWh;
400
401             if ((storage_capacity_MWh > 0) and (stored_energy_MWh > 0)) {
402                 if (difference_MWh > stored_energy_MWh) {
403                     this->dispatch_vec_MWh[i] += stored_energy_MWh;
404                     dispatchable_MWh += stored_energy_MWh;
405                     stored_energy_MWh = 0;
406                 }
407
408                 else {
409                     this->dispatch_vec_MWh[i] += difference_MWh;
410                     dispatchable_MWh += difference_MWh;
411                     stored_energy_MWh -= difference_MWh;
412                 }
413             }
414         }
415
416         else {
417             this->dispatch_vec_MWh[i] = demand_MWh;
418             dispatchable_MWh += this->dispatch_vec_MWh[i];
419
420             difference_MWh = production_MWh - demand_MWh;
421
422             if (
423                 (storage_capacity_MWh > 0) and
424                 (stored_energy_MWh < storage_capacity_MWh)
425             ) {
426                 room_MWh = storage_capacity_MWh - stored_energy_MWh;
427
428                 if (difference_MWh > room_MWh) {
429                     stored_energy_MWh += room_MWh;
430                 }
431
432                 else {
433                     stored_energy_MWh += difference_MWh;
434                 }
435             }
436         }
437     }
438
439     this->dispatchable_MWh = round(dispatchable_MWh);
440
441     if (this->dispatch_MWh != this->dispatchable_MWh) {
442         this->dispatch_MWh = this->dispatchable_MWh;
443     }
444
445     return;
446 } /* __computeDispatch() */

```

#### 4.15.3.4 \_\_computeProduction()

```

void WindTurbine::__computeProduction (
    void ) [private]

```

Helper method to compute production values.

```

350 {
351     double production_MWh = 0;
352
353     for (int i = 0; i < 30; i++) {
354         this->production_vec_MWh[i] =
355             this->max_daily_production_MWh * this->capacity_factor_vec[i];
356
357         production_MWh += this->production_vec_MWh[i];
358     }

```

```

359
360     this->production_MWh = round(production_MWh);
361
362     return;
363 } /* __computeProduction() */

```

#### 4.15.3.5 \_\_computeProductionCosts()

```

void WindTurbine::__computeProductionCosts (
    void ) [private]

```

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

```

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

```

#### 4.15.3.6 \_\_drawProductionMenu()

```

void WindTurbine::__drawProductionMenu (
    void ) [private]

```

Helper method to draw production menu assets.

```

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

```

```

157
158     production_text.setOrigin(production_text.getLocalBounds().width / 2,0);
159     production_text.setFillColour(MONOCHROME_TEXT_GREEN);
160
161     production_text.setPosition(400 + 30, 400 - 45);
162
163     this->render_window_ptr->draw(production_text);
164
165     return;
166 } /* __drawProductionMenu() */

```

#### 4.15.3.7 \_\_drawUpgradeOptions()

```

void WindTurbine::__drawUpgradeOptions (
    void ) [private]

```

Helper method to set up and draw upgrade options.

```

587 {
588     // 1. draw power capacity upgrade sprite
589     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
590         sf::Vector2f initial_position = this->tile_improvement_sprite_animated[i].getPosition();
591         this->tile_improvement_sprite_animated[i].setPosition(400 - 100, 400 - 56);
592
593         sf::Color initial_colour = this->tile_improvement_sprite_animated[i].getColor();
594         this->tile_improvement_sprite_animated[i].setColor(sf::Color(255, 255, 255, 255));
595
596         sf::Vector2f initial_scale = this->tile_improvement_sprite_animated[i].getScale();
597         this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1, 1));
598
599         double initial_rotation = this->tile_improvement_sprite_animated[i].getRotation();
600         this->tile_improvement_sprite_animated[i].setRotation(0);
601
602         this->render_window_ptr->draw(this->tile_improvement_sprite_animated[i]);
603
604         this->tile_improvement_sprite_animated[i].setPosition(initial_position);
605         this->tile_improvement_sprite_animated[i].setColor(initial_colour);
606         this->tile_improvement_sprite_animated[i].setScale(initial_scale);
607         this->tile_improvement_sprite_animated[i].setRotation(initial_rotation);
608     }
609
610     this->render_window_ptr->draw(this->upgrade_arrow_sprite);
611
612
613     // 2. draw power capacity upgrade text
614     // 16 char line = "
615     std::string power_upgrade_string = "POWER CAPACITY \n";
616     power_upgrade_string += " \n";
617
618     power_upgrade_string += "CAPACITY: ";
619     power_upgrade_string += std::to_string(this->capacity_kW);
620     power_upgrade_string += " kW\n";
621
622     power_upgrade_string += "LEVEL: ";
623     power_upgrade_string += std::to_string(this->upgrade_level);
624     power_upgrade_string += "\n\n";
625
626     if (this->upgrade_level < MAX_UPGRADE_LEVELS) {
627         power_upgrade_string += "[W]: + 100 kW (";
628         power_upgrade_string += std::to_string(WIND_TURBINE_BUILD_COST);
629         power_upgrade_string += " K)\n";
630     }
631
632     else {
633         power_upgrade_string += " * MAX LEVEL * \n";
634     }
635
636     sf::Text power_upgrade_text = sf::Text(
637         power_upgrade_string,
638         *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
639         16
640     );
641
642     power_upgrade_text.setOrigin(power_upgrade_text.getLocalBounds().width / 2, 0);
643     power_upgrade_text.setPosition(400 - 100, 400 - 32 + 16);
644     power_upgrade_text.setFillColour(MONOCHROME_TEXT_GREEN);
645
646     this->render_window_ptr->draw(power_upgrade_text);
647

```

```

648
649 // 3. draw energy capacity (storage) upgrade sprite
650 this->render_window_ptr->draw(this->storage_upgrade_sprite);
651 this->render_window_ptr->draw(this->upgrade_plus_sprite);
652
653
654 // 4. draw energy capacity (storage) upgrade text
655 // 16 char line = " \n"
656 std::string energy_upgrade_string = "ENERGY CAPACITY \n";
657 energy_upgrade_string += " \n";
658
659 energy_upgrade_string += "CAPACITY: ";
660 energy_upgrade_string += std::to_string(this->storage_level * 200);
661 energy_upgrade_string += " kWh\n";
662
663 energy_upgrade_string += "LEVEL: ";
664 energy_upgrade_string += std::to_string(this->storage_level);
665 energy_upgrade_string += "\n\n";
666
667 if (this->storage_level < MAX_STORAGE_LEVELS) {
668     energy_upgrade_string += "[D]: + 200 kWh (";
669     energy_upgrade_string += std::to_string(ENERGY_STORAGE_SYSTEM_BUILD_COST);
670     energy_upgrade_string += " K)\n";
671 }
672
673 else {
674     energy_upgrade_string += " * MAX LEVEL * \n";
675 }
676
677 sf::Text energy_upgrade_text = sf::Text(
678     energy_upgrade_string,
679     *(this->assets_manager_ptr->getFont("Glass_TTY_VT220")),
680     16
681 );
682
683 energy_upgrade_text.setOrigin(energy_upgrade_text.getLocalBounds().width / 2, 0);
684 energy_upgrade_text.setPosition(400 + 100, 400 - 32 + 16);
685 energy_upgrade_text.setFillColor(MONOCROME_TEXT_GREEN);
686
687 this->render_window_ptr->draw(energy_upgrade_text);
688
689 return;
690 } /* __drawUpgradeOptions() */

```

#### 4.15.3.8 \_\_handleKeyPressEvents()

```

void WindTurbine::__handleKeyPressEvents (
    void ) [private]

```

Helper method to handle key press events.

```

461 {
462     if (this->just_built) {
463         return;
464     }
465
466     switch (this->event_ptr->key.code) {
467         case (sf::Keyboard::U): {
468             this->__openUpgradeMenu();
469
470             break;
471         }
472
473         case (sf::Keyboard::W): {
474             if (this->production_menu_open) {
475                 this->dispatch_MWh++;
476
477                 if (this->dispatch_MWh > this->dispatchable_MWh) {
478                     this->dispatch_MWh = 0;
479                 }
480
481                 this->__computeProductionCosts();
482                 this->assets_manager_ptr->getSound("interface click")->play();
483             }
484
485             else if (this->upgrade_menu_open) {
486                 this->__upgradePowerCapacity();
487             }
488         }

```

```

489         break;
490     }
491
492
493
494     case (sf::Keyboard::S): {
495         if (this->production_menu_open) {
496             this->dispatch_MWh--;
497
498             if (this->dispatch_MWh < 0) {
499                 this->dispatch_MWh = this->dispatchable_MWh;
500             }
501
502             this->__computeProductionCosts();
503             this->assets_manager_ptr->getSound("interface click")->play();
504         }
505
506         break;
507     }
508
509
510     case (sf::Keyboard::D): {
511         if (this->upgrade_menu_open) {
512             this->__upgradeStorageCapacity();
513             this->__computeProduction();
514             this->__computeDispatch();
515         }
516
517         break;
518     }
519
520
521     default: {
522         // do nothing!
523
524         break;
525     }
526 }
527
528 return;
529 } /* __handleKeyPressEvents() */

```

#### 4.15.3.9 \_\_handleMouseButtonEvents()

```

void WindTurbine::__handleMouseButtonEvents (
    void ) [private]

```

Helper method to handle mouse button events.

```

544 {
545     if (this->just_built) {
546         return;
547     }
548
549     switch (this->event_ptr->mouseButton.button) {
550         case (sf::Mouse::Left): {
551             //...
552
553             break;
554         }
555
556
557         case (sf::Mouse::Right): {
558             //...
559
560             break;
561         }
562
563
564         default: {
565             // do nothing!
566
567             break;
568         }
569     }
570
571     return;
572 } /* __handleMouseButtonEvents() */

```



**4.15.3.10 \_\_repair()**

```
void WindTurbine::__repair (
    void ) [private], [virtual]
```

Helper method to repair the wind turbine.

Reimplemented from [TileImprovement](#).

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

**4.15.3.11 \_\_sendImprovementStateMessage()**

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

Helper method to format and sent improvement state message.

```
705 {
706     Message improvement_state_message;
707
708     improvement_state_message.channel = GAME_CHANNEL;
709     improvement_state_message.subject = "improvement state";
710
711     improvement_state_message.int_payload["dispatch_MWh"] = this->dispatch_MWh;
712     improvement_state_message.int_payload["operation_maintenance_cost"] =
713         this->operation_maintenance_cost;
714
715     this->message_hub_ptr->sendMessage(improvement_state_message);
716
717     std::cout << "Improvement state message sent by " << this << std::endl;
718
719     return;
720 } /* __sendImprovementStateMessage() */
```

**4.15.3.12 \_\_setUpTileImprovementSpriteAnimated()**

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

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

```
68 {
69     sf::Sprite diesel_generator_sheet (
70         *(this->assets_manager_ptr->getTexture("wind turbine"))
71     );
72
73     int n_elements = diesel_generator_sheet.getLocalBounds().height / 64;
74
75     for (int i = 0; i < n_elements; i++) {
```

```

76         this->tile_improvement_sprite_animated.push_back(
77             sf::Sprite(
78                 *(this->assets_manager_ptr->getTexture("wind turbine")),
79                 sf::IntRect(0, i * 64, 64, 64)
80             )
81         );
82
83         this->tile_improvement_sprite_animated.back().setOrigin(
84             this->tile_improvement_sprite_animated.back().getLocalBounds().width / 2,
85             this->tile_improvement_sprite_animated.back().getLocalBounds().height
86         );
87
88         this->tile_improvement_sprite_animated.back().setPosition(
89             this->position_x,
90             this->position_y - 32
91         );
92
93         this->tile_improvement_sprite_animated.back().setColor(
94             sf::Color(255, 255, 255, 0)
95         );
96     }
97
98     return;
99 } /* __setUpTileImprovementSpriteAnimated() */

```

#### 4.15.3.13 \_\_upgradePowerCapacity()

```

void WindTurbine::__upgradePowerCapacity (
    void ) [private]

```

Helper method to upgrade the power capacity.

```

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

```

#### 4.15.3.14 advanceTurn()

```

void WindTurbine::advanceTurn (
    void ) [virtual]

```

Method to handle turn advance.

Reimplemented from [TileImprovement](#).

