

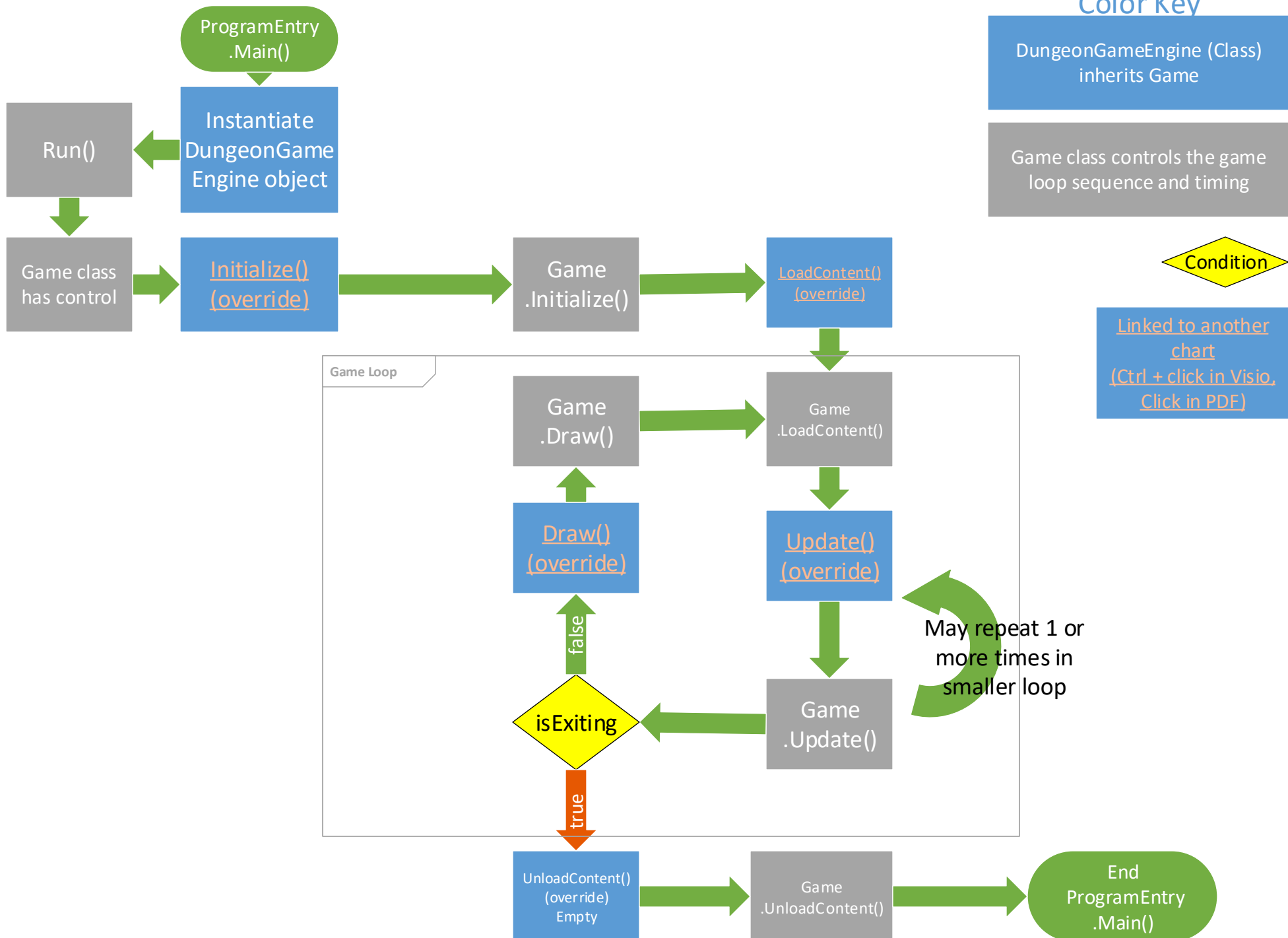
Color Key

DungeonGameEngine (Class)
inherits Game

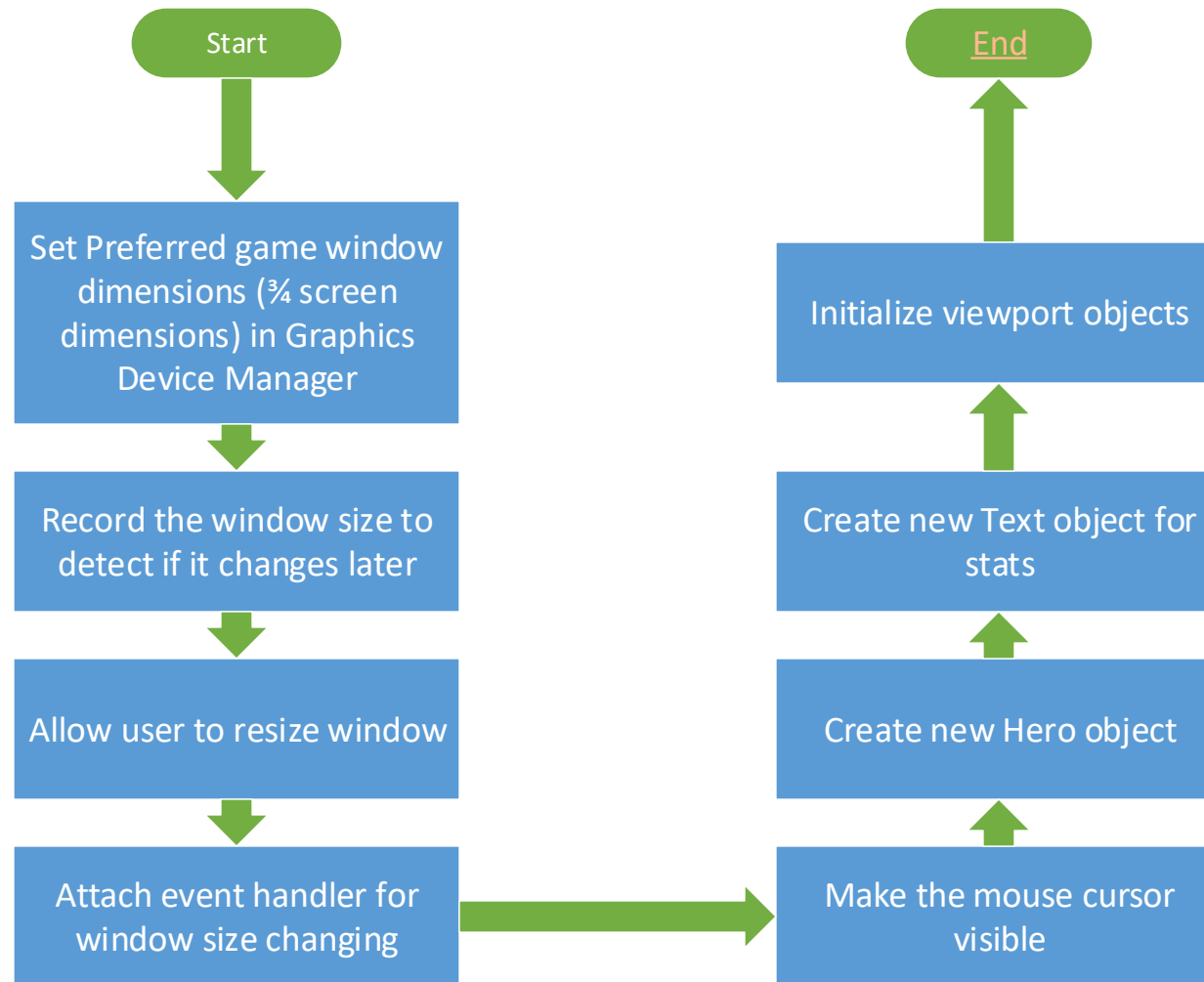
Game class controls the game
