

proj_majesty

Generated by Doxygen 1.8.11

Contents

1	Hierarchical Index	1
1.1	Class Hierarchy	1
2	Class Index	3
2.1	Class List	3
3	Class Documentation	5
3.1	Armour Class Reference	5
3.1.1	Detailed Description	5
3.2	Construction Class Reference	5
3.2.1	Detailed Description	6
3.3	Damageable Class Reference	6
3.3.1	Detailed Description	7
3.4	Guild Class Reference	7
3.4.1	Detailed Description	7
3.5	Hero Class Reference	8
3.5.1	Detailed Description	8
3.6	Home Class Reference	8
3.6.1	Detailed Description	8
3.7	Item Class Reference	9
3.7.1	Detailed Description	9
3.7.2	Member Enumeration Documentation	9
3.7.2.1	Rarity	9
3.8	Mob Class Reference	10
3.8.1	Detailed Description	11
3.8.2	Member Enumeration Documentation	11
3.8.2.1	Goals	11
3.8.3	Member Data Documentation	11
3.8.3.1	goal	11
3.9	range Struct Reference	11
3.9.1	Detailed Description	12
3.10	Weapon Class Reference	12
3.10.1	Detailed Description	12
	Index	13

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Damageable	6
Construction	5
Guild	7
Mob	10
Hero	8
Home	8
Item	9
Armour	5
Weapon	12
range	11

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Armour	5
Construction	
Construction standing in the World	5
Damageable	
Members of this class may be damaged	6
Guild	
Guild is building that serves as home and school for Heros	7
Hero	
Independent individual seeking fame, gold or just adventure slaying beasties and compleating quests	8
Home	
Members of this class may be entered and be inhabited	8
Item	
Item represents everything that might became possession of Hero , like weapon, potions and armors	9
Mob	
Living form moving and taking actions in the World	10
range	
Structure describing range of values, like minimum and maximum damage or range of range attack	11
Weapon	12

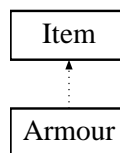
Chapter 3

Class Documentation

3.1 Armour Class Reference

```
#include <Armour.h>
```

Inheritance diagram for Armour:



3.1.1 Detailed Description

Protective piece of equipment

The documentation for this class was generated from the following file:

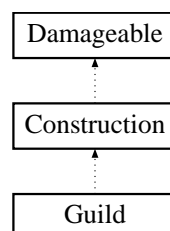
- D:/proj_majesty/Headers/Armour.h

3.2 Construction Class Reference

[Construction](#) standing in the World.

```
#include <Construction.h>
```

Inheritance diagram for Construction:



Protected Attributes

- string `name`
name of this [Construction](#)

3.2.1 Detailed Description

[Construction](#) standing in the World.

[Construction](#) is either a Building owned by player or Lair of monsters

The documentation for this class was generated from the following file:

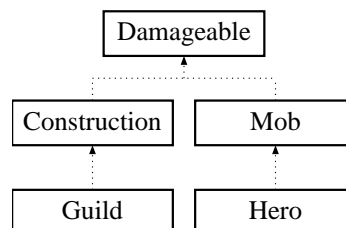
- D:/proj_majesty/Headers/Construction.h

3.3 Damageable Class Reference

Members of this class may be damaged.

```
#include <Damageable.h>
```

Inheritance diagram for Damageable:



Public Member Functions

- void `die` ()
give gold to mobs that killed this [Mob](#), play death anim etc.
- bool `takeDamage` (float pureDamage)
reduce hp by amount of pureDamage reduced by this armor or skills, returns true if this died

Public Attributes

- float `hpCurrent`
how much hit points this has
- float `hpMax`
how much hit points this can have at max
- [Mob](#) * `threats`
list of Mobs that damaged this [Mob](#) and should be rewarded for killing it
- int `expReward`
amount of experience that should be granted for killing this
- int `goldReward`
amount of gold that should be granted for killing this
- int `goldCarried`
amount of gold carrier by this
- float `armor`
how much damage this can resist each time it's attacked

3.3.1 Detailed Description

Members of this class may be damaged.

