Model::Main

AbstractEntity

+Draw(): void
+Update(): void

○
IObserver

Character

#X: double
#Y: double
#Observers: IObserver

+GetX(): double
+SetX(double): void
+GetY(): double
+SetY(double): void
+Draw(): void
+Update(): void
+AddObserver(IObserver): void
+RemoveObserver(IObserver): void
+mynotify(): void

TimeManager

-instance: TimeManager
-start: chrono
-update: chrono
-update2: chrono

-TimeManager()
-TimeManager(TimeManager)
-TimeManager(operator)
+GetInstance(): TimeManager
+Start(): void
+Update(): void
+GetElapsedTime(): unsigned int
+GetStartedTime(): unsigned int

Game

+window: RenderWindow
+GameState: enum
+state: GameState
+results: Results
+player: PlayerCaracter
+font: Font
+textScore: Text
+error: Text
+background: Texture
+floor: Texture
+topWall: Texture
+background_sprite: Sprite
+floor_sprite: Sprite
+top_floor_sprite: Sprite
+sounds: bool
+windowWidth: int
+windowHeight: int

+Game()
+runGame(): void
+menu(): void
+gameLoop(): void
+Score(): void
+options(): void

OptionScreen

+Show(RenderWindow, int, int, Font, bool, PlayerCaracter): int

Results

+results: fstream
+line: string
+best_result: int
+cheating: bool = false

+import_file(): int
+check(int): bool
+save(): void
+return_poitns(): string

MenuScreen

+Show(RenderWindow, int, int, Font): int

ScoreScreen

+Show(RenderWindow, int, int, Font, Results)

PlayerCaracter

-y: float = 300
-x: float = 30
-length: float = 50
-width: float = 50
-points: int = 0
-speed: float = 3,5
-invincible: bool = false
+get_point_buffer: SoundBuffer
+go_up_buffer: SoundBuffer
+die_buffer: SoundBuffer
+yellow_player_texture: Texture
+blue_player_texture: Texture
+green_player_texture: Texture
+red_player_texture: Texture
+invincible_player_texture: Texture
+last_player_texture: Texture
+player: Sprite
+get_point: Sound
+go_up: Sound
+die: Sound

+load_file(): int
+move_player(): void
+return_points(): string
+check_collision(Pipes): bool
+over_pipes(Pipes): bool
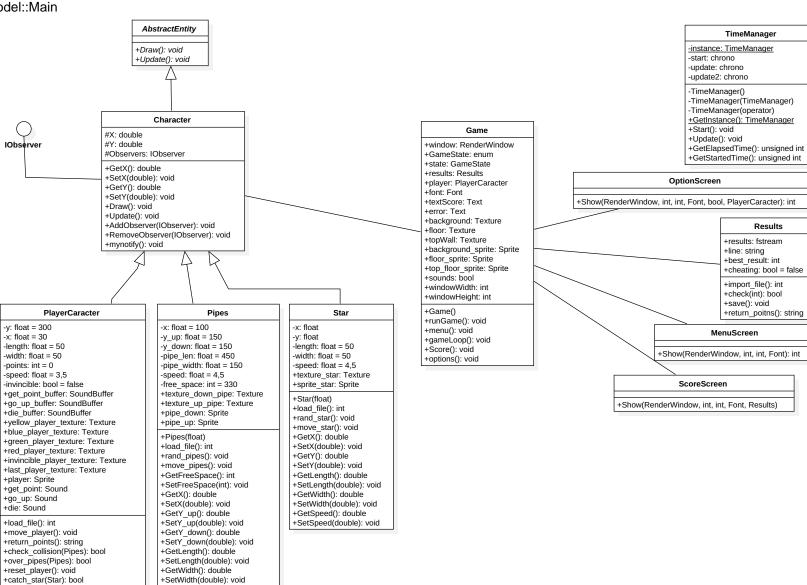+reset_player(): void
+catch_star(Star): bool
+GetX(): double
+SetX(double): void
+GetY(): double
+SetY(double): void
+GetLength(): double
+SetLength(double): void
+GetWidth(): double
+SetWidth(double): void
+GetSpeed(): double
+SetSpeed(double): void
+GetPoints(): int
+SetPoints(int): void
+GetInvincible(): bool
+SetInvincible(bool)

Pipes

-x: float = 100
-y_up: float = 150
-y_down: float = 150
-pipe_len: float = 450
-pipe_width: float = 150
-speed: float = 4,5
-free_space: int = 330
+texture_down_pipe: Texture
+texture_up_pipe: Texture
+pipe_down: Sprite
+pipe_up: Sprite

+Pipes(float)
+load_file(): int
+rand_pipes(): void
+move_pipes(): void
+GetFreeSpace(): int
+SetFreeSpace(int): void
+GetX(): double
+SetX(double): void
+GetY_up(): double
+SetY_up(double): void
+GetY_down(): double
+SetY_down(double): void
+GetLength(): double
+SetLength(double): void
+GetWidth(): double
+SetWidth(double): void
+GetSpeed(): double
+SetSpeed(double): void

Star

-x: float
-y: float
-length: float = 50
-width: float = 50
-speed: float = 4,5
+texture_star: Texture
+sprite_star: Sprite

+Star(float)
+load_file(): int
+rand_star(): void
+move_star(): void
+GetX(): double
+SetX(double): void
+GetY(): double
+SetY(double): void
+GetLength(): double
+SetLength(double): void
+GetWidth(): double
+SetWidth(double): void
+GetSpeed(): double
+SetSpeed(double): void