loop sequence and timing

Condition

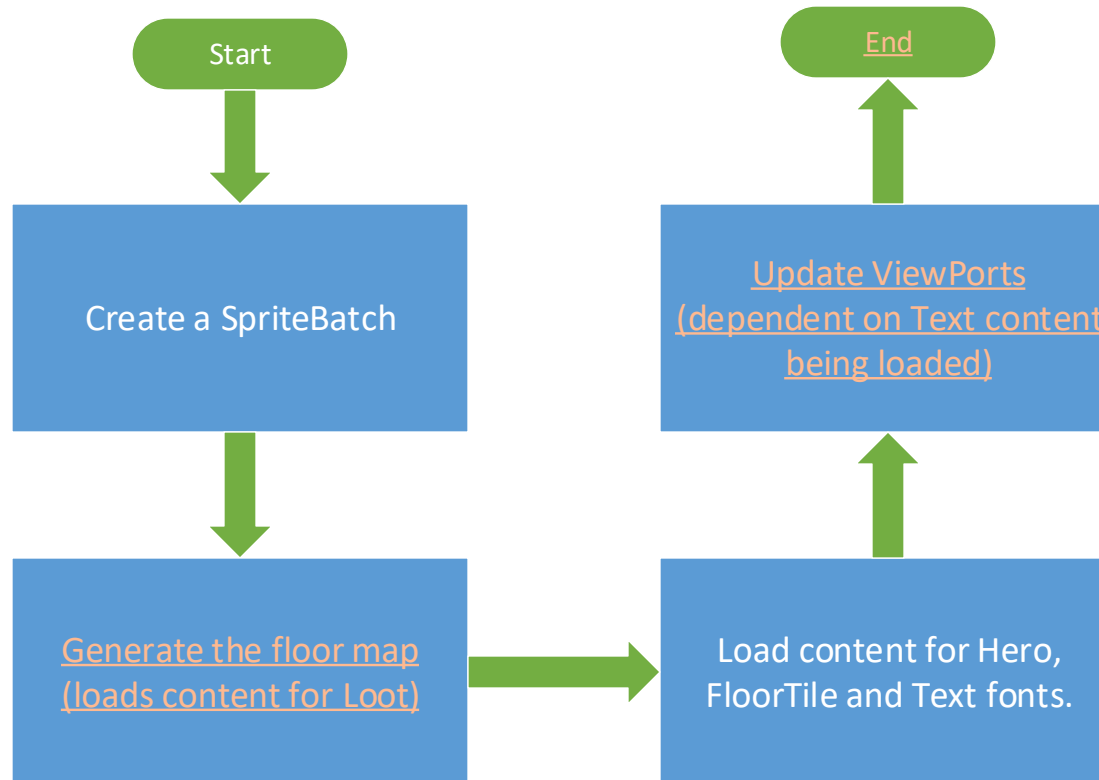
[Linked to another
chart
\(Ctrl + click in Visio,
Click in PDF\)](#)



