

Introduction to Game 4.1 Framework

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UML Review

● Association  (knows a)

● Dependency  (uses a)

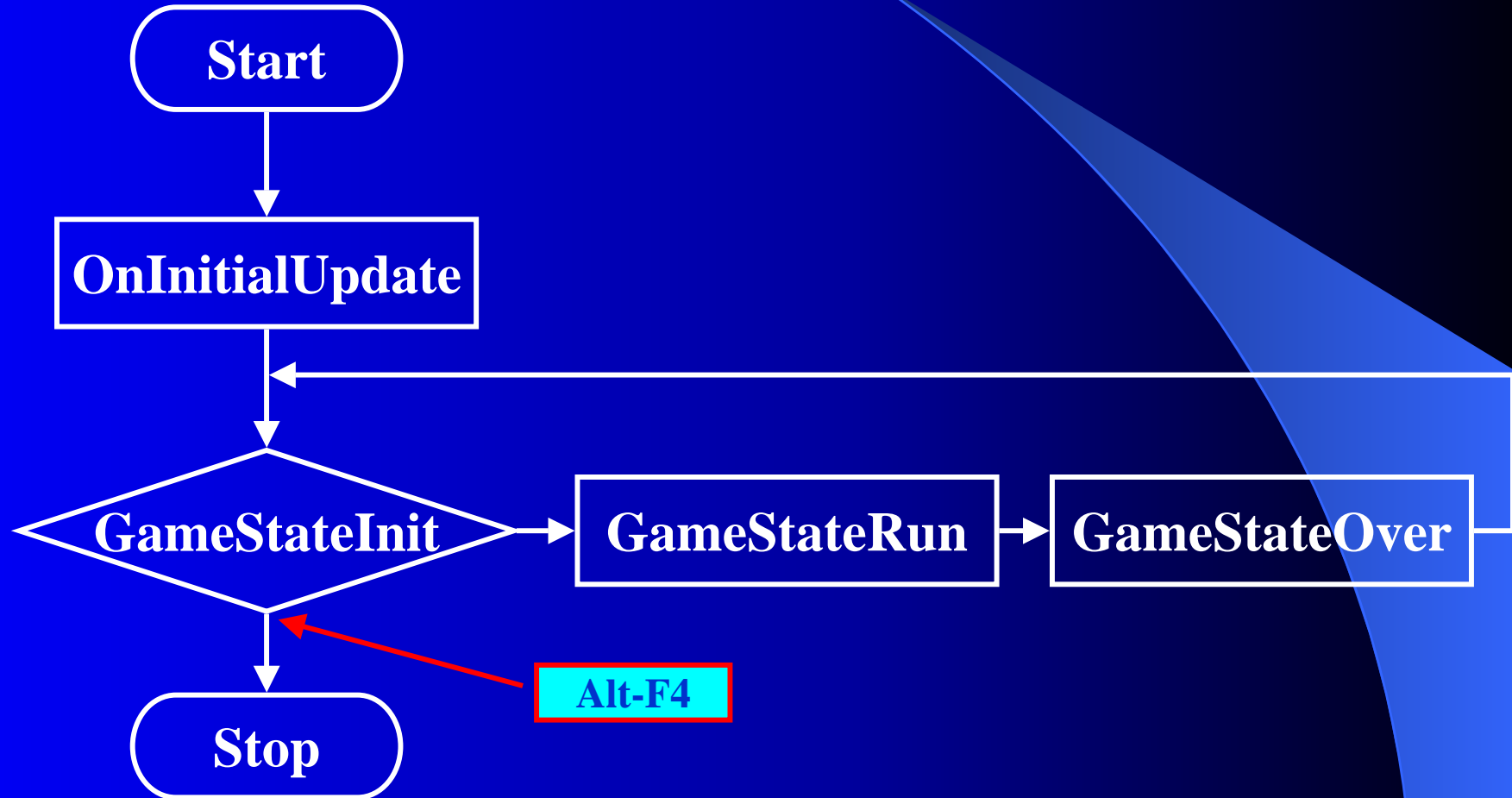
● Composition  (has a)

