

Documentation

NAME:

windowOpen

SYNOPSIS:

```
void windowOpen(void);
```

DESCRIPTION:

This function opens a window.

RETURN VALUE:

This function does not return anything.

NAME:

windowClose

SYNOPSIS:

```
void windowClose(void);
```

DESCRIPTION:

This function closes the window.

RETURN VALUE:

This function does not return anything.

NAME:

windowClear

SYNOPSIS:

```
void windowClear(void);
```

DESCRIPTION:

This function clears the window.

RETURN VALUE:

This function does not return anything.

NAME:

windowIsOpen

SYNOPSIS:

```
bool windowIsOpen(void) const;
```

DESCRIPTION:

This function checks if the window is open or not.

RETURN VALUE:

This function returns true if the window is open, false otherwise.

NAME:

windowDraw

SYNOPSIS:

```
void windowDraw(char c, float x, float y);
```

DESCRIPTION:

This function draws an entity (character, sprite...) given his associated character c and his position (with x and y).

RETURN VALUE:

This function does not return anything.

NAME:

windowDisplay

SYNOPSIS:

```
void windowDisplay(void);
```

DESCRIPTION:

This function displays the window.

RETURN VALUE:

This function does not return anything.

NAME:

windowDrawBackground

SYNOPSIS:

```
void windowDrawBackground(std::string username, int min, int sec, int score);
```

DESCRIPTION:

This function draws the background and the score given the username, the time spent in the game (min and sec) and the score. It uses the windowDrawScore function.

RETURN VALUE:

This function does not return anything.

NAME:

windowDrawScore

SYNOPSIS:

```
void windowDrawScore(std::string username, int min, int sec, int score);
```

DESCRIPTION:

This function draws the score given the username, the time spent in the game (min and sec) and the score.

RETURN VALUE:

This function does not return anything.

NAME:

windowGameOver

SYNOPSIS:

```
void windowGameOver(std::string username, int min, int sec, int score);
```

DESCRIPTION:

This function draws the game over scene given the player's username, the time spent in the game (min and sec) and his score when he dies.

RETURN VALUE:

This function does not return anything.

NAME:

windowDrawGame

SYNOPSIS:

```
void windowDrawGame(char c, float x, float y);
```

DESCRIPTION:

This function does the same thing as the windowDraw function, except it changes the position of the entity.

RETURN VALUE:

This function does not return anything.

NAME:

windowMenu

SYNOPSIS:

```
void windowMenu(std::string gameName, std::string username);
```

DESCRIPTION:

This function displays the game's menu given the name of the game and the username.

RETURN VALUE:

This function does not return anything.

NAME:

windowUsername

SYNOPSIS:

```
std::string windowUsername(void);
```

DESCRIPTION:

This function gets the username that the player enters in the menu.

RETURN VALUE:

This function returns the username that the player entered as a string.

NAME:

setTextures

SYNOPSIS:

```
void setTextures(std::map<char, std::string> texMap);
```

DESCRIPTION:

This function loads all the textures used in the game.

RETURN VALUE:

This function does not return anything.

NAME:

userInput

SYNOPSIS:

```
void userInput(void);
```

DESCRIPTION:

This function gets all the input events made by the player.

RETURN VALUE:

This function does not return anything.

NAME:

buttonClose

SYNOPSIS:

```
bool buttonClose(void) const;
```

DESCRIPTION:

This function checks if the window's close button is used.

RETURN VALUE:

This function returns true if the window's close button is used, false otherwise.

NAME:

buttonEscape

SYNOPSIS:

```
bool buttonEscape(void);
```

DESCRIPTION:

This function checks if the Escape key is pressed.

RETURN VALUE:

This function returns true if the Escape key is pressed, false otherwise.

NAME:

buttonNextLib

SYNOPSIS:

```
bool buttonNextLib(void) const;
```

DESCRIPTION:

This function checks if the F3 key is pressed.

RETURN VALUE:

This function returns true if the F3 key is pressed, false otherwise.

NAME:

buttonPrevLib

SYNOPSIS:

```
bool buttonPrevLib(void) const;
```

DESCRIPTION:

This function checks if the F2 key is pressed.

RETURN VALUE:

This function returns true if the F2 key is pressed, false otherwise.

NAME:

buttonNextGame

SYNOPSIS:

bool buttonNextGame(void) const;

DESCRIPTION:

This function checks if the F5 key is pressed.

RETURN VALUE:

This function returns true if the F5 key is pressed, false otherwise.

NAME:

buttonPrevGame

SYNOPSIS:

bool buttonPrevGame(void) const;

DESCRIPTION:

This function checks if the F4 key is pressed.

RETURN VALUE:

This function returns true if the F4 key is pressed, false otherwise.

NAME:

buttonUp

SYNOPSIS:

bool buttonUp(void) const;

DESCRIPTION:

This function checks if the up key is pressed.

RETURN VALUE:

This function returns true if the up key is pressed, false otherwise.

NAME:

buttonDown

SYNOPSIS:

bool buttonDown(void) const;

DESCRIPTION:

This function checks if the down key is pressed.

RETURN VALUE:

This function returns true if the down key is pressed, false otherwise.

NAME:

buttonRight

SYNOPSIS:

bool buttonRight(void) const;

DESCRIPTION:

This function checks if the right key is pressed.

RETURN VALUE:

This function returns true if the right key is pressed, false otherwise.

NAME:

buttonLeft

SYNOPSIS:

bool buttonLeft(void) const;

DESCRIPTION:

This function checks if the left key is pressed.

RETURN VALUE:

This function returns true if the left key is pressed, false otherwise.

NAME:

buttonSpace

SYNOPSIS:

```
bool buttonSpace(void) const;
```

DESCRIPTION:

This function checks if the space key is pressed.

RETURN VALUE:

This function returns true if the space key is pressed, false otherwise.

NAME:

```
buttonEnter
```

SYNOPSIS:

```
bool buttonEnter(void) const;
```

DESCRIPTION:

This function checks if the enter key is pressed.

RETURN VALUE:

This function returns true if the enter key is pressed, false otherwise.

NAME:

```
buttonReset
```

SYNOPSIS:

```
bool buttonReset(void) const;
```

DESCRIPTION:

This function checks if the R key is pressed.

RETURN VALUE:

This function returns true if the R key is pressed, false otherwise.