Initialize (override) method
Purpose: Sets up initial values and conditions

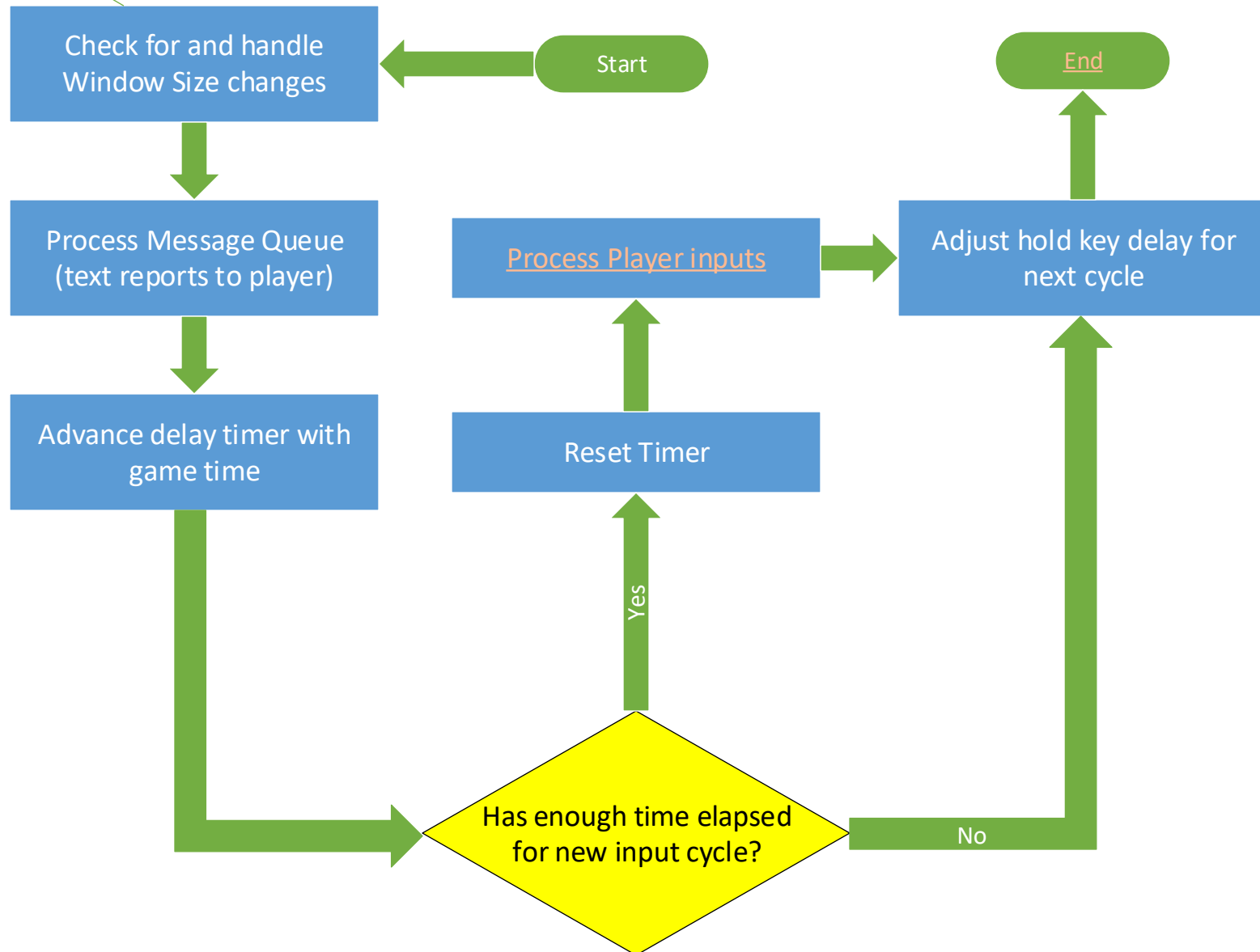


LoadContent (override) method
Purpose: Loads graphics, audio and
other such content resources

