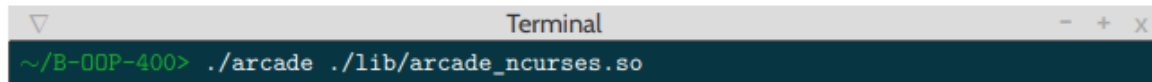


Arcade documentation

Table of content:

Arcade features :	1
Usage:	2
APIs:	3
Issues:	4

Arcade features:

A terminal window titled "Terminal" with a dark background. The prompt is "~/B-00P-400>". The command entered is "./arcade ./lib/arcade_ncurses.so".

```
~/B-00P-400> ./arcade ./lib/arcade_ncurses.so
```

When the program starts, it must display in separated boxes:

- the games libraries available in the ./lib/ directory.
- the graphics libraries available in the ./lib/ directory.
- scores.
- a field for the user to enter their name.

You MUST handle the following cases:

- if there is more or less than 1 argument, your program must print a usage message and exit properly (84).
- if the dynamic library passed as argument does not exist or is not compatible, your program must display a relevant error message and exit properly (84).

When your program is running, keys must be mapped to the following actions:

- previous graphics library.
- next graphics library.
- previous game.
- next game.
- restart the game.
- go back to the menu.
- exit.

Our arcade will make every step mentioned above and the handling .txt maps in the /maps directory. So, you can make your own map.txt!

1) The file must be named either pacman.txt or nibbler.txt (for which one will be used in each game)

2) # stands for the walls, '.' stands for the pacman points, O stands for nibbler points and P for the player start position.

3) max 15 length in X and Y.

Usage:

1) Enter 'make' to compile the project and be able to execute ./arcade lib/lib.so



APIs:

1) Your library must include an IdisplayModule class as follows to be compatible

```
#include <string>
#include <iostream>
#include "Data.hpp"

class IDisplayModule
{
    public:
        virtual ~IDisplayModule() = default;
        virtual std::string getEvent() const = 0;
        virtual void display(Data &data) = 0;

        virtual void stop(Data &data) = 0;
        virtual void init(Data &data) = 0;
};
```

Issues:

- 1) You sometimes need to press multiple times the key in the ncurses version to get them working.**
- 2) When nothing is displayed on the ncurses screen, press any key to display**
- 3) the SDL2 does not contain the SDL_Font lib which mean the scores and player names can't be displayed in real time. Which makes a more or less functional lib**