```

925 {
926     // 1. send improvement state message
927     this->__sendImprovementStateMessage();
928
929     // 2. update
930     this->__computeCapacityFactors();
931     this->update();
932
933     // 3. handle start/stop
934     if ((not this->is_running) and (this->dispatch_MWh > 0)) {
935         this->is_running = true;
936     }
937
938     else if (this->is_running and (this->dispatch_MWh <= 0)) {
939         this->is_running = false;
940     }
941
942     // 4. handle equipment health
943     if (this->is_running) {
944         this->health--;
945
946         if (this->health <= 0) {
947             this->__breakdown();
948         }
949     }
950
951     // 5. send tile state request (if selected)
952     if (this->is_selected) {
953         this->__sendTileStateRequest();
954     }
955
956     return;
957 } /* advanceTurn() */

```

#### 4.15.3.15 draw()

```

void WindTurbine::draw (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

1048 {
1049     // 1. if just built, call base method and return
1050     if (this->just_built) {
1051         TileImprovement :: draw();
1052
1053         return;
1054     }
1055
1056     // 2. handle upgrade effects
1057     if (this->just_upgraded) {
1058         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1059             this->tile_improvement_sprite_animated[i].setColor(
1060                 sf::Color(
1061                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1062                     255,
1063                     255 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1064                     255
1065                 )
1066             );
1067
1068             this->tile_improvement_sprite_animated[i].setScale(
1069                 sf::Vector2f(
1070                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2),
1071                     1 + 0.2 * pow(cos((M_PI * this->upgrade_frame) / FRAMES_PER_SECOND), 2)
1072                 )
1073             );
1074         }
1075
1076         this->upgrade_frame++;
1077     }
1078 }

```

```

1079
1080     if (this->upgrade_frame >= 2 * FRAMES_PER_SECOND) {
1081         for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1082             this->tile_improvement_sprite_animated[i].setColor(
1083                 sf::Color(255,255,255,255)
1084             );
1085             this->tile_improvement_sprite_animated[i].setScale(sf::Vector2f(1,1));
1086         }
1087
1088         this->just_upgraded = false;
1089         this->upgrade_frame = 0;
1090     }
1091 }
1092
1093
1094 // 3. draw first element of animated sprite
1095 this->render_window_ptr->draw(this->tile_improvement_sprite_animated[0]);
1096
1097
1098 // 4. draw second element of animated sprite
1099 if (this->is_running) {
1100     this->tile_improvement_sprite_animated[1].rotate(this->rotor_drotation);
1101 }
1102
1103 this->render_window_ptr->draw(this->tile_improvement_sprite_animated[1]);
1104
1105
1106 // 5. draw storage upgrades
1107 for (size_t i = 0; i < this->storage_upgrade_sprite_vec.size(); i++) {
1108     this->render_window_ptr->draw(this->storage_upgrade_sprite_vec[i]);
1109 }
1110
1111
1112 // 6. handle dispatch illustration
1113 if (this->dispatch_MWh > 0) {
1114     this->dispatch_text.setString(std::to_string(this->dispatch_MWh));
1115     this->__drawDispatch();
1116 }
1117
1118
1119 // 7. draw production menu
1120 if (this->production_menu_open) {
1121     this->render_window_ptr->draw(this->production_menu_backing);
1122     this->render_window_ptr->draw(this->production_menu_backing_text);
1123
1124     this->__drawProductionMenu();
1125 }
1126
1127
1128 // 8. draw upgrade menu
1129 if (this->upgrade_menu_open) {
1130     this->render_window_ptr->draw(this->upgrade_menu_backing);
1131     this->render_window_ptr->draw(this->upgrade_menu_backing_text);
1132
1133     this->__drawUpgradeOptions();
1134 }
1135
1136
1137 // 9. handle broken effects
1138 if (this->is_broken) {
1139     for (size_t i = 0; i < this->tile_improvement_sprite_animated.size(); i++) {
1140         this->tile_improvement_sprite_animated[i].setColor(
1141             sf::Color(
1142                 255,
1143                 255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1144                 255 * pow(cos((M_PI * this->frame) / FRAMES_PER_SECOND), 2),
1145                 255
1146             )
1147         );
1148     }
1149 }
1150
1151 this->frame++;
1152 return;
1153 } /* draw() */

```

#### 4.15.3.16 getTileOptionsSubstring()

```

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

```

Helper method to assemble and return tile options substring.

## Returns

Tile options substring.

Reimplemented from [TileImprovement](#).

```

837 {
838     //          32 char x 17 line console "-----\n";
839     std::string options_substring
840         = "CAPACITY: ";
841     options_substring
842         += std::to_string(this->capacity_kW);
843     options_substring
844         += " kW (level ";
845     options_substring
846         += std::to_string(this->upgrade_level);
847     options_substring
848         += ") \n";
849     options_substring
850         += "PRODUCTION: ";
851     options_substring
852         += std::to_string(this->production_MWh);
853     options_substring
854         += " MWh\n";
855     options_substring
856         += "DISPATCHABLE: ";
857     options_substring
858         += std::to_string(this->dispatchable_MWh);
859     options_substring
860         += " MWh\n";
861     options_substring
862         += "HEALTH: ";
863     options_substring
864         += std::to_string(this->health);
865     options_substring
866         += "/100";
867     if (this->health <= 0) {
868         options_substring
869             += " ** BROKEN! **\n";
870     }
871     else {
872         options_substring
873             += "\n";
874     }
875     options_substring
876         += "
877         " **** WIND TURBINE OPTIONS ****
878         \n";
879     if (this->is_broken) {
880         options_substring
881             += " [R]: REPAIR (";
882         options_substring
883             += std::to_string(WIND_TURBINE_BUILD_COST);
884         options_substring
885             += " K)\n";
886     }
887     else {
888         options_substring
889             += " [E]: OPEN PRODUCTION MENU \n";
890     }
891     options_substring
892         += " [U]: OPEN UPGRADE MENU \n";
893     options_substring
894         += "HOLD [P]: SCRAP (";
895     options_substring
896         += std::to_string(SCRAP_COST);
897     options_substring
898         += " K)";
899     return options_substring;
900 } /* getTileOptionsSubstring() */

```

## 4.15.3.17 processEvent()

```

void WindTurbine::processEvent (
    void ) [virtual]

```

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

Reimplemented from [TileImprovement](#).

```

999 {
1000     TileImprovement :: processEvent();
1001
1002     if (this->event_ptr->type == sf::Event::KeyPressed) {
1003         this->__handleKeyPressEvents();
1004     }
1005
1006     if (this->event_ptr->type == sf::Event::MouseButtonPressed) {
1007         this->__handleMouseButtonEvents();
1008     }
1009
1010     return;
1011 } /* processEvent() */

```

#### 4.15.3.18 processMessage()

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

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

Reimplemented from [TileImprovement](#).

```
1026 {
1027     TileImprovement :: processMessage();
1028
1029     //...
1030
1031     return;
1032 } /* processMessage() */
```

#### 4.15.3.19 setIsSelected()

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

Method to set the is selected attribute.

##### Parameters

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

Reimplemented from [TileImprovement](#).

```
902 {
903     TileImprovement :: setIsSelected(is_selected);
904
905     if (this->is_running and this->is_selected) {
906         this->assets_manager_ptr->getSound("wind turbine running")->play();
907     }
908
909     return;
910 } /* setIsSelected() */
```

#### 4.15.3.20 update()

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

Method to trigger production and dispatchable updates.

Reimplemented from [TileImprovement](#).

```
972 {
973     std::cout << "WindTurbine :: update()" << std::endl;
974
975     this->__computeProduction();
976     this->__computeProductionCosts();
977     this->__computeDispatch();
978
979     if (this->is_selected) {
980         this->__sendTileStateRequest();
981     }
982
983     return;
984 } /* update() */
```

## 4.15.4 Member Data Documentation

### 4.15.4.1 capacity\_factor\_vec

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

A vector of daily capacity factors for the current month.

### 4.15.4.2 capacity\_kW

```
int WindTurbine::capacity_kW
```

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

### 4.15.4.3 dispatch\_MWh

```
int WindTurbine::dispatch_MWh
```

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

### 4.15.4.4 dispatch\_vec\_MWh

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

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

### 4.15.4.5 dispatchable\_MWh

```
int WindTurbine::dispatchable_MWh
```

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

#### 4.15.4.6 max\_daily\_production\_MWh

```
double WindTurbine::max_daily_production_MWh
```

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

#### 4.15.4.7 production\_MWh

```
int WindTurbine::production_MWh
```

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

#### 4.15.4.8 production\_vec\_MWh

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

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

#### 4.15.4.9 rotor\_drotation

```
double WindTurbine::rotor_drotation
```

The rotation rate of the rotor.

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

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



## Chapter 5

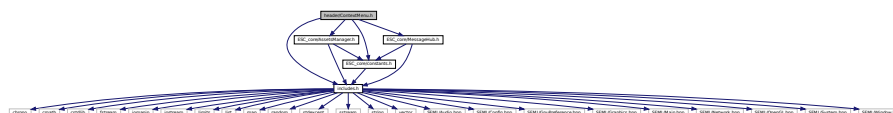
# File Documentation

### 5.1 header/ContextMenu.h File Reference

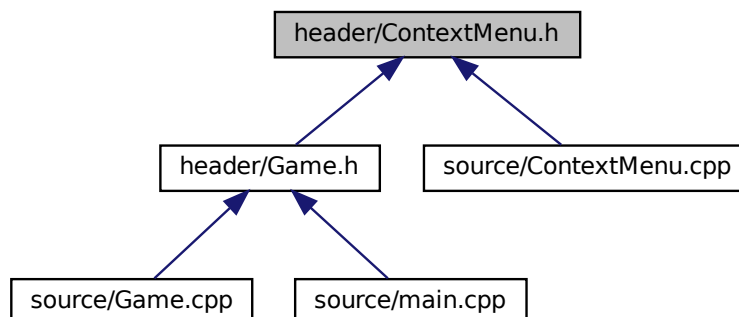
Header file for the [ContextMenu](#) class.

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

Include dependency graph for ContextMenu.h:



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



## Classes

- class [ContextMenu](#)

*A class which defines a context menu for the game.*

## Enumerations

- enum [ConsoleState](#) {  
[NONE\\_STATE](#) , [READY](#) , [MENU](#) , [TILE](#) ,  
[N\\_CONSOLE\\_STATES](#) }

*An enumeration of the different console screen states.*

### 5.1.1 Detailed Description

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

### 5.1.2 Enumeration Type Documentation

#### 5.1.2.1 ConsoleState

enum [ConsoleState](#)

An enumeration of the different console screen states.

##### Enumerator

<a href="#">NONE_STATE</a>	None state (for initialization)
<a href="#">READY</a>	Ready (default) state.
<a href="#">MENU</a>	<a href="#">Game</a> menu state.
<a href="#">TILE</a>	Tile context state.
<a href="#">N_CONSOLE_STATES</a>	A simple hack to get the number of console screen states.

```

68     {
69         NONE\_STATE,
70         READY,
71         MENU,
72         TILE,
73         N\_CONSOLE\_STATES
74     };

```

## 5.2 header/DieselGenerator.h File Reference

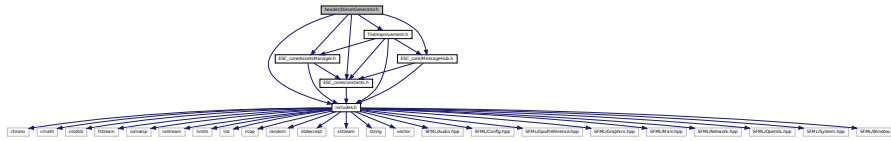
Header file for the [DieselGenerator](#) class.