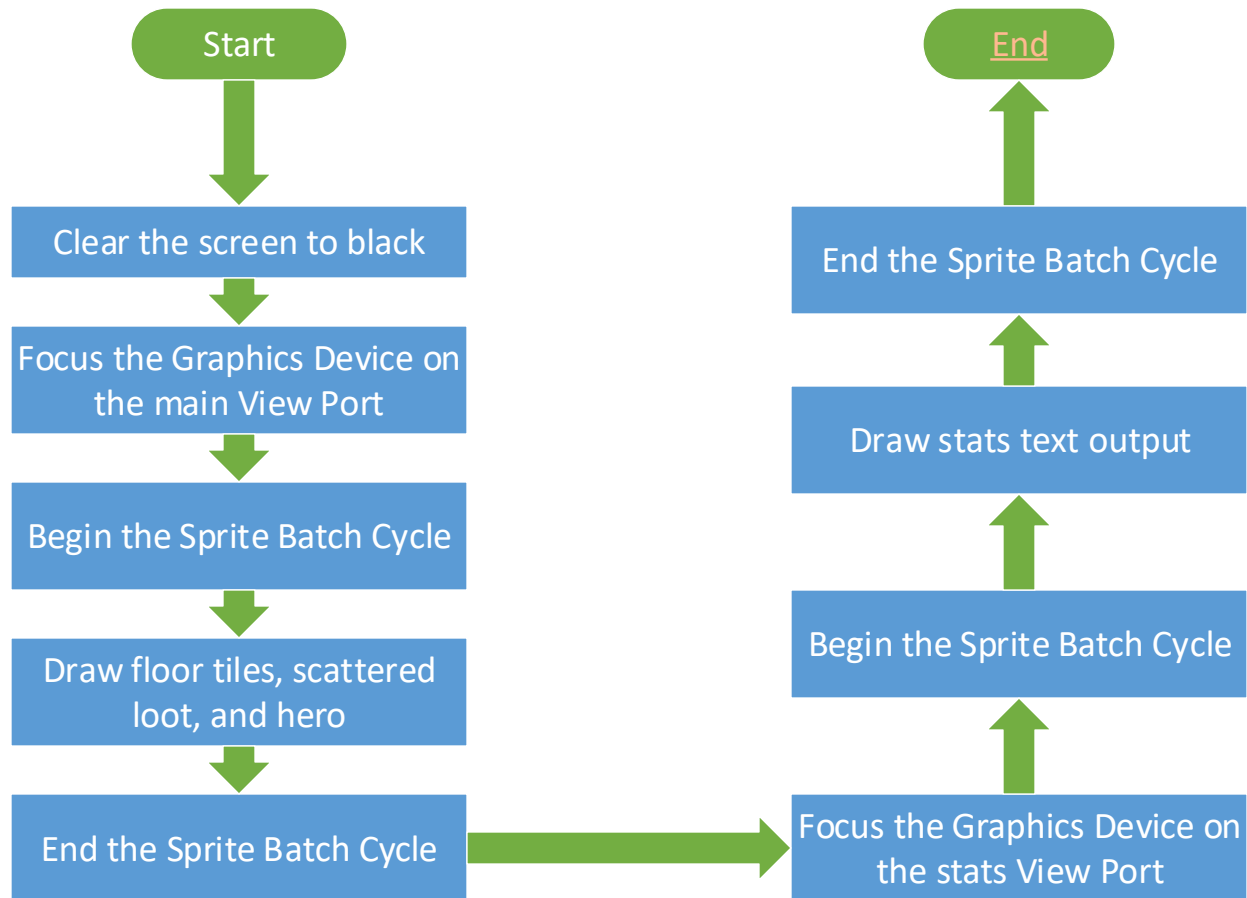


Maximize doesn't trigger Window.ClientSizeChanged event, so have to store and compare window sizes between cycles

