

README

Arcade

To launch the arcade program, you need to use the command:

```
./arcade FirstLib
```

With FirstLib being the path to the first graphic library to use.

The program will automatically get all the libs in the
"./lib" and the "./games" folders.

You have to put graphics libraries in the "./lib" folder.

You have to put games libraries in the "./games" folder.

The name of libraries must be "lib_arcade_NameOfTheLib.so"
(example: "lib_arcade_pacman.so")

By default, there are 3 graphics libraries and
2 games libraries.

Create your own Library

If you want to create your own library, you have to:

- make it in c++
- create a class which inherit of the interface:
 - IDisplayModule for graphics libs
 - IGameModule for games libs

This class will be the library, you must do all the function of the inherited interface.

- add that function and change InheritedInterface and Your Class by the correct types (real examples at the top of .cpp files in "./src/games" and "./src/graphics" subfolders):

```
extern "C" std::unique_ptr<InheritedInterface> createLib(void)
{
    return std::make_unique<Your Class>();
}
```

- To do all functions of the library, some informations are written as comments.
- The lib must be a shared library, compiled with "-shared" and it's better if its compiled with g++

How to play

To select a game at the launch of arcade, use up arrow, down arrow and enter. On the menu, you can enter a name, and you can't launch a game without a name.

Keys that can be use by libraries are:

- arrow keys
- ZQSD
- A
- E
- W
- X
- SPACE
- J
- K
- U
- I
- ENTER
- BACKSPACE

Keys used in arcade by default:

- CV to change the graphic library in use
- BN to change the game library in use
- R to reload the current game in use
- M to return to the menu
- Escape to close the arcade

Groups

Here the list of group leaders using the same interface as us:

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