```

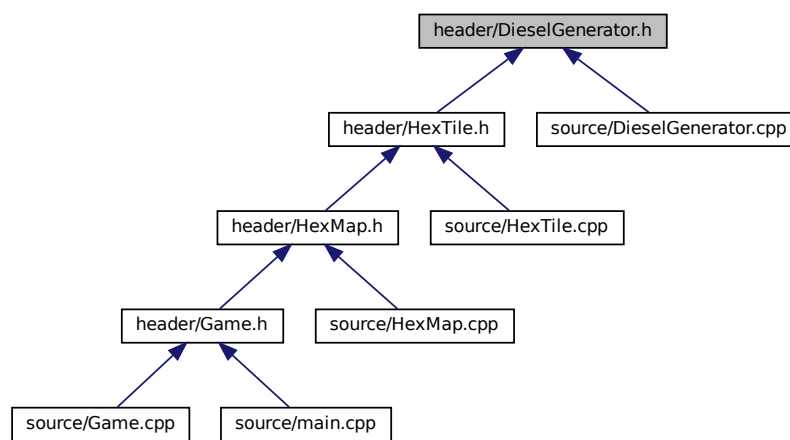
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"

```

```
#include "ESC_core/MessageHub.h"
#include "TileImprovement.h"
Include dependency graph for DieselGenerator.h:
```



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



## Classes

- class DieselGenerator
  - A settlement class (child class of TileImprovement).

### 5.2.1 Detailed Description

Header file for the DieselGenerator class.

### 5.3 header/EnergyStorageSystem.h File Reference

Header file for the [EnergyStorageSystem](#) class. DEPRECATED / NOT USED.

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



- class `AssetsManager`  
*A class which manages visual and sound assets.*

Header file for the `AssetsManager` class.

Header file for various constants.

[illegible]

## Functions

- `const sf::Color FOREST_GREEN` (34, 139, 34)  
*The base colour of a forest tile.*
- `const sf::Color LAKE_BLUE` (0, 102, 204)  
*The base colour of a lake (water) tile.*
- `const sf::Color MOUNTAINS_GREY` (97, 110, 113)  
*The base colour of a mountains tile.*
- `const sf::Color OCEAN_BLUE` (0, 51, 102)  
*The base colour of an ocean (water) tile.*
- `const sf::Color PLAINS_YELLOW` (245, 222, 133)  
*The base colour of a plains tile.*
- `const sf::Color RESOURCE_CHIP_GREY` (175, 175, 175, 250)  
*The base colour of the resource chip (backing).*
- `const sf::Color MENU_FRAME_GREY` (185, 187, 182)  
*The base colour of the context menu frame.*
- `const sf::Color MONOCHROME_SCREEN_BACKGROUND` (40, 40, 40)  
*The base colour of old monochrome screens.*
- `const sf::Color VISUAL_SCREEN_FRAME_GREY` (151, 151, 143)  
*The base colour of the framing of the visual screen.*
- `const sf::Color MONOCHROME_TEXT_GREEN` (0, 255, 102)  
*The base colour of old monochrome text (green).*
- `const sf::Color MONOCHROME_TEXT_AMBER` (255, 176, 0)  
*The base colour of old monochrome text (amber).*
- `const sf::Color MONOCHROME_TEXT_RED` (255, 44, 0)  
*The base colour of old monochrome text (red).*

## Variables

- `const double FLOAT_TOLERANCE = 1e-6`  
*Tolerance for floating point equality tests.*
- `const unsigned long long int SECONDS_PER_YEAR = 31537970`
- `const unsigned long long int SECONDS_PER_MONTH = 2628164`
- `const int FRAMES_PER_SECOND = 60`  
*Target frames per second.*
- `const double SECONDS_PER_FRAME = 1.0 / 60`  
*Target seconds per frame (just reciprocal of target frames per second).*
- `const int GAME_WIDTH = 1200`  
*Width of the game space.*
- `const int GAME_HEIGHT = 800`  
*Height of the game space.*
- `const std::vector< double > TILE_TYPE_CUMULATIVE_PROBABILITIES`  
*Cumulative probabilities for each tile type (to support procedural generation).*
- `const std::vector< double > TILE_RESOURCE_CUMULATIVE_PROBABILITIES`  
*Cumulative probabilities for each tile resource (to support procedural generation).*
- `const std::string TILE_SELECTED_CHANNEL = "TILE SELECTED CHANNEL"`  
*A message channel for tile selection messages.*
- `const std::string NO_TILE_SELECTED_CHANNEL = "NO TILE SELECTED CHANNEL"`  
*A message channel for no tile selected messages.*
- `const std::string TILE_STATE_CHANNEL = "TILE STATE CHANNEL"`

- A message channel for tile state messages.*
- const std::string `HEX_MAP_CHANNEL` = "HEX MAP CHANNEL"
- A message channel for hex map messages.*
- const std::string `SETTLEMENT_CHANNEL` = "SETTLEMENT CHANNEL"
- A message channel for the settlement.*
- const int `CLEAR_FOREST_COST` = 160
- The cost of clearing a forest tile.*
- const int `CLEAR_MOUNTAINS_COST` = 500
- The cost of clearing a mountains tile.*
- const int `CLEAR_PLAINS_COST` = 80
- The cost of clearing a plains tile.*
- const int `DIESEL_GENERATOR_BUILD_COST` = 100
- The cost of building (or upgrading) a diesel generator in 100 kW increments.*
- const int `WIND_TURBINE_BUILD_COST` = 450
- The cost of building (or upgrading) a wind turbine in 100 kW increments.*
- const double `WIND_TURBINE_WATER_BUILD_MULTIPLIER` = 1.222222
- The additional cost of building on water.*
- const int `SOLAR_PV_BUILD_COST` = 350
- The cost of building (or upgrading) a solar PV array in 100 kW increments.*
- const double `SOLAR_PV_WATER_BUILD_MULTIPLIER` = 1.285714
- The additional cost of building on water.*
- const int `TIDAL_TURBINE_BUILD_COST` = 550
- The cost of building (or upgrading) a tidal turbine in 100 kW increments.*
- const int `WAVE_ENERGY_CONVERTER_BUILD_COST` = 850
- The cost of building (or upgrading) a wave energy converter in 100 kW increments.*
- const int `ENERGY_STORAGE_SYSTEM_BUILD_COST` = 160
- The cost of adding energy storage in 200 kWh increments.*
- const int `SCRAP_COST` = 50
- The cost of scrapping a tile improvement (other than settlement).*
- const int `MAX_UPGRADE_LEVELS` = 5
- The maximum upgrade level of any tile improvement.*
- const int `MAX_STORAGE_LEVELS` = 5
- The maximum storage level of any tile improvement.*
- const int `STARTING_CREDITS` = 800
- The starting balance of credits.*
- const double `CREDITS_PER_MWH_SERVED` = 1.15
- The number of credits (x1000) earned.*
- const int `EMISSIONS_LIFETIME_LIMIT_TONNES` = 2000
- The lifetime limit on CO2-equivalent emissions (1 tonne CO2e ~ = 667 L diesel).*
- const int `RESOURCE_ASSESSMENT_COST` = 20
- The cost of doing a resource assessment.*
- const int `BUILD_SETTLEMENT_COST` = 250
- The cost of building a settlement.*
- const int `STARTING_POPULATION` = 100
- The starting population of a settlement.*
- const double `MEAN_POPULATION_GROWTH_RATE` = 0.020
- The mean monthly population growth rate.*
- const double `STDEV_POPULATION_GROWTH_RATE` = 0.005
- The standard deviation in monthly population growth rate.*
- const double `LITRES_DIESEL_PER_MWH_PRODUCTION` = 375

The litres of diesel consumed in producing 1 MWh (assumes higher heating value and constant thermal efficiency of  $\sim 0.25$ ).

- const double `COST_PER_LITRE_DIESEL` = 1.75

The cost of a litre of diesel.

- const double `KG_CO2E_PER_LITRE_DIESEL` = 3.16

The CO<sub>2</sub>-equivalent mass of emissions that result from burning one litre of diesel fuel.

- const double `DIESEL_OP_MAINT_COST_PER_MWH_PRODUCTION` = 50

The operation and maintenance cost of running a diesel generator (assumed 0.05 credits per kWh produced).

- const double `SOLAR_OP_MAINT_COST_PER_MWH_PRODUCTION` = 10

The operation and maintenance cost of running a solar PV array (assumed 0.01 credits per kWh produced).

- const double `TIDAL_OP_MAINT_COST_PER_MWH_PRODUCTION` = 50

The operation and maintenance cost of running a tidal turbine (assumed 0.05 credits per kWh produced).

- const double `WAVE_OP_MAINT_COST_PER_MWH_PRODUCTION` = 50

The operation and maintenance cost of running a wave energy converter (assumed 0.05 credits per kWh produced).

- const double `WIND_OP_MAINT_COST_PER_MWH_PRODUCTION` = 50

The operation and maintenance cost of running a wind turbine (assumed 0.05 credits per kWh produced).

- const std::vector< double > `MEAN_DAILY_DEMAND_RATIOS`

The mean daily demand ratio for each month, where demand ratio is demand [MWh] divided by maximum daily demand [MWh]. Maximum daily demand is simply (24)(max load [kW]) / 1000.

- const std::vector< double > `STDEV_DAILY_DEMAND_RATIOS`

The standard deviation in daily demand ratio for each month, where demand ratio is demand [MWh] divided by maximum daily demand [MWh]. Maximum daily demand is simply (24)(max load [kW]) / 1000.

- const double `MAXIMUM_DAILY_DEMAND_PER_CAPITA` = 0.0475

The maximum daily demand [MWh] (at any point in the year) per capita.

- const std::vector< double > `MEAN_DAILY_SOLAR_CAPACITY_FACTORS`

The mean daily solar capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

- const std::vector< double > `STDEV_DAILY_SOLAR_CAPACITY_FACTORS`

The standard deviation in daily solar capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

- const double `DAILY_TIDAL_CAPACITY_FACTOR` = 0.225

The daily tidal capacity factor, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000. The tides are not a random process (usually semi-diurnal, mostly driven by orbits of moon and sun).

- const std::vector< double > `MEAN_DAILY_WAVE_CAPACITY_FACTORS`

The mean daily wave capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

- const std::vector< double > `STDEV_DAILY_WAVE_CAPACITY_FACTORS`

The standard deviation in daily wave capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

- const std::vector< double > `MEAN_DAILY_WIND_CAPACITY_FACTORS`

The mean daily wind capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

- const std::vector< double > `STDEV_DAILY_WIND_CAPACITY_FACTORS`

The standard deviation in daily wind capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

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

A message channel for game messages.

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

A message channel for game state messages.

- const std::vector< std::string > `TUTORIAL_PAGES`



## 5.5.1 Detailed Description

Header file for various constants.

## 5.5.2 Function Documentation

### 5.5.2.1 FOREST\_GREEN()

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

The base colour of a forest tile.

### 5.5.2.2 LAKE\_BLUE()

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

The base colour of a lake (water) tile.

### 5.5.2.3 MENU\_FRAME\_GREY()

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

The base colour of the context menu frame.

### 5.5.2.4 MONOCHROME\_SCREEN\_BACKGROUND()

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

The base colour of old monochrome screens.

#### 5.5.2.5 MONOCHROME\_TEXT\_AMBER()

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

The base colour of old monochrome text (amber).

#### 5.5.2.6 MONOCHROME\_TEXT\_GREEN()

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

The base colour of old monochrome text (green).

#### 5.5.2.7 MONOCHROME\_TEXT\_RED()

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

The base colour of old monochrome text (red).

#### 5.5.2.8 MOUNTAINS\_GREY()

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

The base colour of a mountains tile.

#### 5.5.2.9 OCEAN\_BLUE()

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

The base colour of an ocean (water) tile.

#### 5.5.2.10 PLAINS\_YELLOW()

```
const sf::Color PLAINS_YELLOW (
    245 ,
    222 ,
    133 )
```

The base colour of a plains tile.

#### 5.5.2.11 RESOURCE\_CHIP\_GREY()

```
const sf::Color RESOURCE_CHIP_GREY (
    175 ,
    175 ,
    175 ,
    250 )
```

The base colour of the resource chip (backing).

#### 5.5.2.12 VISUAL\_SCREEN\_FRAME\_GREY()

```
const sf::Color VISUAL_SCREEN_FRAME_GREY (
    151 ,
    151 ,
    143 )
```

The base colour of the framing of the visual screen.

### 5.5.3 Variable Documentation

#### 5.5.3.1 BUILD\_SETTLEMENT\_COST

```
const int BUILD_SETTLEMENT_COST = 250
```

The cost of building a settlement.

#### 5.5.3.2 CLEAR\_FOREST\_COST

```
const int CLEAR_FOREST_COST = 160
```

The cost of clearing a forest tile.

#### 5.5.3.3 CLEAR\_MOUNTAINS\_COST

```
const int CLEAR_MOUNTAINS_COST = 500
```

The cost of clearing a mountains tile.

#### 5.5.3.4 CLEAR\_PLAINS\_COST

```
const int CLEAR_PLAINS_COST = 80
```

The cost of clearing a plains tile.

#### 5.5.3.5 COST\_PER\_LITRE\_DIESEL

```
const double COST_PER_LITRE_DIESEL = 1.75
```

The cost of a litre of diesel.

#### 5.5.3.6 CREDITS\_PER\_MWH\_SERVED

```
const double CREDITS_PER_MWH_SERVED = 1.15
```

The number of credits (x1000) earned.

#### 5.5.3.7 DAILY\_TIDAL\_CAPACITY\_FACTOR

```
const double DAILY_TIDAL_CAPACITY_FACTOR = 0.225
```

The daily tidal capacity factor, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply  $(24)(\text{power capacity [kW]}) / 1000$ . The tides are not a random process (usually semi-diurnal, mostly driven by orbits of moon and sun).

#### 5.5.3.8 DIESEL\_GENERATOR\_BUILD\_COST

```
const int DIESEL_GENERATOR_BUILD_COST = 100
```

The cost of building (or upgrading) a diesel generator in 100 kW increments.

#### 5.5.3.9 DIESEL\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION

```
const double DIESEL_OP_MAINT_COST_PER_MWH_PRODUCTION = 50
```

The operation and maintenace cost of running a diesel generator (assumed 0.05 credits per kWh produced).

#### 5.5.3.10 EMISSIONS\_LIFETIME\_LIMIT\_TONNES

```
const int EMISSIONS_LIFETIME_LIMIT_TONNES = 2000
```

The lifetime limit on CO2-equivalent emissions (1 tonne CO2e  $\sim$  667 L diesel).

#### 5.5.3.11 ENERGY\_STORAGE\_SYSTEM\_BUILD\_COST