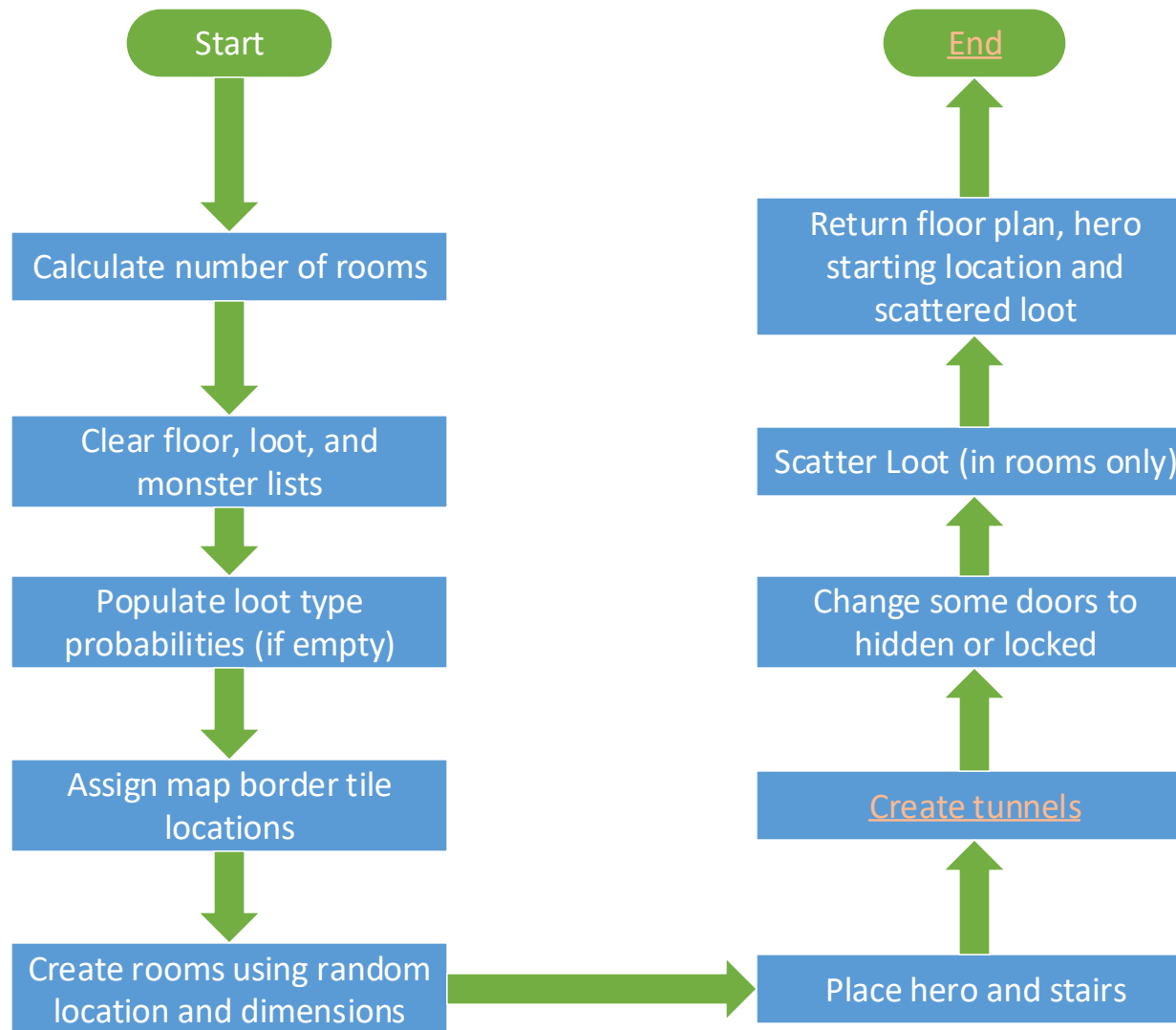
Update (override) method
Purpose: Get user input, change game values and object locations, controls game timing



