

GAME

**j1UIElement**

virtual void Draw(float scale, int x, int y, bool use\_camera)

UI\_ELEMENTS type;

bool visible = true;

iPoint initialPosition;

iPoint position;

SDL\_Texture\* sprites = nullptr;

j1UIElement\* parent = nullptr;

**j1Label**

\_TTF\_Font\* font = nullptr;

SDL\_Color color;

const char\* text = nullptr;

SDL\_Rect temp;

**j1Button**

STATE state = IDLE;  
BUTTON\_FUNCTION bfunction;

SDL\_Rect situation;

SDL\_Rect idle, hovered, clicked;

**j1Box**

SDL\_Rect section;

bool clicked = false;

bool distanceCalculated = false;

iPoint mouseDistance;

uint originalMaximum, originalMinimum;

uint maximum, minimum;

**j1Hud**

float life\_points\_max, life\_points;

char const \* current\_points;

SDL\_Texture\* hud\_text = nullptr;

SDL\_Texture\* lifes\_text = nullptr;

SDL\_Texture\* score = nullptr;

List<j1Label\*>, List<j1Button\*>;

**j1Gui**

CreateButton(List<j1Button\*>, UI\_ELEMENTS, position, idle, hover, click, texture, function, parent);  
CreateBox(List<j1Box\*>, UI\_ELEMENTS, position, section, text, parent);  
CreateLabel(List<j1Label\*>, UI\_ELEMENTS, position, \_TTF\_Font, text, color, parent);

UpdateButtons(List<j1Button\*>);  
UpdateWindow(j1Box\* window, List<j1Button\*>, List<j1Label\*>, List<j1Box\*>);  
UpdateSliders(List<j1Box\*>);

\_TTF\_Font\* font1 = nullptr;

float buttonsScale, settingsWindowScale, logoScale;

iPoint settingsPosition;

uint lastSlider1X, lastSlider2X, lastSlider1Y, lastSlider2Y;

SDL\_Texture\* gui\_texture = nullptr;

std::string gui\_texture\_name;

bool loadedAudios = false;

**UI\_ELEMENTS**

BUTTON,  
INPUT\_TEXT,  
LABEL,  
IMAGE,  
BOX,  
CHECKBOX

**BUTTON\_FUNCTION**

PLAY,  
CONTINUE,  
GO\_TO\_MENU,  
OPEN\_CREDITS,  
SAVE,  
LOAD,  
SETTINGS,  
CLOSE\_SETTINGS,  
LINK,  
EXIT