● Aggregation  (has a)

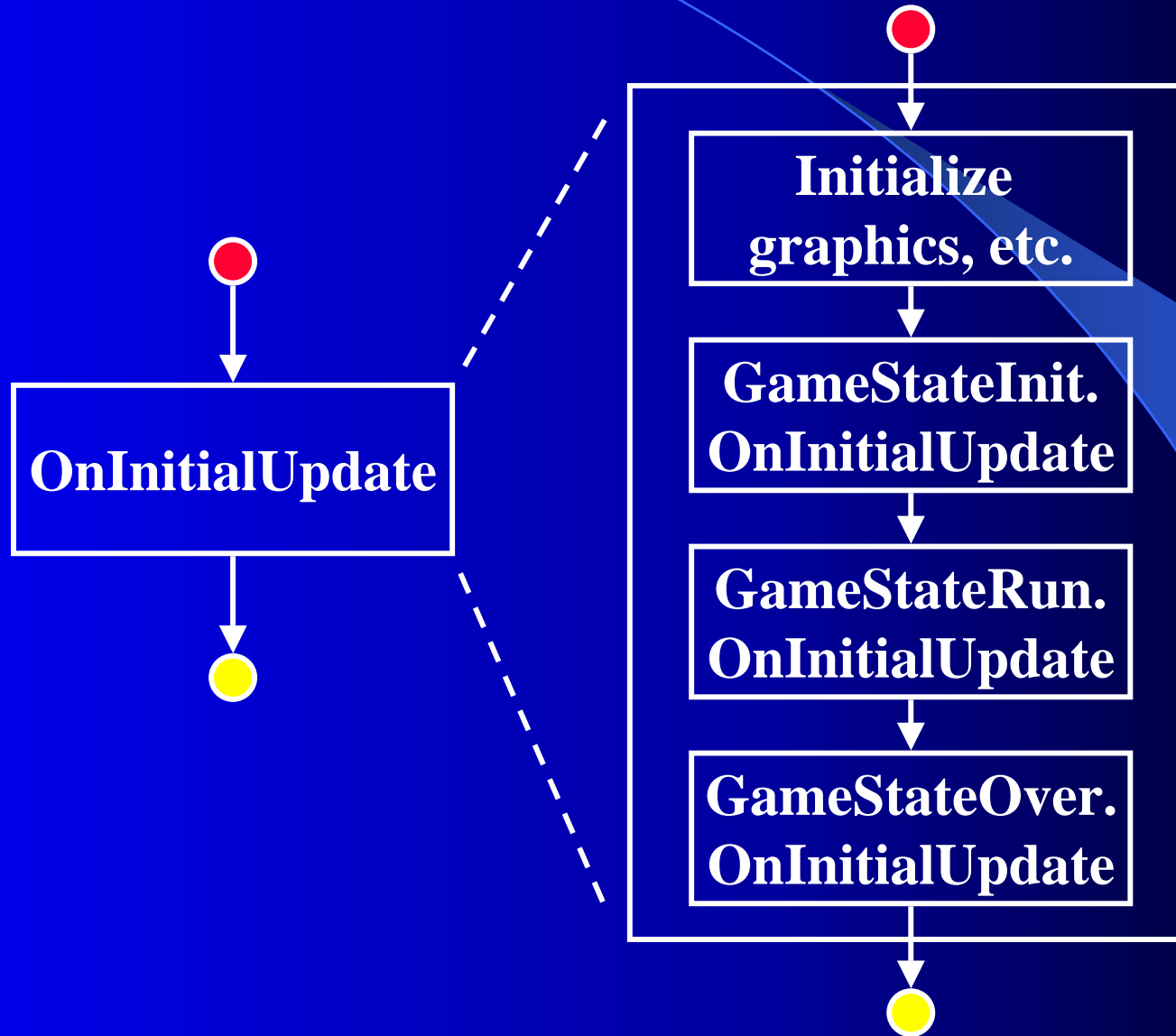
● Inheritance  (is a)