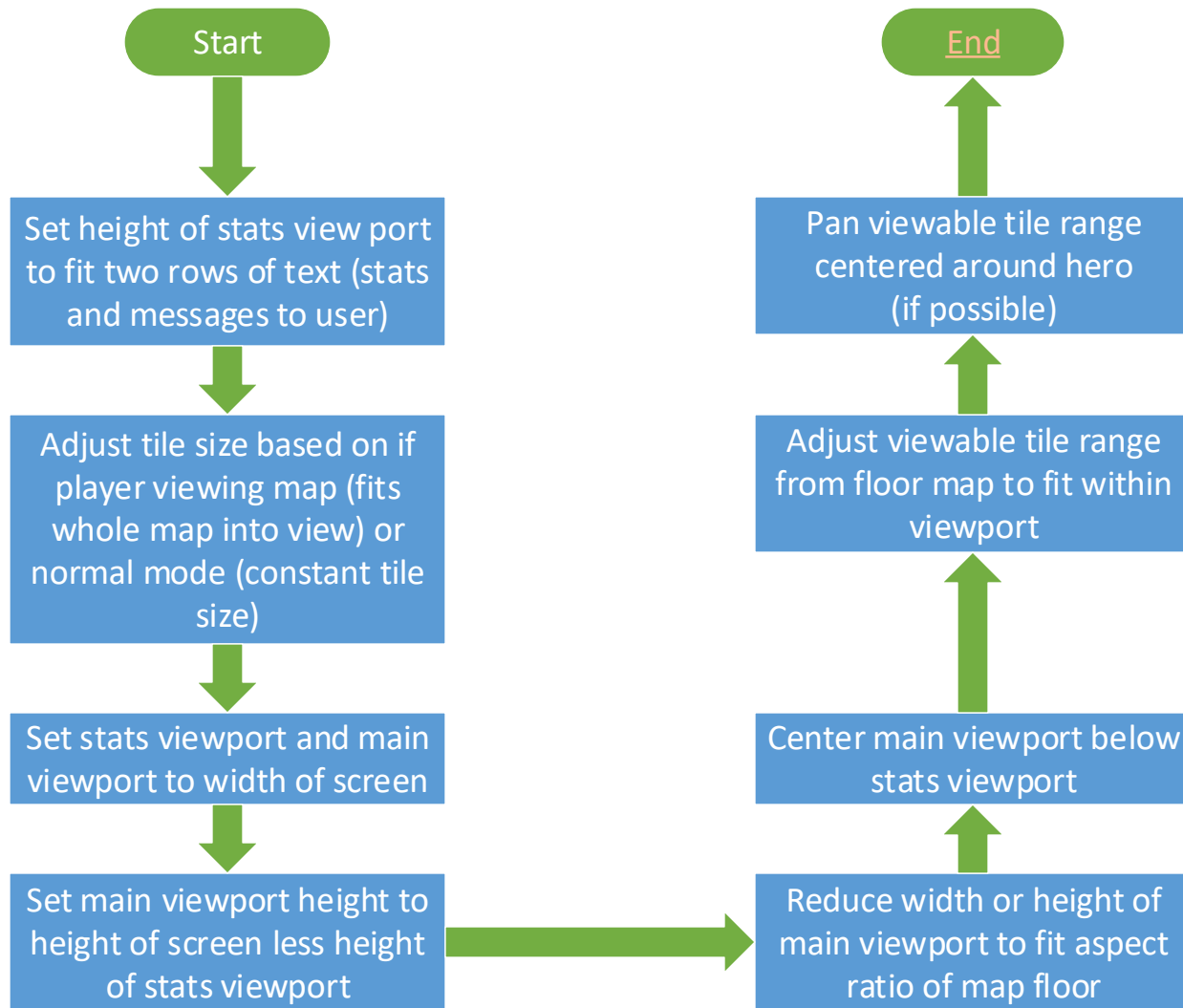
Draw (override) method
Purpose: Combines all drawing
functions into one batch for GPU



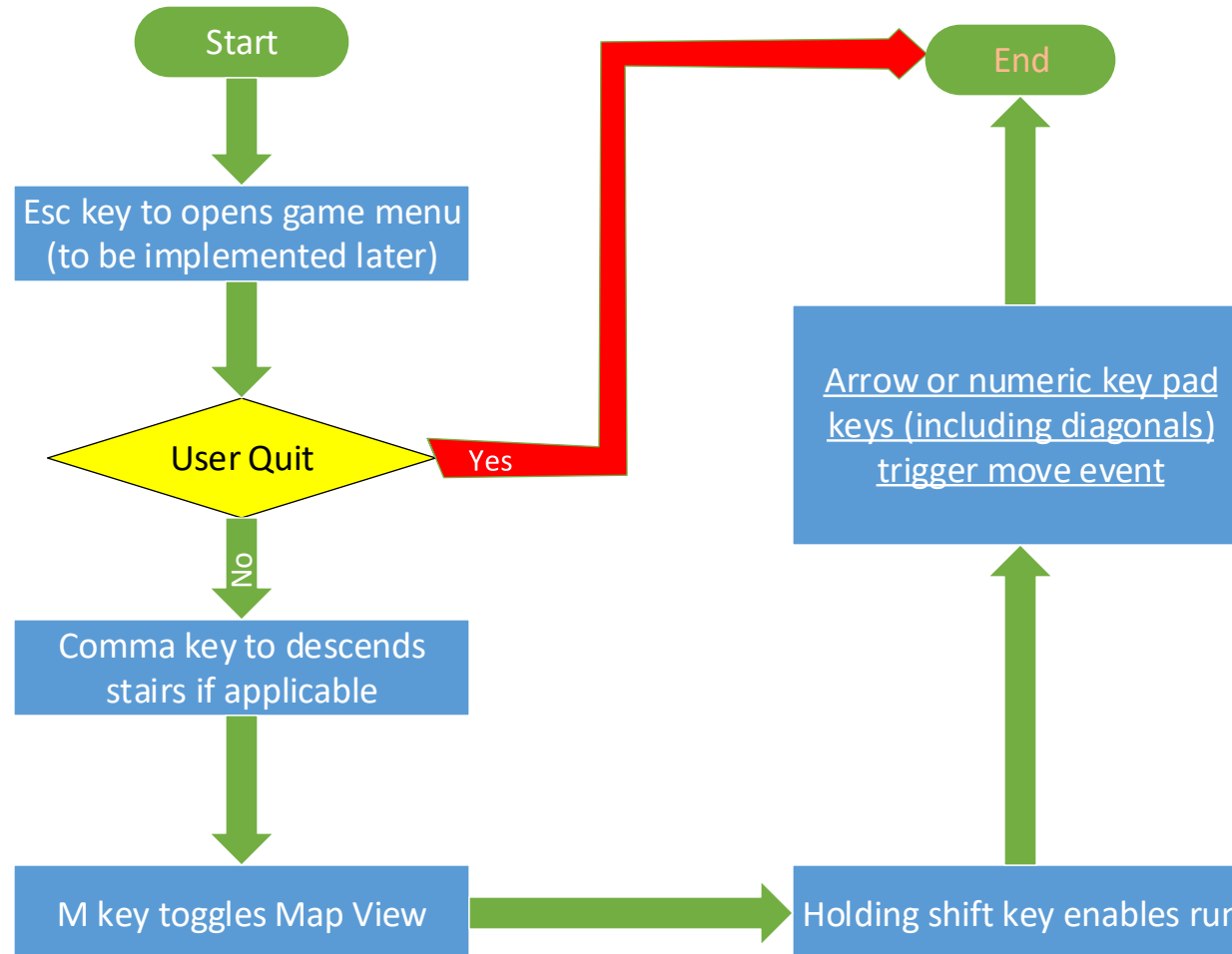
FloorGenerator.createNewFloor()
Purpose: Generates a random dungeon floor and
populates it with loot and monsters