```
const int ENERGY_STORAGE_SYSTEM_BUILD_COST = 160
```

The cost of adding energy storage in 200 kWh increments.

#### 5.5.3.12 FLOAT\_TOLERANCE

```
const double FLOAT_TOLERANCE = 1e-6
```

Tolerance for floating point equality tests.

#### 5.5.3.13 FRAMES\_PER\_SECOND

```
const int FRAMES_PER_SECOND = 60
```

Target frames per second.

#### 5.5.3.14 GAME\_CHANNEL

```
const std::string GAME_CHANNEL = "GAME CHANNEL"
```

A message channel for game messages.

#### 5.5.3.15 GAME\_HEIGHT

```
const int GAME_HEIGHT = 800
```

Height of the game space.

#### 5.5.3.16 GAME\_STATE\_CHANNEL

```
const std::string GAME_STATE_CHANNEL = "GAME STATE CHANNEL"
```

A message channel for game state messages.

#### 5.5.3.17 GAME\_WIDTH

```
const int GAME_WIDTH = 1200
```

Width of the game space.

#### 5.5.3.18 HEX\_MAP\_CHANNEL

```
const std::string HEX_MAP_CHANNEL = "HEX MAP CHANNEL"
```

A message channel for hex map messages.

#### 5.5.3.19 KG\_CO2E\_PER\_LITRE\_DIESEL

```
const double KG_CO2E_PER_LITRE_DIESEL = 3.16
```

The CO2-equivalent mass of emissions that result from burning one litre of diesel fuel.

#### 5.5.3.20 LITRES\_DIESEL\_PER\_MWH\_PRODUCTION

```
const double LITRES_DIESEL_PER_MWH_PRODUCTION = 375
```

The litres of diesel consumed in producing 1 MWh (assumes higher heating value and constant thermal efficiency of  $\sim 0.25$ ).

#### 5.5.3.21 MAX\_STORAGE\_LEVELS

```
const int MAX_STORAGE_LEVELS = 5
```

The maximum storage level of any tile improvement.

#### 5.5.3.22 MAX\_UPGRADE\_LEVELS

```
const int MAX_UPGRADE_LEVELS = 5
```

The maximum upgrade level of any tile improvement.

#### 5.5.3.23 MAXIMUM\_DAILY\_DEMAND\_PER\_CAPITA

```
const double MAXIMUM_DAILY_DEMAND_PER_CAPITA = 0.0475
```

The maximum daily demand [MWh] (at any point in the year) per capita.

#### 5.5.3.24 MEAN\_DAILY\_DEMAND\_RATIOS

```
const std::vector<double> MEAN_DAILY_DEMAND_RATIOS
```

**Initial value:**

```
= {  
    0.702, 0.704, 0.652,  
    0.546, 0.445, 0.362,  
    0.261, 0.261, 0.379,  
    0.518, 0.622, 0.716  
}
```

The mean daily demand ratio for each month, where demand ratio is demand [MWh] divided by maximum daily demand [MWh]. Maximum daily demand is simply (24)(max load [kW]) / 1000.

#### 5.5.3.25 MEAN\_DAILY\_SOLAR\_CAPACITY\_FACTORS

```
const std::vector<double> MEAN_DAILY_SOLAR_CAPACITY_FACTORS
```

**Initial value:**

```
= {  
    0.029, 0.061, 0.117,  
    0.183, 0.228, 0.233,  
    0.219, 0.185, 0.139,  
    0.081, 0.040, 0.021  
}
```

The mean daily solar capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

#### 5.5.3.26 MEAN\_DAILY\_WAVE\_CAPACITY\_FACTORS

```
const std::vector<double> MEAN_DAILY_WAVE_CAPACITY_FACTORS
```

**Initial value:**

```
= {  
    0.742, 0.694, 0.618,  
    0.467, 0.366, 0.292,  
    0.280, 0.293, 0.374,  
    0.424, 0.662, 0.600  
}
```

The mean daily wave capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

#### 5.5.3.27 MEAN\_DAILY\_WIND\_CAPACITY\_FACTORS

```
const std::vector<double> MEAN_DAILY_WIND_CAPACITY_FACTORS
```

**Initial value:**

```
= {  
    0.591, 0.594, 0.627,  
    0.629, 0.579, 0.537,  
    0.442, 0.507, 0.587,  
    0.618, 0.611, 0.580  
}
```

The mean daily wind capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

#### 5.5.3.28 MEAN\_POPULATION\_GROWTH\_RATE

```
const double MEAN_POPULATION_GROWTH_RATE = 0.020
```

The mean monthly population growth rate.

#### 5.5.3.29 NO\_TILE\_SELECTED\_CHANNEL

```
const std::string NO_TILE_SELECTED_CHANNEL = "NO TILE SELECTED CHANNEL"
```

A message channel for no tile selected messages.

#### 5.5.3.30 RESOURCE\_ASSESSMENT\_COST

```
const int RESOURCE_ASSESSMENT_COST = 20
```

The cost of doing a resource assessment.



#### 5.5.3.31 SCRAP\_COST

```
const int SCRAP_COST = 50
```

The cost of scrapping a tile improvement (other than settlement).

#### 5.5.3.32 SECONDS\_PER\_FRAME

```
const double SECONDS_PER_FRAME = 1.0 / 60
```

Target seconds per frame (just reciprocal of target frames per second).

#### 5.5.3.33 SECONDS\_PER\_MONTH

```
const unsigned long long int SECONDS_PER_MONTH = 2628164
```

#### 5.5.3.34 SECONDS\_PER\_YEAR

```
const unsigned long long int SECONDS_PER_YEAR = 31537970
```

#### 5.5.3.35 SETTLEMENT\_CHANNEL

```
const std::string SETTLEMENT_CHANNEL = "SETTLEMENT CHANNEL"
```

A message channel for the settlement.

#### 5.5.3.36 SOLAR\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION

```
const double SOLAR_OP_MAINT_COST_PER_MWH_PRODUCTION = 10
```

The operation and maintenance cost of running a solar PV array (assumed 0.01 credits per kWh produced).

#### 5.5.3.37 SOLAR\_PV\_BUILD\_COST

```
const int SOLAR_PV_BUILD_COST = 350
```

The cost of building (or upgrading) a solar PV array in 100 kW increments.

#### 5.5.3.38 SOLAR\_PV\_WATER\_BUILD\_MULTIPLIER

```
const double SOLAR_PV_WATER_BUILD_MULTIPLIER = 1.285714
```

The additional cost of building on water.

#### 5.5.3.39 STARTING\_CREDITS

```
const int STARTING_CREDITS = 800
```

The starting balance of credits.

#### 5.5.3.40 STARTING\_POPULATION

```
const int STARTING_POPULATION = 100
```

The starting population of a settlement.

#### 5.5.3.41 STDEV\_DAILY\_DEMAND\_RATIOS

```
const std::vector<double> STDEV_DAILY_DEMAND_RATIOS
```

**Initial value:**

```
= {  
    0.069, 0.074, 0.072,  
    0.072, 0.063, 0.060,  
    0.012, 0.031, 0.040,  
    0.049, 0.063, 0.053  
}
```

The standard deviation in daily demand ratio for each month, where demand ratio is demand [MWh] divided by maximum daily demand [MWh]. Maximum daily demand is simply (24)(max load [kW]) / 1000.

#### 5.5.3.42 STDEV\_DAILY\_SOLAR\_CAPACITY\_FACTORS

```
const std::vector<double> STDEV_DAILY_SOLAR_CAPACITY_FACTORS
```

**Initial value:**

```
= {  
    0.013, 0.024, 0.043,  
    0.049, 0.072, 0.072,  
    0.076, 0.065, 0.048,  
    0.026, 0.018, 0.009  
}
```

The standard deviation in daily solar capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

#### 5.5.3.43 STDEV\_DAILY\_WAVE\_CAPACITY\_FACTORS

```
const std::vector<double> STDEV_DAILY_WAVE_CAPACITY_FACTORS
```

**Initial value:**

```
= {  
    0.146, 0.135, 0.163,  
    0.145, 0.158, 0.106,  
    0.086, 0.058, 0.145,  
    0.171, 0.184, 0.309  
}
```

The standard deviation in daily wave capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

#### 5.5.3.44 STDEV\_DAILY\_WIND\_CAPACITY\_FACTORS

```
const std::vector<double> STDEV_DAILY_WIND_CAPACITY_FACTORS
```

**Initial value:**

```
= {  
    0.147, 0.142, 0.198,  
    0.154, 0.162, 0.202,  
    0.180, 0.217, 0.198,  
    0.168, 0.141, 0.168  
}
```

The standard deviation in daily wind capacity factors for each month, where capacity factor is daily production [MWh] divided by maximum daily production [MWh]. Maximum daily production is simply (24)(power capacity [kW]) / 1000.

#### 5.5.3.45 STDEV\_POPULATION\_GROWTH\_RATE

```
const double STDEV_POPULATION_GROWTH_RATE = 0.005
```

The standard deviation in monthly population growth rate.

#### 5.5.3.46 TIDAL\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION

```
const double TIDAL_OP_MAINT_COST_PER_MWH_PRODUCTION = 50
```

The operation and maintenance cost of running a tidal turbine (assumed 0.05 credits per kWh produced).

#### 5.5.3.47 TIDAL\_TURBINE\_BUILD\_COST

```
const int TIDAL_TURBINE_BUILD_COST = 550
```

The cost of building (or upgrading) a tidal turbine in 100 kW increments.

#### 5.5.3.48 TILE\_RESOURCE\_CUMULATIVE\_PROBABILITIES

```
const std::vector<double> TILE_RESOURCE_CUMULATIVE_PROBABILITIES
```

**Initial value:**

```
= {  
    0.10,  
    0.30,  
    0.70,  
    0.90,  
    1.00  
}
```

Cumulative probabilities for each tile resource (to support procedural generation).

#### 5.5.3.49 TILE\_SELECTED\_CHANNEL

```
const std::string TILE_SELECTED_CHANNEL = "TILE SELECTED CHANNEL"
```

A message channel for tile selection messages.

#### 5.5.3.50 TILE\_STATE\_CHANNEL

```
const std::string TILE_STATE_CHANNEL = "TILE STATE CHANNEL"
```

A message channel for tile state messages.

#### 5.5.3.51 TILE\_TYPE\_CUMULATIVE\_PROBABILITIES

```
const std::vector<double> TILE_TYPE_CUMULATIVE_PROBABILITIES
```

**Initial value:**

```
= {  
    0.25,  
    0.50,  
    0.75,  
    1.00  
}
```

Cumulative probabilities for each tile type (to support procedural generation).

#### 5.5.3.52 TUTORIAL\_PAGES

```
const std::vector<std::string> TUTORIAL_PAGES
```

#### 5.5.3.53 WAVE\_ENERGY\_CONVERTER\_BUILD\_COST

```
const int WAVE_ENERGY_CONVERTER_BUILD_COST = 850
```

The cost of building (or upgrading) a wave energy converter in 100 kW increments.

#### 5.5.3.54 WAVE\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION

```
const double WAVE_OP_MAINT_COST_PER_MWH_PRODUCTION = 50
```

The operation and maintenance cost of running a wave energy converter (assumed 0.05 credits per kWh produced).

#### 5.5.3.55 WIND\_OP\_MAINT\_COST\_PER\_MWH\_PRODUCTION

```
const double WIND_OP_MAINT_COST_PER_MWH_PRODUCTION = 50
```

The operation and maintenance cost of running a wind turbine (assumed 0.05 credits per kWh produced).

#### 5.5.3.56 WIND\_TURBINE\_BUILD\_COST

```
const int WIND_TURBINE_BUILD_COST = 450
```

The cost of building (or upgrading) a wind turbine in 100 kW increments.

### 5.5.3.57 WIND\_TURBINE\_WATER\_BUILD\_MULTIPLIER

```
const double WIND_TURBINE_WATER_BUILD_MULTIPLIER = 1.222222
```

The additional cost of building on water.

## 5.6 header/ESC\_core/doxygen\_cite.h File Reference

Header file which simply cites the doxygen tool.

### 5.6.1 Detailed Description

Header file which simply cites the doxygen tool.

Ref: [van Heesch. \[2023\]](#)

## 5.7 header/ESC\_core/includes.h File Reference

Header file for various includes.