● Class template 

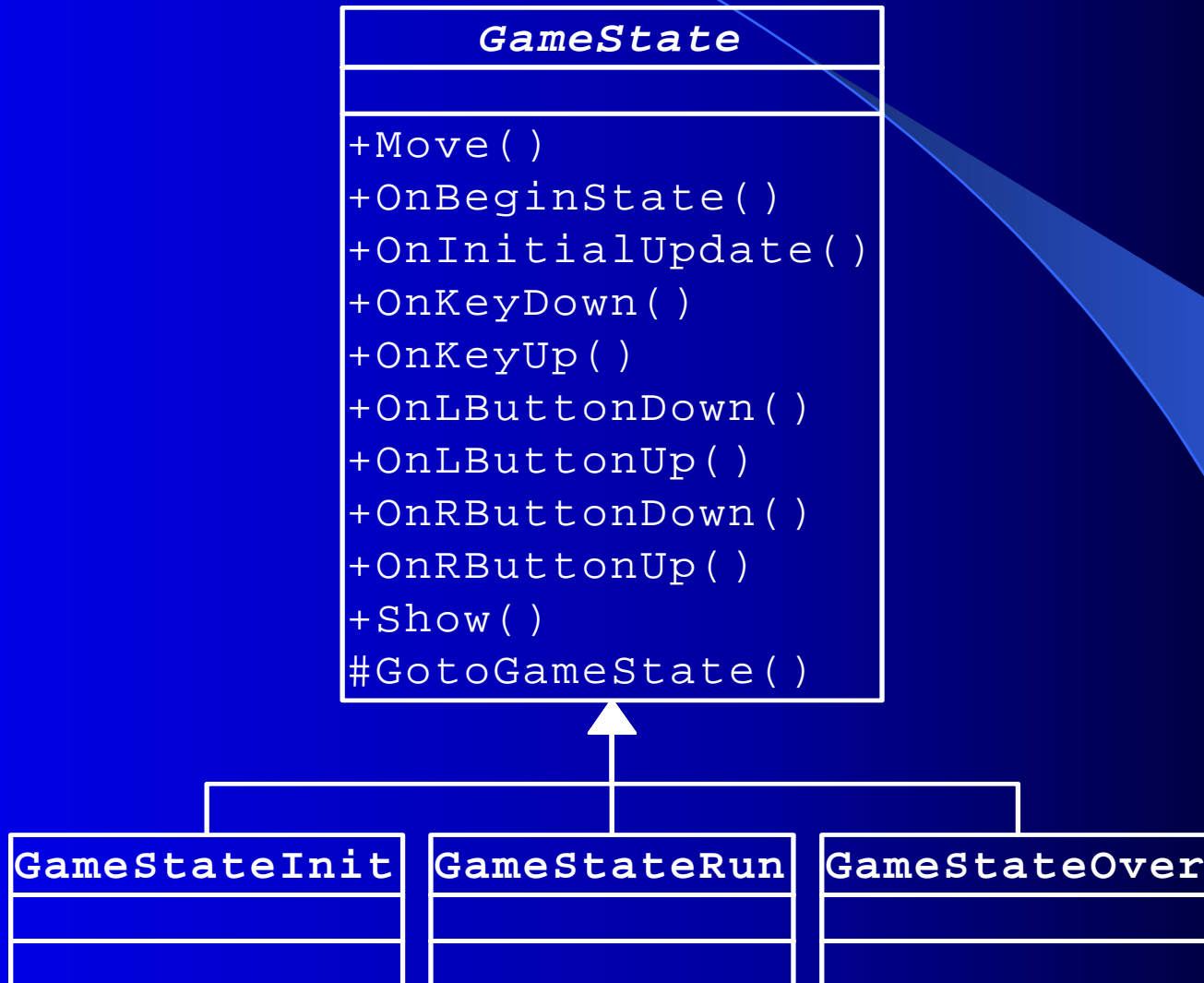
Framework: Program Flow