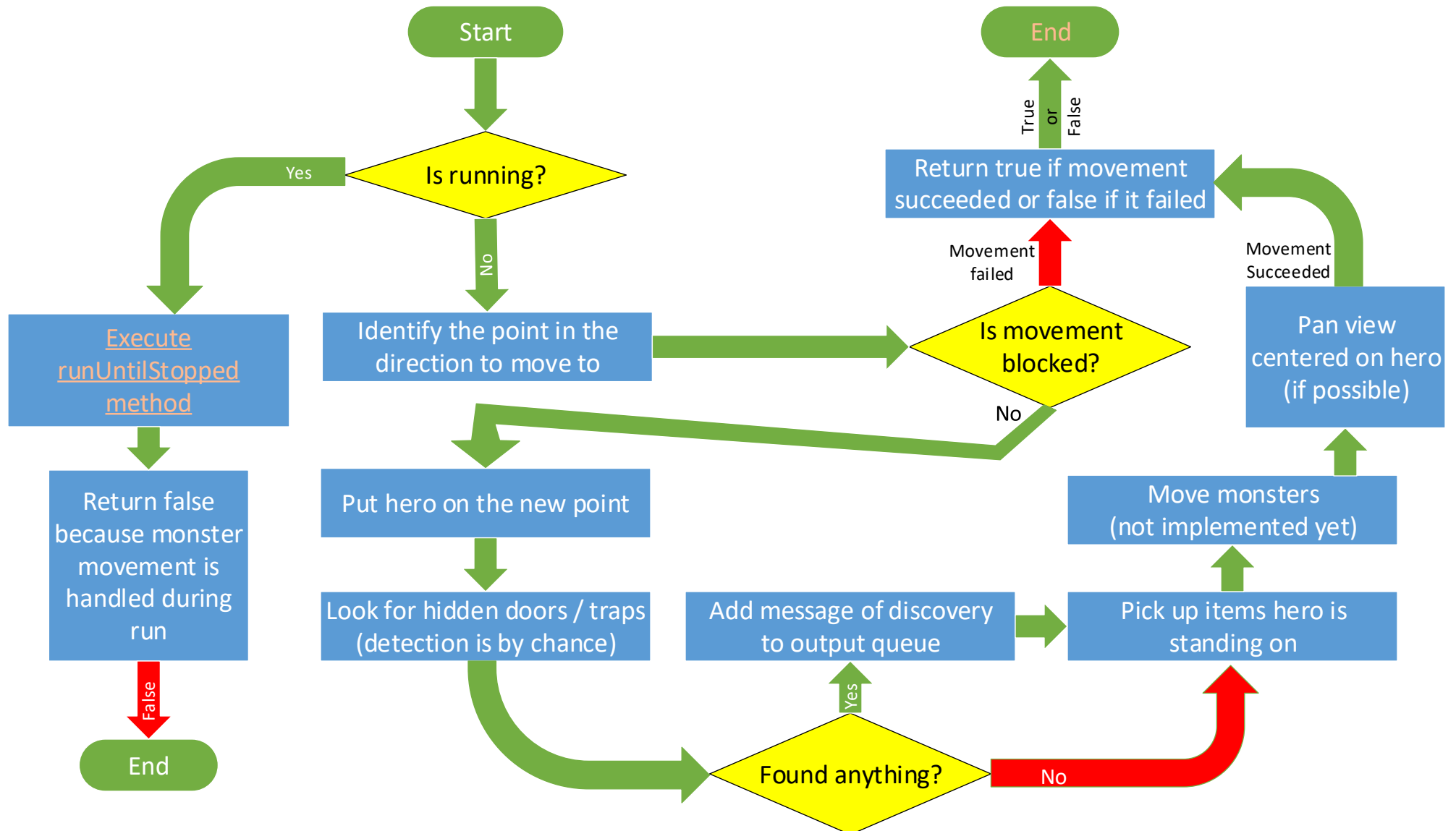
updateViewPorts()
Purpose: Set view port location,
boundaries and adjusts tile size



processPlayerInputs()
Purpose: Collects inputs from user and
calls methods based on user requests

