SoundManager

-m_loadedMusic: std::vector<Mix_Music*>
-m_initialized: bool

+SoundManager()
+~SoundManage()
+initialize(): bool
+close()
+loadMusic(filePath:const char*): Mix_Music*
+playMusic(filePath:const char*,loops = -1:int)
+playSound(filePath:const char*)
+fadeInMusic(filePath:const char*,fadeTime:int)
+fadeOutMusic(fadeTime:int)
+setVolume(volume:int)
+regressionTest(static void)

GameEngine

+init(title:const char*,xpos:int ,ypos:int ,width:int ,height:int ,fullscreen:bool): bool
+cleanEngine()
+handleEvents()
+run()
+runBattleScene()
+update(deltaTime:float ,m_keycodeF1:std::string,m_keycodeF2:std::string,m_keycodeMenu:int)
+runMenu()
+displayMenu(items:std::vector<std::string>,index:int ,filePath:const char)
+runSelectScene()
+runLoadingScene()
+loadFont(file:const char*,size:int)
+renderBlackStripes()
+renderCameraZone(camera:const Camera&)
+loadTexture(filePath:const char*): SDL_Texture*
+renderCopy(texture:SDL_Texture*,srcrect:const SDL_Rect*,dstrect:const SDL_Rect*,reverse:bool): int
+renderTexture(texture:SDL_Texture*,x:int ,y:int ,posX:int,posY:int,width:int ,height:int , reverse = false:bool)
+renderTextureSelectScene(texture:SDL_Texture*,x:int,y:int,posX:int,posY:int,width:int,height:int,reverse = false:bool)
+renderTextureSelectSceneMini(SDL_Texture* texture, int x, int y, int posX, int posY, int width, int height, bool reverse = false)
+renderTextureSelectSceneFighter(SDL_Texture* texture, int x, int y, int posX, int posY, int width, int height, bool reverse = false)
+renderSelectSceneBox(const SelectScene& select, SDL_Texture* texture,int x, int y, bool reverse)
+renderStageTexture(SDL_Texture* texture, int x, int y)
+renderStage(const Camera& camera, SDL_Texture* texture)
+renderFighter(const Fighter& fighter, const Camera& camera, SDL_Texture* texture, bool reverse)
+renderFighterHitbox(const Fighter& fighter, const Camera& camera)
+renderPlayerInfo(SDL_Texture* texture, const Fighter& player, const Rectangle& iconRect, const Rectangle& nameRect, int iconX, int iconY, int nameX, int nameY, int iconWidth, int iconHeight, bool reverse))
+renderHealthBar((const Hud& hud, SDL_Texture* texture, int currentHealth1, int currentHealth2)
+renderHealthBarSegment(SDL_Texture* texture, const Rectangle& rect, int x, int y, int width, int height)
+renderScalelessTexture(SDL_Texture* texture, int screenx, int screeny, int screenwidth, int screenheight, int posX, int posY, int width, int height, bool reverse)
+renderOverlay(const Hud& hud, const Fighter& player1, const Fighter& player2, SDL_Texture* texture)
+renderTimer(const Rectangle& rctLeft, const Rectangle& rctRight, SDL_Texture* texture)
+renderGeneralOverlay(const Hud& hud, const Fighter& player1, const Fighter& player2, SDL_Texture* texture)
+getQuitStatus(): bool
+getTextureWidth(): int
+getTextureHeight(): int
+setWindowSize(int width, int height)
+setFullscreen(bool fullscreen)
+setBoolP1(b:bool)
+shouldQuit(SDL_Event& event)
+returnTouchAction(SDL_Event& event,const std::string& name ,const std::string& action): std::string
+isKeyUp(SDL_Event& event, SDL_Keycode key): bool
+isKeyDown(SDL_Event& event, SDL_Keycode key): bool
+returnValueSDL(const std::string& action): SDL_Keycode
+loadKeycodeSDL(const std::string& filename): bool
+loadKeybinds(const std::string& filename): bool
+handleKeybinds(const std::string& playerName, SDL_Event& event)
+setAnimation(const std::string& playerName, const std::string& keycode)
+resetAnimation(const std::string& playerName, const std::string& keycode)
+setKeybind(const std::string& playerName, const std::string& action, SDL_Keycode newKey)
+writeKeybindsToFile()