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CSIS 137 Advanced C++

Extra Credit Exception Handling

I used Exception Handling for every texture added, and also for my sound file. (five total exceptions).

Background, Ground and Quit Button were made in GIMP. (960x720px for background,

960 x 100px for ground and 200x100px for button)

Sprite Sheet was made in Pixel (32 x 32px each character; 9 on sheet total)

Load Background Texture

```
] //=====
//BACKGROUND
// background
sf::Texture bTexture;
sf::Sprite bImage;
if (!bTexture.loadFromFile("background1.png"))
    std::cout << "Error could not load background image" << std::endl;

bImage.setTexture(bTexture);
bImage.setScale(1.0f, (float)size.y / bTexture.getSize().y);
// end background instructions
```

Load Ground (a rectangle texture) for collision with player (is loaded behind background)

```
| //=====
//GROUND LEVEL from which you can jump
//Ground
sf::Texture gTexture;
sf::Sprite gImage;
if (!gTexture.loadFromFile("ground.png")){
    std::cout << "Error. Ground not Detected. " << std::endl;
}
else
{
    std::cout << "Ground loaded successfully!" << std::endl;
}
gImage.setTexture(gTexture); //I believe this is 100 pixels high and 960 across / long
//set position so it is on the ground
gImage.setPosition(0, 470); // ten pixels from 480 texture
//getSize so you can find intersection of player and ground. That is your collision
```

Player Sprite Sheet (Buzz2.png) – 9 images (made in Piskel)

```
//=====
//PLAYER
//player
sf::Texture playerTexture;

// exception handling
if (!playerTexture.loadFromFile("Buzz2.png")){
    std::cout << "Error could not load player image" << std::endl;
}
else
{
    std::cout << "Sprite Loaded successfully!" << std::endl;
}
```

Quit button (button3.png) – made in Piskel

```
//=====
// QUIT BUTTON
// quit instructions load -> texture is 200 x 100
sf::Texture qTexture;
sf::Sprite quitButton;
if (!qTexture.loadFromFile("button3.png"))
    std::cout << "Error could not load instructions" << std::endl;
else{
    std::cout << "Button loaded successfully!" << std::endl;
}
quitButton.setTexture(qTexture);
quitButton.setScale(0.75, 0.75);
//quit button end
```

Load Sound (windhowl.wav) – wave file found online.

```
while (window.isOpen())
{
    //=====
    //SOUND
    // while window is open, load sound - works but slows down programme,
    // is inconsistent

    sf::Music music;
    if (!music.openFromFile("windhowl.wav"))
    {
        std::cout << "Failed to load audio" << std::endl;
    }
    else
    {
        music.play();

        std::cout << "Sound file loaded successfully!" << std::endl;
    }
}
```
