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EGP-410 - AI For Games - Assignment 1

Architecture in this project works mostly as it did originally. Mainly, any inputs originally in Game have been moved to the InputManager and Units are now kept track of in UnitManager rather than on a per instance basis in Game. Certain Allegro initialization (mouse, keyboard, and font) has also been moved out of Game and into InputManager since it is the only class that uses it. A few new message types involving the creation and deletion of units have also been added to help meet the requirements of the assignment.

Rather than creating three Units stored separately in Game, those three units are created in Game's constructor and stored in UnitManager. Additional units can be added to UnitManager during runtime using the InputManager to send a message to Game to create and add a new Unit to the UnitManager. The UnitManager contains an Update and Draw function that iterates through its list of Units and Updates and Draws each respectively.

Any inputs formerly in Game have been moved to InputManager where input is checked for on every frame. Each type of input sends out a message using the MessageManager if the input is detected. A few new message types have been added to describe adding a new Unit that will seek to the player, adding a new Unit that will arrive to the player, and deleting a random unit.

InputSystem now handles some Allegro initialization previously done by Game. Mouse, keyboard, and font have now been moved to InputManager since it is the only class that uses them. 'ALLEGRO_FONT mpFont' has also been moved to InputManager rather than always grabbing the font from Game.