The documentation for this class was generated from the following file:

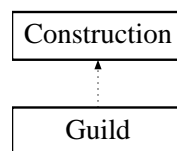
- D:/proj_majesty/Headers/Damageable.h

3.4 Guild Class Reference

[Guild](#) is building that serves as home and school for Heros.

```
#include <Guild.h>
```

Inheritance diagram for Guild:



Public Member Functions

- void [spawnHero](#) ()
brings new [Hero](#) to live, adds him to list of habitants of this [Guild](#)

Protected Attributes

- [Hero](#) * [heroType](#)
what kind of hero lives in this guild

3.4.1 Detailed Description

[Guild](#) is building that serves as home and school for Heros.

[Construction](#) is either a Building owned by player or Lair of monsters

The documentation for this class was generated from the following file:

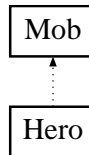
- D:/proj_majesty/Headers/Guild.h

3.5 Hero Class Reference

Independent individual seeking fame, gold or just adventure slaying beasts and completing quests.

```
#include <Hero.h>
```

Inheritance diagram for Hero:



3.5.1 Detailed Description

Independent individual seeking fame, gold or just adventure slaying beasts and completing quests.

Heros are exceptional citizens of Player's Kingdom, capable of facing threats on their own.

The documentation for this class was generated from the following file:

- D:/proj_majesty/Headers/Hero.h

3.6 Home Class Reference

Members of this class may be entered and be inhabited.

```
#include <Home.h>
```

Protected Attributes

- [Mob * inside](#)
list of Mobs that are currently inside this [Home](#)
- [Mob * inhabitants](#)
list of Mobs that usually lives in this [Home](#)

3.6.1 Detailed Description

Members of this class may be entered and be inhabited.

Interface for Constructions capable of giving shelter, like Monster's Lair, Peasant's hut or [Hero's Guild](#) or an Inn(or maybe some kind of vehicles as well)

The documentation for this class was generated from the following file:

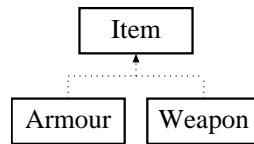
- D:/proj_majesty/Headers/Home.h

3.7 Item Class Reference

[Item](#) represents everything that might become possession of [Hero](#), like weapon, potions and armors.

```
#include <Item.h>
```

Inheritance diagram for Item:



Protected Types

- enum [Rarity](#) {
[poor](#), [common](#), [uncommon](#), [rare](#),
[epic](#), [legendary](#) }

Protected Attributes

- [Rarity](#) [rarity](#)
sa Rarity
- string [name](#)
name of this item
- float [value](#)
value of item, in most cases it's market price as well

3.7.1 Detailed Description

[Item](#) represents everything that might become possession of [Hero](#), like weapon, potions and armors.

3.7.2 Member Enumeration Documentation

3.7.2.1 enum Item::Rarity [protected]

How rare is this - will be useful for rolling loot Items of all tiers of rarity may be found as loot, tiers common to rare might be bought in stores.

Enumerator

- poor** items usually looted from normal monsters, like rusty swords and blunt axes
- common** items made by regular craftsman, widely sell in stores
- uncommon** items that are bit better, made by better craftsman
- rare** items of outstanding quality, often enchanted or made by real master of his craft
- epic** best quality item that might be made by nowadays mortal
- legendary** things usually lying around and dragon's piles of treasures or in ancient tombs

The documentation for this class was generated from the following file:

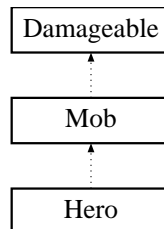
- D:/proj_majesty/Headers/Item.h

3.8 Mob Class Reference

Living form moving and taking actions in the World.

```
#include <Mob.h>
```

Inheritance diagram for Mob:



Public Member Functions

- Goal [decideWhatNext](#) ()
after achieving goal think what's your next goal(ie. if you completed quest either go rest if you are wounded or go to blacksmith to get better gear)
- Actor * [chooseTarget](#) ()
choose Actor matching your goal(ie. if you are going to grind, find hostile [Mob](#) with low level and high reward, if you are going to upgrade find adequate shop, if rest - nearest inn)
- void [interact](#) ()
interact with target(while you are close enough) - enter the [Construction](#) or hit an enemy
- void [enter](#) ([Home](#) home)
enter [Home](#)
- void [exit](#) ()
exit [Home](#)

Protected Types

- enum [Goals](#) { [rest](#), [grind](#), [explore](#), [upgrade](#) }

Protected Attributes

- string [name](#)
name of this mob
- [Goals](#) goal
goal this [Mob](#) is trying to achieve,
- float [mpCurrent](#)
how much hit points this [Mob](#) has
- float [mpMax](#)
how much mana points this [Mob](#) can have at max
- [range](#) damage
how much damage this deals per attack. Keeps minimum and maxium amount
- int [exp](#)
how much this [Mob](#) has accumulated experience in it's life. Important for leveling up
- Actor * [target](#)
[Mob](#) or [Construction](#) this mob is going to.
- [Construction](#) * home
reference to this [Mob](#) home

3.8.1 Detailed Description

Living form moving and taking actions in the World.

[Mob](#) lives in world moving taking actions and interacting with another mobs and enviornment. Everybody from dire rat to king sitting in his throne room is a mob.

3.8.2 Member Enumeration Documentation

3.8.2.1 enum `Mob::Goals` `[protected]`

This enum holds what's in mind of the [Mob](#).

Enumerator

rest [Mob](#) is tired or wounded and shall go home or to "sancturacy" to regain hp/mp or just to wait for something to happend

grind [Mob](#) is going to do it's basic activity - advanturer hunts, peasant works in a field and tax colector collects taxes

explore [Mob](#) is bored and is going to just walk around his home, it mind find something intrested, like treasure or death

upgrade [Mob](#) (rather only [Hero](#)) has achieved enough wealth to upgrade it's equipment or maybe change class

3.8.3 Member Data Documentation

3.8.3.1 Goals `Mob::goal` `[protected]`

goal this [Mob](#) is trying to achieve,

See also

[Goals](#)

The documentation for this class was generated from the following file:

- `D:/proj_majesty/Headers/Mob.h`

3.9 range Struct Reference

structure describing range of values, like minimum and maximum damage or range of range attack

```
#include <utils.h>
```

Public Member Functions

- float `roll` ()
returns random value from range
- bool `isInRange` (float value)
checks if value is in range

Public Attributes

- float `min`
minimum value
- float `max`
maximum value

3.9.1 Detailed Description

structure describing range of values, like minimum and maximum damage or range of range attack

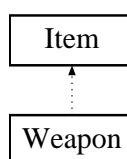
The documentation for this struct was generated from the following file:

- D:/proj_majesty/Headers/utils.h

3.10 Weapon Class Reference

```
#include <Weapon.h>
```

Inheritance diagram for Weapon:



3.10.1 Detailed Description

Class for

The documentation for this class was generated from the following file:

- D:/proj_majesty/Headers/Weapon.h

Index

Armour, [5](#)

common

Item, [9](#)

Construction, [5](#)

Damageable, [6](#)

epic

Item, [9](#)

explore

Mob, [11](#)

goal

Mob, [11](#)

Goals

Mob, [11](#)

grind

Mob, [11](#)

Guild, [7](#)

Hero, [8](#)

Home, [8](#)

Item, [9](#)

common, [9](#)

epic, [9](#)

legendary, [9](#)

poor, [9](#)

rare, [9](#)

Rarity, [9](#)

uncommon, [9](#)

legendary

Item, [9](#)

Mob, [10](#)

explore, [11](#)

goal, [11](#)

Goals, [11](#)

grind, [11](#)

rest, [11](#)

upgrade, [11](#)

poor

Item, [9](#)

range, [11](#)

rare

Item, [9](#)

Rarity

Item, [9](#)

rest

Mob, [11](#)

uncommon

Item, [9](#)

upgrade

Mob, [11](#)

Weapon, [12](#)