```
#include <chrono>
#include <cmath>
#include <cstdlib>
#include <fstream>
#include <iomanip>
#include <iostream>
#include <limits>
#include <list>
#include <map>
#include <random>
#include <stdexcept>
#include <sstream>
#include <string>
#include <vector>
#include <SFML/Audio.hpp>
#include <SFML/Config.hpp>
#include <SFML/GpuPreference.hpp>
#include <SFML/Graphics.hpp>
#include <SFML/Main.hpp>
#include <SFML/Network.hpp>
#include <SFML/OpenGL.hpp>
#include <SFML/System.hpp>
#include <SFML/Window.hpp>
```

Include dependency graph for includes.h:





### 5.8.1 Detailed Description

Header file for the [MessageHub](#) class.

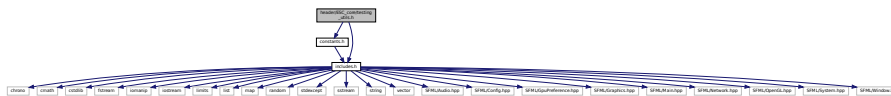
## 5.9 header/ESC\_core/testing\_utils.h File Reference

Header file for various testing utilities.

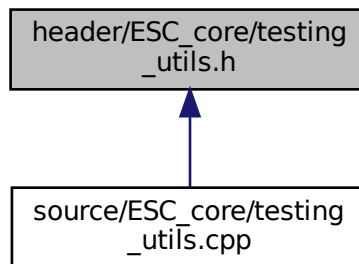
```
#include "constants.h"
```

```
#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.*

### 5.9.1 Detailed Description

Header file for various testing utilities.

This is a library of utility functions used throughout the various test suites.

### 5.9.2 Function Documentation

#### 5.9.2.1 `expectedErrorNotDetected()`

```
void expectedErrorNotDetected (
    std::string file,
    int line )
```

A utility function to print out a meaningful error message whenever an expected error fails to be thrown/caught/detected.

##### Parameters

<i>file</i>	The file in which the test is applied (you should be able to just pass in " <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> ").

```
434 {
435     std::string error_str = "\n ERROR   failed to throw expected error prior to line ";
436     error_str += std::to_string(line);
437     error_str += " of ";
438     error_str += file;
439
440     #ifdef _WIN32
441         std::cout << error_str << std::endl;
442     #endif
443
444     throw std::runtime_error(error_str);
445     return;
446 } /* expectedErrorNotDetected() */
```

#### 5.9.2.2 `printGold()`

```
void printGold (
    std::string input_str )
```

A function that sends gold text to std::cout.

**Parameters**

<i>input_str</i>	The text of the string to be sent to std::cout.
------------------	---

```
86 {  
87     std::cout << "\x1B[33m" << input_str << "\033[0m";  
88     return;  
89 } /* printGold() */
```

**5.9.2.3 printGreen()**

```
void printGreen (  
    std::string input_str )
```

A function that sends green text to std::cout.

**Parameters**

<i>input_str</i>	The text of the string to be sent to std::cout.
------------------	---

```
66 {  
67     std::cout << "\x1B[32m" << input_str << "\033[0m";  
68     return;  
69 } /* printGreen() */
```

**5.9.2.4 printRed()**

```
void printRed (  
    std::string input_str )
```

A function that sends red text to std::cout.

**Parameters**

<i>input_str</i>	The text of the string to be sent to std::cout.
------------------	---

```
106 {  
107     std::cout << "\x1B[31m" << input_str << "\033[0m";  
108     return;  
109 } /* printRed() */
```

**5.9.2.5 testFloatEquals()**

```
void testFloatEquals (  
    double x,  
    double y,  
    std::string file,  
    int line )
```

Tests for the equality of two floating point numbers *x* and *y* (to within FLOAT\_TOLERANCE).

## Parameters

<i>x</i>	The first of two numbers to test.
<i>y</i>	The second of two numbers to test.
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```

140 {
141     if (fabs(x - y) <= FLOAT_TOLERANCE) {
142         return;
143     }
144
145     std::string error_str = "ERROR: testFloatEquals():\t in ";
146     error_str += file;
147     error_str += "\tline ";
148     error_str += std::to_string(line);
149     error_str += ":\t\n";
150     error_str += std::to_string(x);
151     error_str += " and ";
152     error_str += std::to_string(y);
153     error_str += " are not equal to within +/- ";
154     error_str += std::to_string(FLOAT_TOLERANCE);
155     error_str += "\n";
156
157     #ifdef _WIN32
158         std::cout << error_str << std::endl;
159     #endif
160
161     throw std::runtime_error(error_str);
162     return;
163 } /* testFloatEquals() */

```

## 5.9.2.6 testGreaterThan()

```

void testGreaterThan (
    double x,
    double y,
    std::string file,
    int line )

```

Tests if  $x > y$ .

## Parameters

<i>x</i>	The first of two numbers to test.
<i>y</i>	The second of two numbers to test.
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```

193 {
194     if (x > y) {
195         return;
196     }
197
198     std::string error_str = "ERROR: testGreaterThan():\t in ";
199     error_str += file;
200     error_str += "\tline ";
201     error_str += std::to_string(line);
202     error_str += ":\t\n";
203     error_str += std::to_string(x);
204     error_str += " is not greater than ";
205     error_str += std::to_string(y);
206     error_str += "\n";
207
208     #ifdef _WIN32
209         std::cout << error_str << std::endl;
210     #endif

```

```

211
212     throw std::runtime_error(error_str);
213     return;
214 }    /* testGreaterThan() */

```

### 5.9.2.7 testGreaterThanOrEqualTo()

```

void testGreaterThanOrEqualTo (
    double x,
    double y,
    std::string file,
    int line )

```

Tests if  $x \geq y$ .

#### Parameters

<i>x</i>	The first of two numbers to test.
<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__").

```

244 {
245     if (x >= y) {
246         return;
247     }
248
249     std::string error_str = "ERROR: testGreaterThanOrEqualTo():\t in ";
250     error_str += file;
251     error_str += "\tline ";
252     error_str += std::to_string(line);
253     error_str += ":\t\n";
254     error_str += std::to_string(x);
255     error_str += " is not greater than or equal to ";
256     error_str += std::to_string(y);
257     error_str += "\n";
258
259     #ifdef _WIN32
260         std::cout << error_str << std::endl;
261     #endif
262
263     throw std::runtime_error(error_str);
264     return;
265 }    /* testGreaterThanOrEqualTo() */

```

### 5.9.2.8 testLessThan()

```

void testLessThan (
    double x,
    double y,
    std::string file,
    int line )

```

Tests if  $x < y$ .

#### Parameters

<i>x</i>	The first of two numbers to test.
----------	-----------------------------------

## Parameters

<i>y</i>	The second of two numbers to test.
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```

295 {
296     if (x < y) {
297         return;
298     }
299
300     std::string error_str = "ERROR: testLessThan():\t in ";
301     error_str += file;
302     error_str += "\tline ";
303     error_str += std::to_string(line);
304     error_str += ":\t\n";
305     error_str += std::to_string(x);
306     error_str += " is not less than ";
307     error_str += std::to_string(y);
308     error_str += "\n";
309
310     #ifdef _WIN32
311         std::cout << error_str << std::endl;
312     #endif
313
314     throw std::runtime_error(error_str);
315     return;
316 } /* testLessThan() */

```

## 5.9.2.9 testLessThanOrEqualTo()

```

void testLessThanOrEqualTo (
    double x,
    double y,
    std::string file,
    int line )

```

Tests if  $x \leq y$ .

## Parameters

<i>x</i>	The first of two numbers to test.
<i>y</i>	The second of two numbers to test.
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

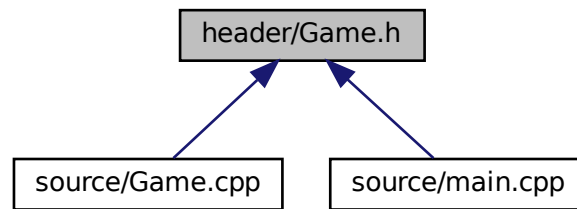
```

346 {
347     if (x <= y) {
348         return;
349     }
350
351     std::string error_str = "ERROR: testLessThanOrEqualTo():\t in ";
352     error_str += file;
353     error_str += "\tline ";
354     error_str += std::to_string(line);
355     error_str += ":\t\n";
356     error_str += std::to_string(x);
357     error_str += " is not less than or equal to ";
358     error_str += std::to_string(y);
359     error_str += "\n";
360
361     #ifdef _WIN32
362         std::cout << error_str << std::endl;
363     #endif
364
365     throw std::runtime_error(error_str);
366     return;

```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Game](#)

*A class which acts as the central class for the game, by containing all other classes and implementing the game loop.*

## Enumerations

- enum [GamePhase](#) {  
[BUILD\\_SETTLEMENT](#) , [SYSTEM\\_MANAGEMENT](#) , [LOSS\\_EMISSIONS](#) , [LOSS\\_DEMAND](#) ,  
[LOSS\\_CREDITS](#) , [VICTORY](#) , [N\\_GAME\\_PHASES](#) }

*An enumeration of the various game phases.*

### 5.10.1 Enumeration Type Documentation

#### 5.10.1.1 GamePhase

enum [GamePhase](#)

An enumeration of the various game phases.

##### Enumerator

BUILD_SETTLEMENT	The settlement building phase.
SYSTEM_MANAGEMENT	The system management phase (main phase of play).
LOSS_EMISSIONS	A loss due to excessive emissions.
LOSS_DEMAND	A loss due to failing to meet the demand.
LOSS_CREDITS	A loss due to running out of credits.
VICTORY	A victory (12 consecutive months of zero emissions).
N_GAME_PHASES	A simple hack to get the number of elements in GamePhase.

```

66     {
67         BUILD_SETTLEMENT,
68         SYSTEM_MANAGEMENT,
69         LOSS_EMISSIONS,
70         LOSS_DEMAND,
71         LOSS_CREDITS,
72         VICTORY,
73         N_GAME_PHASES
74     }; /* GamePhase */

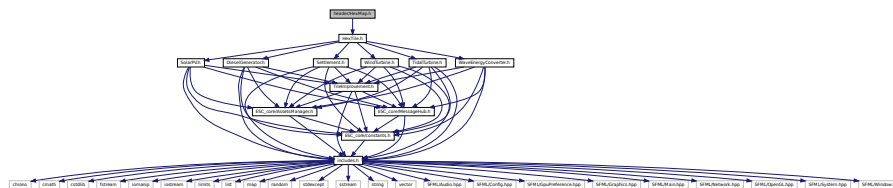
```

## 5.11 header/HexMap.h File Reference

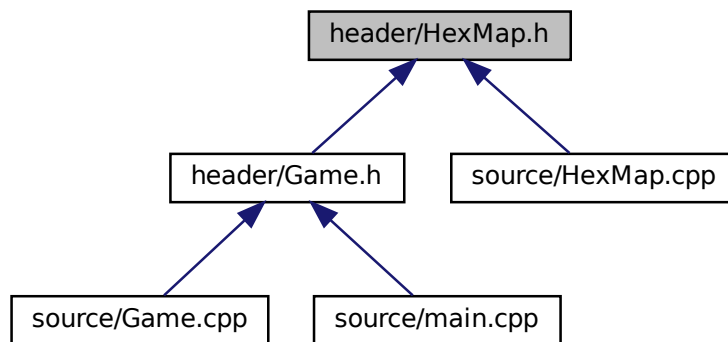
Header file for the [HexMap](#) class.

```
#include "HexTile.h"
```

Include dependency graph for HexMap.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [HexMap](#)

*A class which defines a hex map of hex tiles.*

### 5.11.1 Detailed Description

Header file for the [HexMap](#) class.

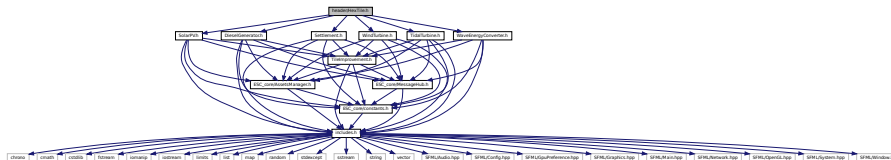


## 5.12 header/HexTile.h File Reference

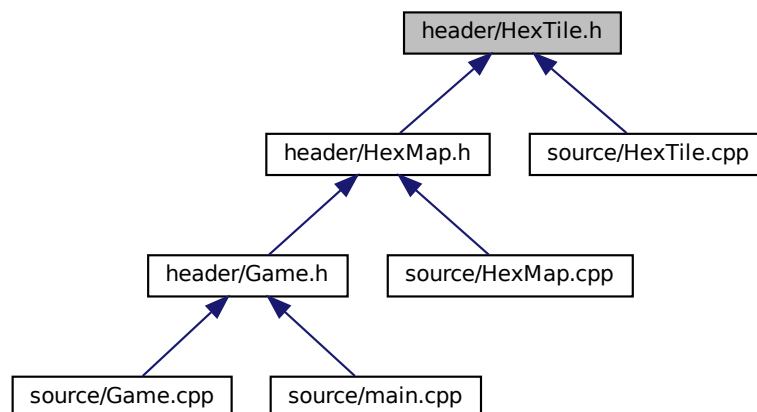
Header file for the [Game](#) class.