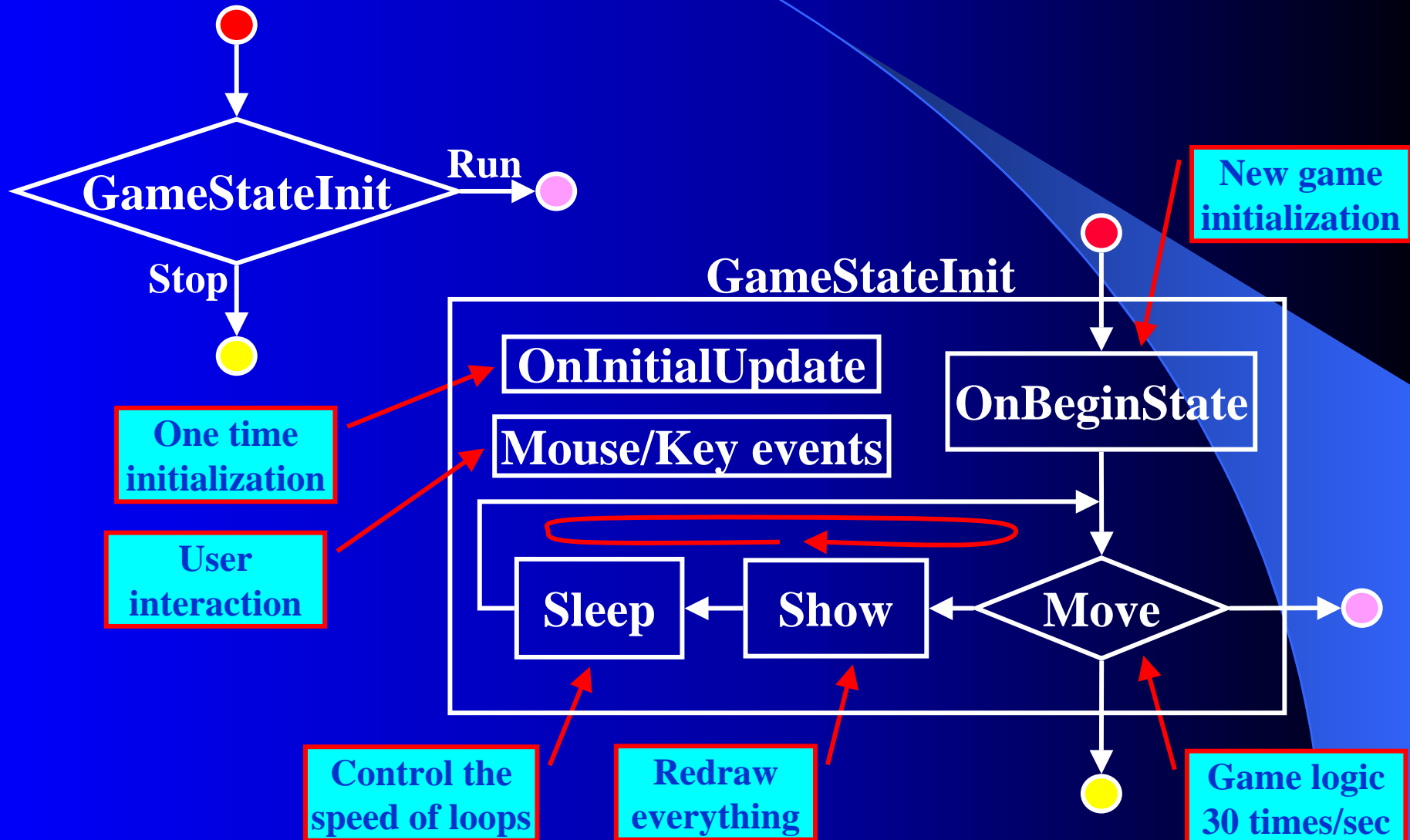
Framework: OnInitialUpdate