

Arcade

To launch program:

`./arcade [lib]`

example: - `./arcade ./lib/lib_arcade_ncurses.so`
- `./arcade ./lib/lib_arcade_sdl.so`
- `./arcade ./lib/lib_arcade_allegro.so`

Main Classes:

- IGraphical :

IGraphical is a class interface used by all the graphical libraries, it is the only interaction that the graphical libraries. The only purpose of a graphical library is to display the requested text or block sent by the Game.

Methods:

- displaySquare: a function that displays a square a certain location given by Ientity.
- displayText: a function that displays the given text a the given position in the given color.
- displayButton: a function that displays a text with a square surrounding the text.
- updateScreen: a function that updates the screen.
- clearWindow: a function that clears the window.
- getKeyPressed: function called to check if any key was pressed, if so then the key is returned.
- waitForKey: function that waits for only a specific type of key pressed.
- waitForKey: function that waits only for keys from A to Z.
- getTimer: function that returns the time since the game started.

- IGame:

IGame is the class used by only the games, it contains all the intelligence of game play and map display. To display something on the screen it sends a position and what to display to the graphical library and the graphical library is in charge of displaying it.

Methods:

- getMap: function that gets the map from a file.
- getSize: function that gets the size of the map.
- getSpeed: function that gets the speed at which the game is supposed to run.
- getEnd: function that gets the end of the game.
- isMoveAvailable: function that check is the player can move forward.
- moveLeft: function that makes the player move left.
- moveUp: function that makes the player move up.
- moveDown: function that makes the player move down.
- moveRight: function that makes the player move right.