```
#include "DieselGenerator.h"
#include "Settlement.h"
#include "SolarPV.h"
#include "TidalTurbine.h"
#include "WaveEnergyConverter.h"
#include "WindTurbine.h"
```

Include dependency graph for HexTile.h:



This graph shows which files directly or indirectly include this file:



### Classes

- class [HexTile](#)

*A class which defines a hex tile of the hex map.*

### Enumerations

- enum [TileType](#) {  
[NONE\\_TYPE](#) , [FOREST](#) , [LAKE](#) , [MOUNTAINS](#) ,  
[OCEAN](#) , [PLAINS](#) , [N\\_TILE\\_TYPES](#) }
- enum [TileResource](#) {  
[POOR](#) , [BELOW\\_AVERAGE](#) , [AVERAGE](#) , [ABOVE\\_AVERAGE](#) ,  
[GOOD](#) , [N\\_TILE\\_RESOURCES](#) }

*An enumeration of the different tile types.*

*An enumeration of the different tile resource values.*

### 5.12.1 Detailed Description

Header file for the [Game](#) class.

Header file for the [HexTile](#) class.

### 5.12.2 Enumeration Type Documentation

#### 5.12.2.1 TileResource

enum [TileResource](#)

An enumeration of the different tile resource values.

Enumerator

POOR	A poor resource value.
BELOW_AVERAGE	A below average resource value.
AVERAGE	An average resource value.
ABOVE_AVERAGE	An above average resource value.
GOOD	A good resource value.
N_TILE_RESOURCES	A simple hack to get the number of elements in TileResource.

```

88         {
89     POOR,
90     BELOW_AVERAGE,
91     AVERAGE,
92     ABOVE_AVERAGE,
93     GOOD,
94     N_TILE_RESOURCES
95 }; /* TileResource */

```

#### 5.12.2.2 TileType

enum [TileType](#)

An enumeration of the different tile types.

Enumerator

NONE_TYPE	A dummy tile (for initialization).
FOREST	A forest tile.
LAKE	A lake tile.
MOUNTAINS	A mountains tile.
OCEAN	An ocean tile.
PLAINS	A plains tile.
N_TILE_TYPES	A simple hack to get the number of elements in TileType.

```

71     {
72     NONE_TYPE,
73     FOREST,
74     LAKE,
75     MOUNTAINS,
76     OCEAN,
77     PLAINS,
78     N_TILE_TYPES
79 }; /* TileType */

```

## 5.13 header/Settlement.h File Reference

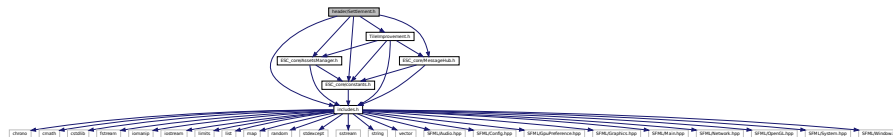
Header file for the [Settlement](#) class.

```

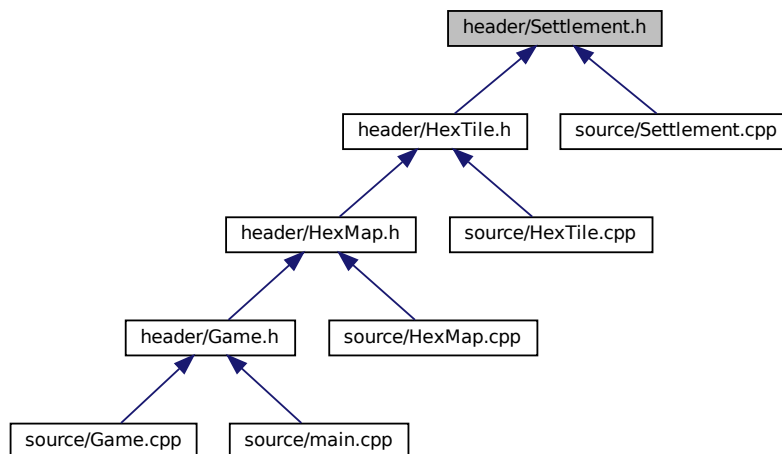
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"
#include "ESC_core/MessageHub.h"
#include "TileImprovement.h"

```

Include dependency graph for Settlement.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Settlement](#)

*A settlement class (child class of [TileImprovement](#)).*

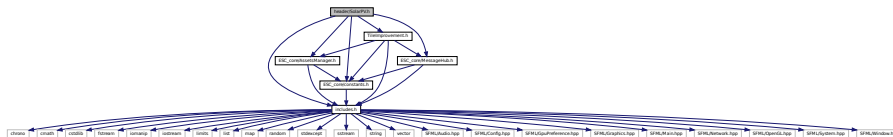
### 5.13.1 Detailed Description

Header file for the [Settlement](#) class.

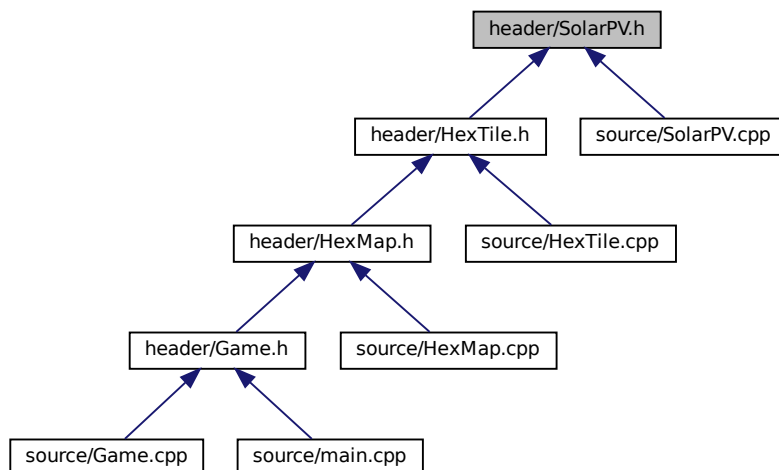
## 5.14 header/SolarPV.h File Reference

Header file for the [SolarPV](#) class.

```
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"
#include "ESC_core/MessageHub.h"
#include "TileImprovement.h"
Include dependency graph for SolarPV.h:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [SolarPV](#)  
A settlement class (child class of [TileImprovement](#)).

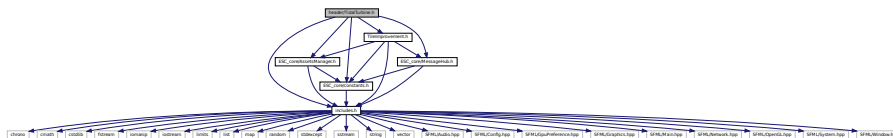
### 5.14.1 Detailed Description

Header file for the **SolarPV** class.

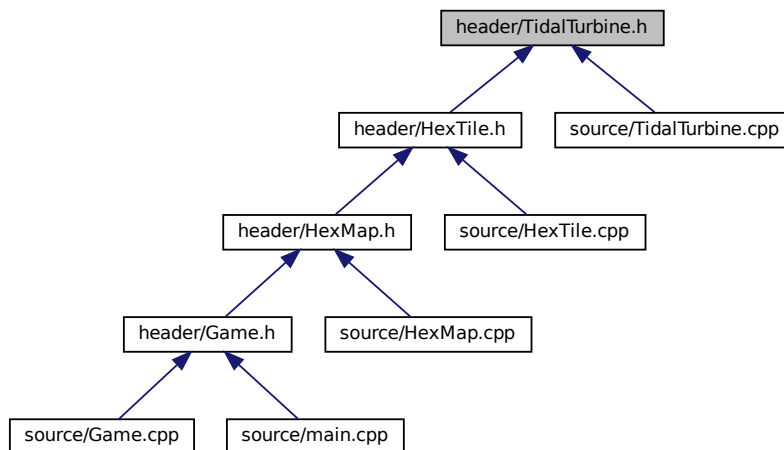
## 5.15 header/TidalTurbine.h File Reference

Header file for the `TidalTurbine` class.

```
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"
#include "ESC_core/MessageHub.h"
#include "TileImprovement.h"
Include dependency graph for TidalTurbine.h:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class `TidalTurbine`  
*A settlement class (child class of `TileImprovement`).*

### 5.15.1 Detailed Description

Header file for the `TidalTurbine` class.



## Enumerator

SETTLEMENT	A settlement.
DIESEL_GENERATOR	A diesel generator.
SOLAR_PV	A solar PV array.
WIND_TURBINE	A wind turbine.
TIDAL_TURBINE	A tidal turbine.
WAVE_ENERGY_CONVERTER	A wave energy converter.
N_TILE_IMPROVEMENT_TYPES	A simple hack to get the number of elements in TileImprovementType.

```

68     {
69         SETTLEMENT,
70         DIESEL_GENERATOR,
71         SOLAR_PV,
72         WIND_TURBINE,
73         TIDAL_TURBINE,
74         WAVE_ENERGY_CONVERTER,
75         N_TILE_IMPROVEMENT_TYPES
76 }; /* TileImprovementType */

```

## 5.17 header/WaveEnergyConverter.h File Reference

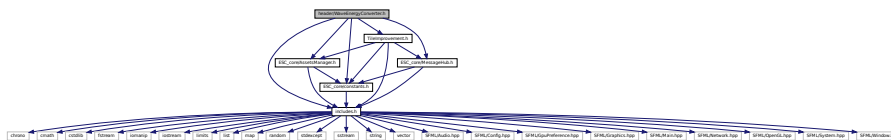
Header file for the [WaveEnergyConverter](#) class.

```

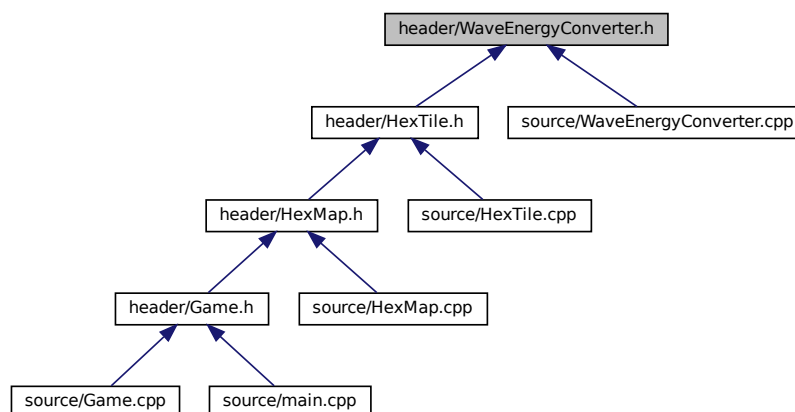
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"
#include "ESC_core/MessageHub.h"
#include "TileImprovement.h"

```

Include dependency graph for WaveEnergyConverter.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [WaveEnergyConverter](#)  
A settlement class (child class of [TileImprovement](#)).

### 5.17.1 Detailed Description

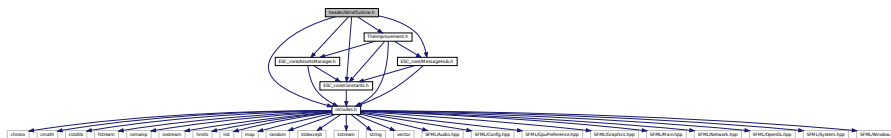
Header file for the [WaveEnergyConverter](#) class.

## 5.18 header/WindTurbine.h File Reference

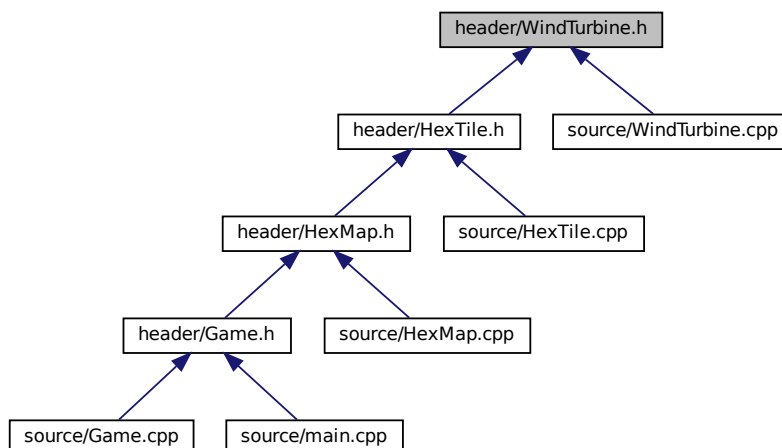
Header file for the [WindTurbine](#) class.