program Flow



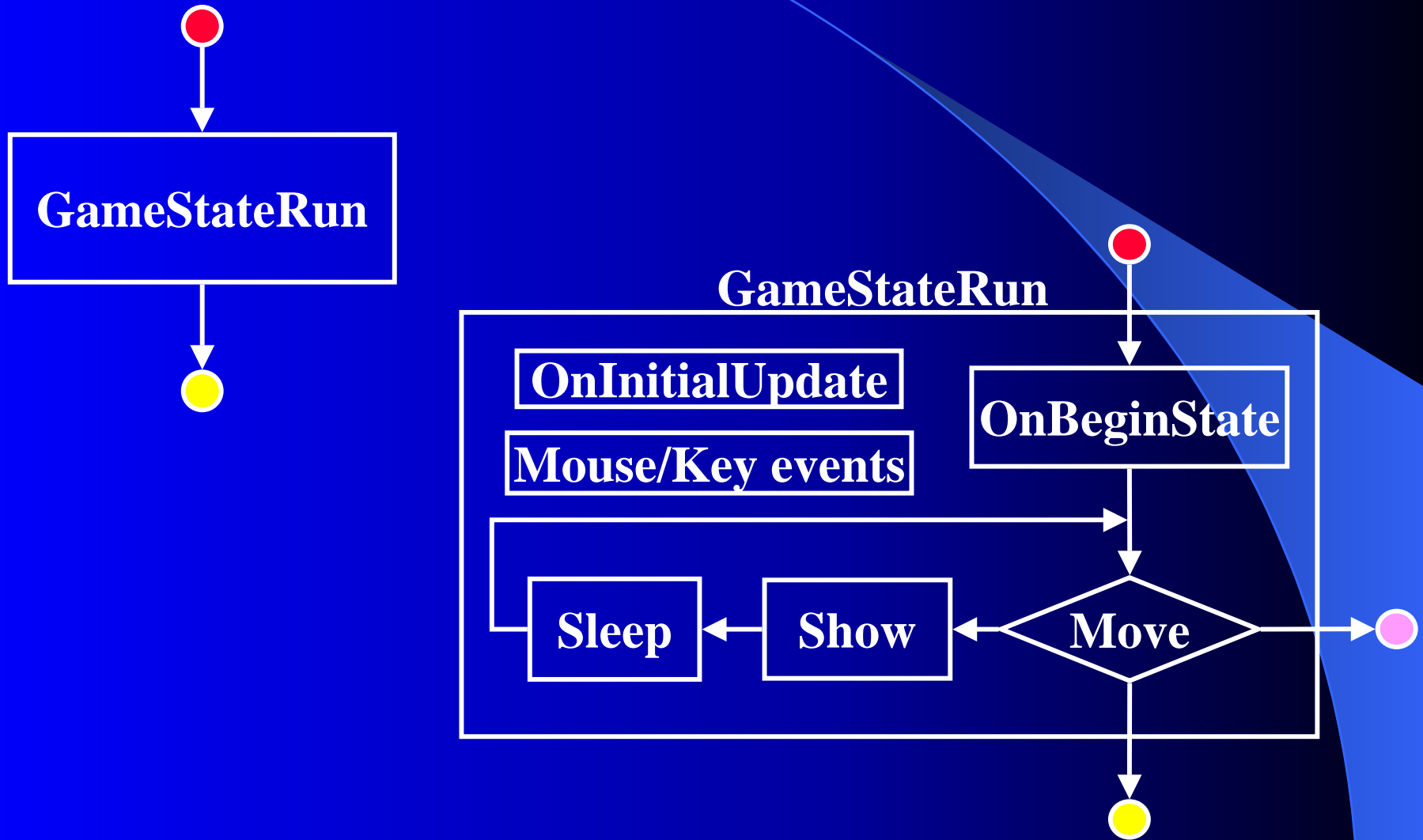
Framework: GameState