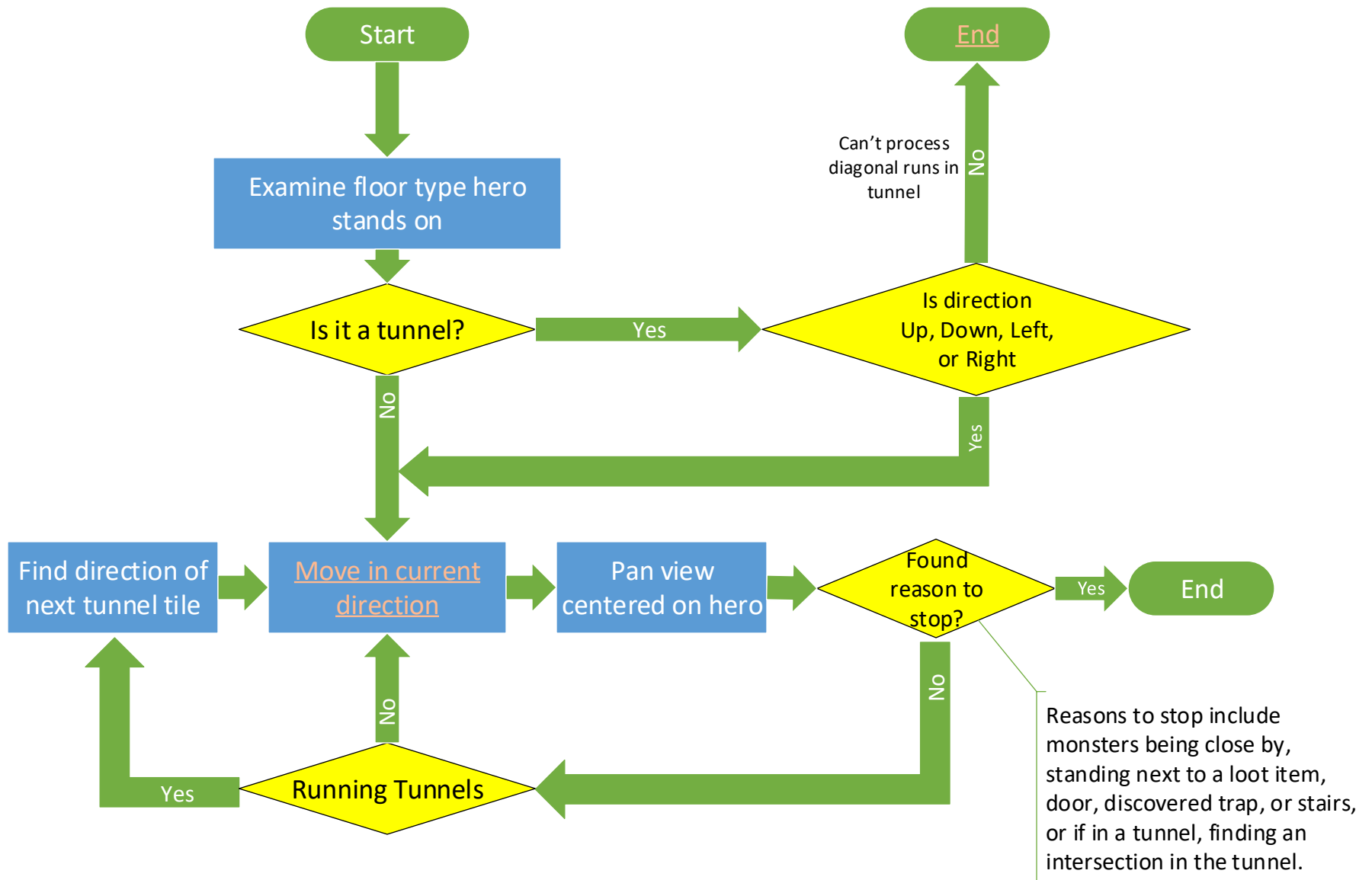


move() method
Purpose: Allows hero to move or run



runUntilStopped()

Purpose: Continues movement in one direction across a room, or navigates a winding tunnel and stops when blocked or finds a door, hidden item, loot, or a split in the tunnel



createTunnels()

Purpose: Places tunnel tiles connecting each room on the floor map

