Dimensional Sinbad Architecture

V0.1

1. Classes (*All the operations should be called in Initialize, Update, Destroy in this class*)
   1. Object:

Description:

-- This will be a base class for all the movable objects to inherit, simply doing some basic trivial stuff for the child class.

Basic operations:

-- Constructor/Destructor

-- Initialize (pure virtual)

-- Update (pure virtual)

-- Destroy (pure virtual)

-- ClassName

-- ToString

* 1. Scene:

Description:

-- This class manages the basic scene stuff, like bricks, player, and enemies etc.

Operations:

-- Constructor/Destructor

-- Initialize

-- Update

-- Destroy

-- ……

* 1. Player: (inherit Object)

Description:

-- The player’s class, deal with player’s stuff.

Operations:

-- Constructor/Destructor

-- *[Inherited functions]*

-- MoveOnX: control the player to move in X axis

-- MoveOnZ: control the player to move in Z axis

(X, Z consist the basic moving face)

-- Jump: make the player jump

-- GameOver: to judge whether the player is dead

-- ……

* 1. Enemy: (inherit Object)

Description:

-- The enemy’s behavior

Operations:

-- Constructor/Destructor

-- *[Inherited functions]*

-- MoveOnX: control the player to move in X axis

-- MoveOnZ: control the player to move in Z axis

-- Dead: to judge whether the enemy is dead

-- PostDeadEffect: effects after the enemy died

-- Ai: basic, simple AI for the enemy

-- ……

* 1. BaseBrick: (inherit Object)

Description:

-- The base brick class

Operations:

-- Constructor/Destructor

-- *[Inherited functions]*

-- ……

* 1. GeneralBrick: (inherit BaseBrick)
  2. RedBrick: (inherit BaseBrick)
  3. GreenBrick: (inherit BaseBrick)
  4. ……