

map.hpp

```
#pragma once
```

```
class Map
```

```
{
```

```
private:
```

```
    ■int* data;
```

```
    ■sf::RenderWindow& window;
```

```
    ■sf::Texture sky_tex;
```

```
    ■sf::Sprite sky_sprite;
```

```
public:
```

```
    ■int width, height;
```

```
    ■v2i position;
```

```
    ■int cell_size = 4;
```

```
    ■float floor_level = 354;
```

```
    ■float sky_offset = 0;
```

```
    ■float sky_scale = 2.5f;
```

```
    ■float sky_width = 1833;
```

```
    ■float sky_sensitivity = -1000;
```

```
    ■sf::Color sky_color, ground_color;
```

```
    ■Map(int dist_from_side, sf::RenderWindow& window);
```

```
    ■int getCell(int x, int y);
```

```
    ■void drawMap();
```

```
    ■void drawPoint(float x, float y);
```

```
    ■void drawGround();
```

```
    ■void drawSky();
```

```
    ■void shiftSky(float offset);
```

```
    ■void darkenScreen();
```

```
};
```