```
#include "ESC_core/constants.h"
#include "ESC_core/includes.h"
#include "ESC_core/AssetsManager.h"
#include "ESC_core/MessageHub.h"
#include "TileImprovement.h"
```

Include dependency graph for WindTurbine.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [WindTurbine](#)  
A settlement class (child class of [TileImprovement](#)).



### 5.18.1 Detailed Description

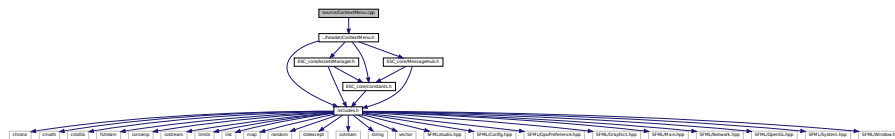
Header file for the `WindTurbine` class.

## 5.19 source/ContextMenu.cpp File Reference

Implementation file for the `ContextMenu` class.

```
#include "../header/ContextMenu.h"
```

Include dependency graph for ContextMenu.cpp:



### 5.19.1 Detailed Description

Implementation file for the [ContextMenu](#) class.

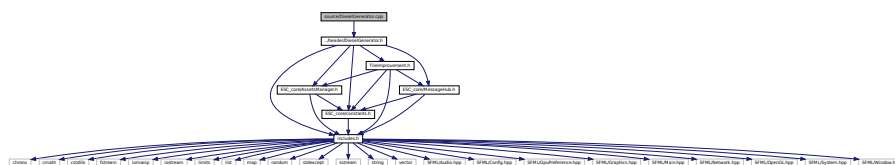
A class which defines a context menu for the game.

## 5.20 source/DieselGenerator.cpp File Reference

Implementation file for the [DieselGenerator](#) class.

```
#include "../header/DieselGenerator.h"
```

Include dependency graph for DieselGenerator.cpp:



### 5.20.1 Detailed Description

Implementation file for the [DieselGenerator](#) class.

A base class for the tile improvement hierarchy.





## 5.24.2 Function Documentation

### 5.24.2.1 expectedErrorNotDetected()

```
void expectedErrorNotDetected (
    std::string file,
    int line )
```

A utility function to print out a meaningful error message whenever an expected error fails to be thrown/caught/detected.

#### Parameters

<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```
434 {
435     std::string error_str = "\n ERROR   failed to throw expected error prior to line ";
436     error_str += std::to_string(line);
437     error_str += " of ";
438     error_str += file;
439
440     #ifdef _WIN32
441         std::cout << error_str << std::endl;
442     #endif
443
444     throw std::runtime_error(error_str);
445     return;
446 } /* expectedErrorNotDetected() */
```

### 5.24.2.2 printGold()

```
void printGold (
    std::string input_str )
```

A function that sends gold text to std::cout.

#### Parameters

<i>input_str</i>	The text of the string to be sent to std::cout.
------------------	---

```
86 {
87     std::cout << "\x1B[33m" << input_str << "\033[0m";
88     return;
89 } /* printGold() */
```

### 5.24.2.3 printGreen()

```
void printGreen (
    std::string input_str )
```

A function that sends green text to std::cout.

## Parameters

<i>input_str</i>	The text of the string to be sent to <code>std::cout</code> .
------------------	---

```

66 {
67     std::cout << "\x1B[32m" << input_str << "\033[0m";
68     return;
69 } /* printGreen() */

```

## 5.24.2.4 printRed()

```

void printRed (
    std::string input_str )

```

A function that sends red text to `std::cout`.

## Parameters

<i>input_str</i>	The text of the string to be sent to <code>std::cout</code> .
------------------	---

```

106 {
107     std::cout << "\x1B[31m" << input_str << "\033[0m";
108     return;
109 } /* printRed() */

```

## 5.24.2.5 testFloatEquals()

```

void testFloatEquals (
    double x,
    double y,
    std::string file,
    int line )

```

Tests for the equality of two floating point numbers *x* and *y* (to within `FLOAT_TOLERANCE`).

## Parameters

<i>x</i>	The first of two numbers to test.
<i>y</i>	The second of two numbers to test.
<i>file</i>	The file in which the test is applied (you should be able to just pass in " <code>__FILE__</code> ").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in " <code>__LINE__</code> ").

```

140 {
141     if (fabs(x - y) <= FLOAT_TOLERANCE) {
142         return;
143     }
144
145     std::string error_str = "ERROR: testFloatEquals():\t in ";
146     error_str += file;
147     error_str += "\tline ";
148     error_str += std::to_string(line);
149     error_str += ":\t\n";
150     error_str += std::to_string(x);
151     error_str += " and ";
152     error_str += std::to_string(y);
153     error_str += " are not equal to within +/- ";

```

```

154     error_str += std::to_string(FLOAT_TOLERANCE);
155     error_str += "\n";
156
157     #ifdef _WIN32
158         std::cout << error_str << std::endl;
159     #endif
160
161     throw std::runtime_error(error_str);
162     return;
163 } /* testFloatEquals() */

```

#### 5.24.2.6 testGreaterThan()

```

void testGreaterThan (
    double x,
    double y,
    std::string file,
    int line )

```

Tests if  $x > y$ .

##### Parameters

<i>x</i>	The first of two numbers to test.
<i>y</i>	The second of two numbers to test.
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```

193 {
194     if (x > y) {
195         return;
196     }
197
198     std::string error_str = "ERROR: testGreaterThan():\t in ";
199     error_str += file;
200     error_str += "\tline ";
201     error_str += std::to_string(line);
202     error_str += ":\t\n";
203     error_str += std::to_string(x);
204     error_str += " is not greater than ";
205     error_str += std::to_string(y);
206     error_str += "\n";
207
208     #ifdef _WIN32
209         std::cout << error_str << std::endl;
210     #endif
211
212     throw std::runtime_error(error_str);
213     return;
214 } /* testGreaterThan() */

```

#### 5.24.2.7 testGreaterThanOrEqualTo()

```

void testGreaterThanOrEqualTo (
    double x,
    double y,
    std::string file,
    int line )

```

Tests if  $x \geq y$ .

## Parameters

<i>x</i>	The first of two numbers to test.
<i>y</i>	The second of two numbers to test.
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```

244 {
245     if (x >= y) {
246         return;
247     }
248
249     std::string error_str = "ERROR: testGreaterThanOrEqualTo():\t in ";
250     error_str += file;
251     error_str += "\tline ";
252     error_str += std::to_string(line);
253     error_str += ":\t\n";
254     error_str += std::to_string(x);
255     error_str += " is not greater than or equal to ";
256     error_str += std::to_string(y);
257     error_str += "\n";
258
259     #ifdef _WIN32
260         std::cout << error_str << std::endl;
261     #endif
262
263     throw std::runtime_error(error_str);
264     return;
265 } /* testGreaterThanOrEqualTo() */

```

## 5.24.2.8 testLessThan()

```

void testLessThan (
    double x,
    double y,
    std::string file,
    int line )

```

Tests if  $x < y$ .

## Parameters

<i>x</i>	The first of two numbers to test.
<i>y</i>	The second of two numbers to test.
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```

295 {
296     if (x < y) {
297         return;
298     }
299
300     std::string error_str = "ERROR: testLessThan():\t in ";
301     error_str += file;
302     error_str += "\tline ";
303     error_str += std::to_string(line);
304     error_str += ":\t\n";
305     error_str += std::to_string(x);
306     error_str += " is not less than ";
307     error_str += std::to_string(y);
308     error_str += "\n";
309
310     #ifdef _WIN32
311         std::cout << error_str << std::endl;
312     #endif
313
314     throw std::runtime_error(error_str);

```

```

315     return;
316 } /* testLessThan() */

```

#### 5.24.2.9 testLessThanOrEqualTo()

```

void testLessThanOrEqualTo (
    double x,
    double y,
    std::string file,
    int line )

```

Tests if  $x \leq y$ .

##### Parameters

<i>x</i>	The first of two numbers to test.
<i>y</i>	The second of two numbers to test.
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").

```

346 {
347     if (x <= y) {
348         return;
349     }
350
351     std::string error_str = "ERROR: testLessThanOrEqualTo():\t in ";
352     error_str += file;
353     error_str += "\tline ";
354     error_str += std::to_string(line);
355     error_str += ":\t\n";
356     error_str += std::to_string(x);
357     error_str += " is not less than or equal to ";
358     error_str += std::to_string(y);
359     error_str += "\n";
360
361     #ifdef _WIN32
362         std::cout << error_str << std::endl;
363     #endif
364
365     throw std::runtime_error(error_str);
366     return;
367 } /* testLessThanOrEqualTo() */

```

#### 5.24.2.10 testTruth()

```

void testTruth (
    bool statement,
    std::string file,
    int line )

```

Tests if the given statement is true.

##### Parameters

<i>statement</i>	The statement whose truth is to be tested ("1 == 0", for example).
<i>file</i>	The file in which the test is applied (you should be able to just pass in "__FILE__").
<i>line</i>	The line of the file in which the test is applied (you should be able to just pass in "__LINE__").



```

394 {
395     if (statement) {
396         return;
397     }
398
399     std::string error_str = "ERROR: testTruth():\t in ";
400     error_str += file;
401     error_str += "\tline ";
402     error_str += std::to_string(line);
403     error_str += ":\t\t\n";
404     error_str += "Given statement is not true";
405
406     #ifdef _WIN32
407         std::cout << error_str << std::endl;
408     #endif
409
410     throw std::runtime_error(error_str);
411     return;
412 } /* testTruth() */

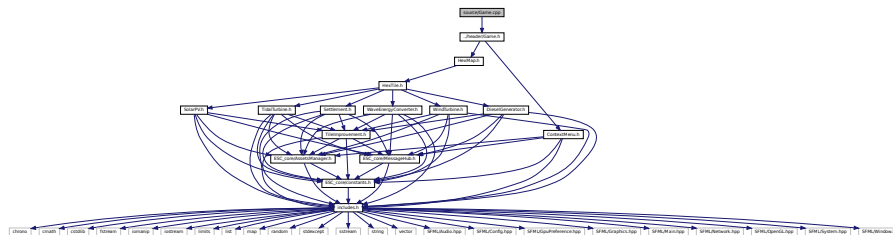
```

## 5.25 source/Game.cpp File Reference

Implementation file for the `Game` class.

```
#include "../header/Game.h"
```

Include dependency graph for Game.cpp:



### 5.25.1 Detailed Description

Implementation file for the `Game` class.

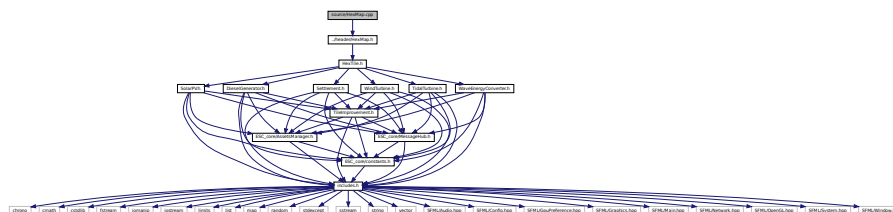
A class which defines a tile of a hex map.

## 5.26 source/HexMap.cpp File Reference

Implementation file for the [HexMap](#) class.

```
#include "../header/HexMap.h"
```

Include dependency graph for HexMap.cpp:



### 5.26.1 Detailed Description

Implementation file for the [HexMap](#) class.

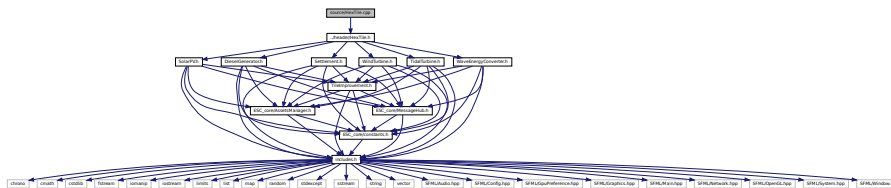
A class which defines a hex map of hex tiles.

## 5.27 source/HexTile.cpp File Reference

Implementation file for the [HexTile](#) class.

```
#include "../header/HexTile.h"
```

Include dependency graph for HexTile.cpp:



### 5.27.1 Detailed Description

Implementation file for the [HexTile](#) class.

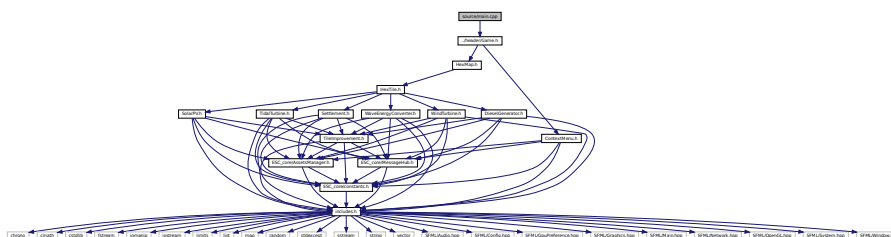
A class which defines a tile of a hex map.

## 5.28 source/main.cpp File Reference

Implementation file for [main\(\)](#) for Road To Zero.

