

IGameModule

IGameModule is an abstract class that provides a set of methods to interact with game logic, including updating the game state, getting the game board, handling user inputs, and getting the game score.

Public Methods

The following methods are available in IGameModule:

virtual void update(float deltaTime) = 0

Updates the game state by deltaTime.

virtual std::array<std::array<BoardCell, 80>, 60> getBoard() = 0;

Returns the current state of the game board.

virtual void onInputPressed(InputAction input, bool isPressed) = 0;

Handles input events from the user. The `input` parameter specifies the action performed, and the `isPressed` parameter indicates whether the action is being pressed or released.

virtual void onMousePressed(Arcade::MouseInput input) = 0;

Handles mouse input events from the user. The `input` parameter specifies the mouse input event performed.

virtual int getActualScore() = 0;

Returns the current score of the game.