```
#include "../header/Game.h"
```

Include dependency graph for main.cpp:



## Functions

- void [loadAssets](#) ([AssetsManager](#) \*assets\_manager\_ptr)  
*Helper function to load game assets.*
- sf::RenderWindow \* [constructRenderWindow](#) (void)  
*Helper function to construct render window.*
- int [main](#) (int argc, char \*\*argv)

## 5.28.1 Detailed Description

Implementation file for `main()` for Road To Zero.

## 5.28.2 Function Documentation

### 5.28.2.1 `constructRenderWindow()`

```
sf::RenderWindow * constructRenderWindow (
    void )
```

Helper function to construct render window.

#### Returns

Pointer to the render window.

```
344 {
345     sf::RenderWindow* render_window_ptr = new sf::RenderWindow(
346         sf::VideoMode(GAME_WIDTH, GAME_HEIGHT),
347         "Road To Zero"
348     );
349
350     return render_window_ptr;
351 } /* constructRenderWindow() */
```

### 5.28.2.2 `loadAssets()`

```
void loadAssets (
    AssetsManager * assets_manager_ptr )
```

Helper function to load game assets.

#### Parameters

<code>assets_manager_ptr</code>	Pointer to the assets manager.
---------------------------------	--------------------------------

```
66 {
67     // 1. load font assets
68     assets_manager_ptr->loadFont("assets/fonts/DroidSansMono.ttf", "DroidSansMono");
69     assets_manager_ptr->loadFont("assets/fonts/Glass_TTY_VT220.ttf", "Glass_TTY_VT220");
70
71     // 2. load tile sheets
72     assets_manager_ptr->loadTexture(
73         "assets/tile_sheets/pine_tree_64x64_1_CC-BY.png",
74         "pine_tree_64x64_1"
75     );
76
77     assets_manager_ptr->loadTexture(
78         "assets/tile_sheets/wheat_64x64_1_CC-BY.png",
79         "wheat_64x64_1"
80     );
81
82     assets_manager_ptr->loadTexture(
83         "assets/tile_sheets/mountain_64x64_1_CC-BY.png",
84         "mountain_64x64_1"
```

```
85     "mountain_64x64_1"
86 );
87
88 assets_manager_ptr->loadTexture(
89     "assets/tile_sheets/water_waves_64x64_1_CC-BY.png",
90     "water_waves_64x64_1"
91 );
92
93 assets_manager_ptr->loadTexture(
94     "assets/tile_sheets/water_shimmer_64x64_1_CC-BY.png",
95     "water_shimmer_64x64_1"
96 );
97
98 assets_manager_ptr->loadTexture(
99     "assets/tile_sheets/brick_house_64x64_1_CC-BY.png",
100    "brick_house_64x64_1"
101 );
102
103 assets_manager_ptr->loadTexture(
104     "assets/tile_sheets/magnifying_glass_64x64_1_CC-BY.png",
105     "magnifying_glass_64x64_1"
106 );
107
108 assets_manager_ptr->loadTexture(
109     "assets/tile_sheets/exp2_0_CC0.png",
110     "tile clear explosion"
111 );
112
113 assets_manager_ptr->loadTexture(
114     "assets/tile_sheets/emissions_8x8_1_CC-BY.png",
115     "emissions"
116 );
117
118 assets_manager_ptr->loadTexture(
119     "assets/tile_sheets/diesel_generator_64x64_2_CC-BY.png",
120     "diesel generator"
121 );
122
123 assets_manager_ptr->loadTexture(
124     "assets/tile_sheets/solar_PV_64x64_1_CC-BY.png",
125     "solar PV array"
126 );
127
128 assets_manager_ptr->loadTexture(
129     "assets/tile_sheets/wind_turbine_64x64_2_CC-BY.png",
130     "wind turbine"
131 );
132
133 assets_manager_ptr->loadTexture(
134     "assets/tile_sheets/energy_storage_system_64x64_1_CC-BY.png",
135     "energy storage system"
136 );
137
138 assets_manager_ptr->loadTexture(
139     "assets/tile_sheets/tidal_turbine_64x64_2_CC-BY.png",
140     "tidal turbine"
141 );
142
143 assets_manager_ptr->loadTexture(
144     "assets/tile_sheets/wave_energy_converter_64x64_2_CC-BY.png",
145     "wave energy converter"
146 );
147
148 assets_manager_ptr->loadTexture(
149     "assets/tile_sheets/upgrade_arrow_16x16_1_CC-BY.png",
150     "upgrade arrow"
151 );
152
153 assets_manager_ptr->loadTexture(
154     "assets/tile_sheets/upgrade_plus_16x16_1_CC-BY.png",
155     "upgrade plus"
156 );
157
158 assets_manager_ptr->loadTexture(
159     "assets/tile_sheets/energy_storage_16x16_1_CC-BY.png",
160     "storage level"
161 );
162
163 assets_manager_ptr->loadTexture(
164     "assets/tile_sheets/coin_16x16_1_CC-BY.png",
165     "coin"
166 );
167
168
169 // 3. load sounds
170 assets_manager_ptr->loadSound(
171     "assets/audio/samples/mixkit-magical-coin-win-1936_MixkitFree.ogg",
```

```
172     "coin ring"
173 );
174
175 assets_manager_ptr->loadSound(
176     "assets/audio/samples/mixkit-positive-notification-951_MixkitFree.ogg",
177     "positive notification"
178 );
179
180 assets_manager_ptr->loadSound(
181     "assets/audio/samples/mixkit-sci-fi-click-900_MixkitFree.ogg",
182     "sci-fi click"
183 );
184
185 assets_manager_ptr->loadSound(
186     "assets/audio/samples/mixkit-apartment-buzzer-bell-press-932_MixkitFree.ogg",
187     "insufficient credits"
188 );
189
190 assets_manager_ptr->loadSound(
191     "assets/audio/samples/mixkit-data-scanner-2487_MixkitFree.ogg",
192     "resource assessment"
193 );
194
195 assets_manager_ptr->loadSound(
196     "assets/audio/samples/mixkit-interface-click-1126_MixkitFree.ogg",
197     "console string print"
198 );
199
200 assets_manager_ptr->loadSound(
201     "assets/audio/samples/mixkit-video-game-retro-click-237_MixkitFree.ogg",
202     "resource overlay toggle on"
203 );
204
205 assets_manager_ptr->loadSound(
206     "assets/audio/samples/mixkit-video-game-retro-click-237_REVERSED_MixkitFree.ogg",
207     "resource overlay toggle off"
208 );
209
210 assets_manager_ptr->loadSound(
211     "assets/audio/samples/mixkit-explosion-with-rocks-debris-1703_MixkitFree.ogg",
212     "clear mountains tile"
213 );
214
215 assets_manager_ptr->loadSound(
216     "assets/audio/samples/mixkit-arcade-game-explosion-2759_MixkitFree.ogg",
217     "clear non-mountains tile"
218 );
219
220 assets_manager_ptr->loadSound(
221     "assets/audio/samples/mixkit-electronic-retro-block-hit-2185_MixkitFree.ogg",
222     "place improvement"
223 );
224
225 assets_manager_ptr->loadSound(
226     "assets/audio/samples/mixkit-video-game-lock-2851_REVERSED_MixkitFree.ogg",
227     "build menu open"
228 );
229
230 assets_manager_ptr->loadSound(
231     "assets/audio/samples/mixkit-video-game-lock-2851_MixkitFree.ogg",
232     "build menu close"
233 );
234
235 assets_manager_ptr->loadSound(
236     "assets/audio/samples/mixkit-jump-into-the-water-1180_MixkitFree.ogg",
237     "splash"
238 );
239
240 assets_manager_ptr->loadSound(
241     "assets/audio/samples/505316__nuncaconoci__diesel_CC0.ogg",
242     "diesel running"
243 );
244
245 assets_manager_ptr->loadSound(
246     "assets/audio/samples/33460__pempi__320d_2_CC-BY.ogg",
247     "diesel start"
248 );
249
250 assets_manager_ptr->loadSound(
251     "assets/audio/samples/132724__andy_gardner__wind-turbine-blades_CC-BY.ogg",
252     "wind turbine running"
253 );
254
255 assets_manager_ptr->loadSound(
256     "assets/audio/samples/58416__darren1979__oceanwaves_CC-SAMPLING.ogg",
257     "ocean waves"
258 );
```

```

259
260     assets_manager_ptr->loadSound(
261         "assets/audio/samples/369927__mephisto_egmont__water-flowing-in-tubes_CC-BY.ogg",
262         "water flow"
263     );
264
265     assets_manager_ptr->loadSound(
266         "assets/audio/samples/647663__jotraing__electric-train-motor-idle-loop-new-generation-rollingstock_CC0.ogg",
267         "solar hum"
268     );
269
270     assets_manager_ptr->loadSound(
271         "assets/audio/samples/mixkit-epic-futuristic-movie-accent-2913_MixkitFree.ogg",
272         "game title screen"
273     );
274
275     assets_manager_ptr->loadSound(
276         "assets/audio/samples/mixkit-calm-park-with-people-and-children_MixkitFree.ogg",
277         "people and children"
278     );
279
280     assets_manager_ptr->loadSound(
281         "assets/audio/samples/mixkit-magical-coin-win-1936_MixkitFree.ogg",
282         "upgrade"
283     );
284
285     assets_manager_ptr->loadSound(
286         "assets/audio/samples/mixkit-cool-interface-click-tone-2568_MixkitFree.ogg",
287         "interface click"
288     );
289
290     assets_manager_ptr->loadSound(
291         "assets/audio/samples/mixkit-factory-metal-hard-hit-2980_MixkitFree.ogg",
292         "breakdown"
293     );
294
295     assets_manager_ptr->loadSound(
296         "assets/audio/samples/mixkit-fantasy-game-success-notification-270_MixkitFree.ogg",
297         "victory"
298     );
299
300     assets_manager_ptr->loadSound(
301         "assets/audio/samples/mixkit-player-losing-or-failing-2042_MixkitFree.ogg",
302         "loss"
303     );
304
305     assets_manager_ptr->loadSound(
306         "assets/audio/samples/mixkit-poker-card-flick-2002_MixkitFree.ogg",
307         "card flick"
308     );
309
310
311     // 4. load tracks
312     assets_manager_ptr->loadTrack(
313         "assets/audio/tracks/TreeStarMoon_Dobranoc_CC0.ogg",
314         "Tree Star Moon - Dobranoc"
315     );
316
317     assets_manager_ptr->loadTrack(
318         "assets/audio/tracks/TreeStarMoon_Lighthouse_CC0.ogg",
319         "Tree Star Moon - Lighthouse"
320     );
321
322     assets_manager_ptr->loadTrack(
323         "assets/audio/tracks/TreeStarMoon_SkyFarm_CC0.ogg",
324         "Tree Star Moon - Sky Farm"
325     );
326
327     return;
328 } /* loadAssets() */

```

### 5.28.2.3 main()

```

int main (
    int argc,
    char ** argv )
360 {
361     // 1. load assets

```

```

362     AssetsManager assets_manager;
363     loadAssets(&assets_manager);
364
365     // 2. construct render window
366     sf::RenderWindow* render_window_ptr = constructRenderWindow();
367
368     // 3. show brand animation and splash screen
369     //...
370
371     // 4. show game title
372     //...
373
374     // 5. start game loop
375     bool quit_game = false;
376     assets_manager.playTrack();
377
378     while (not quit_game) {
379         Game game(render_window_ptr, &assets_manager);
380         quit_game = game.run();
381     }
382
383     // 4. clean up
384     render_window_ptr->close();
385     delete render_window_ptr;
386
387     return 0;
388 } /* main() */

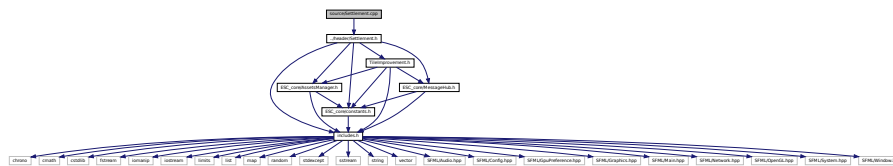
```

## 5.29 source/Settlement.cpp File Reference

Implementation file for the [Settlement](#) class.

```
#include "../header/Settlement.h"
```

Include dependency graph for Settlement.cpp:



### 5.29.1 Detailed Description

Implementation file for the [Settlement](#) class.

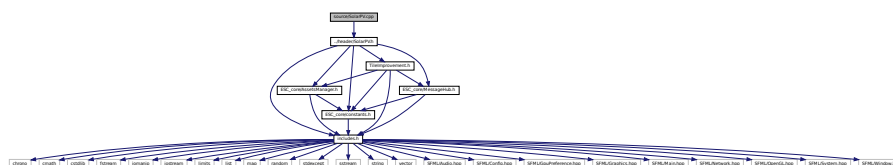
A base class for the tile improvement hierarchy.

## 5.30 source/SolarPV.cpp File Reference

Implementation file for the [SolarPV](#) class.

```
#include "../header/SolarPV.h"
```

Include dependency graph for SolarPV.cpp:











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