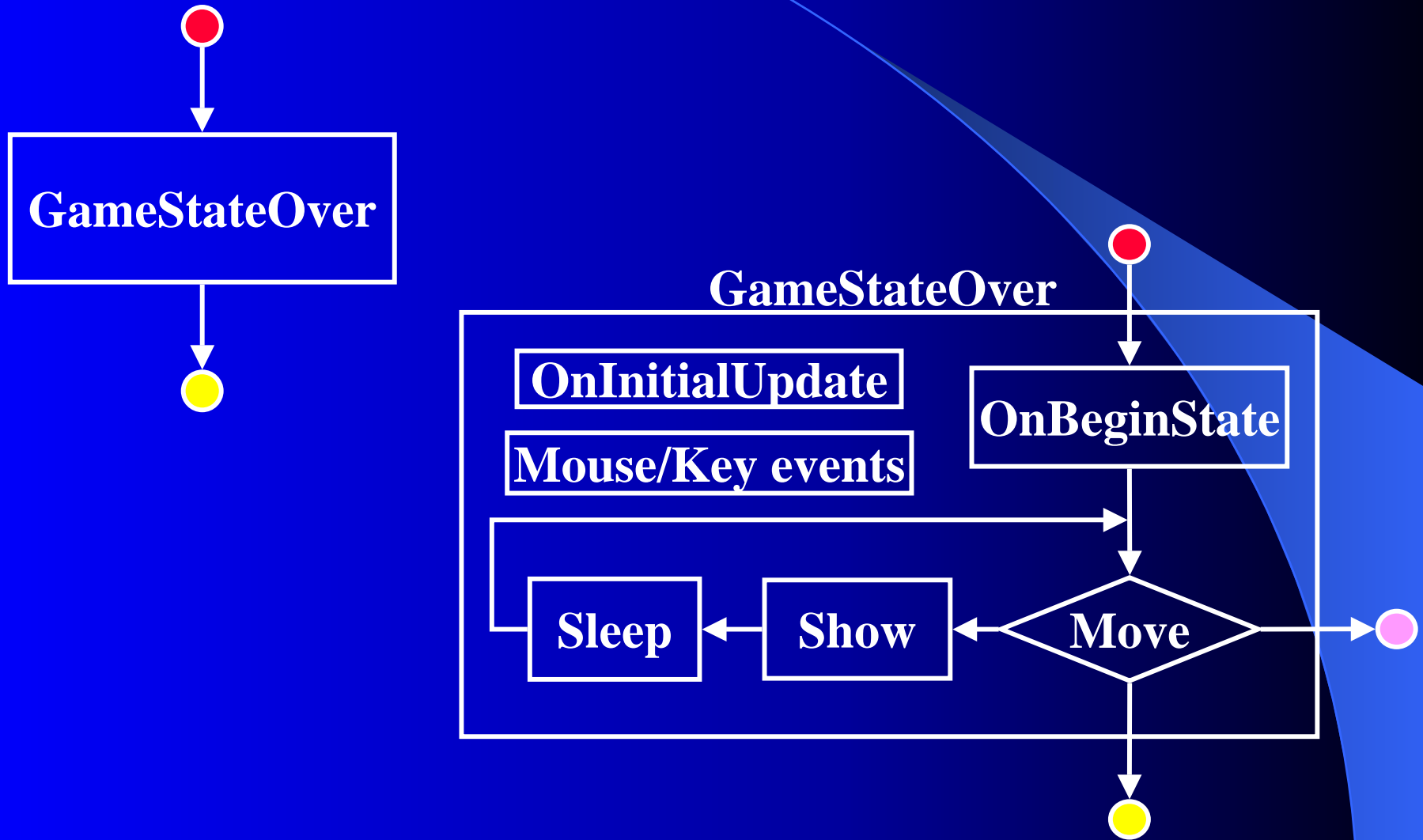
Framework: GameStateInit Program Flow



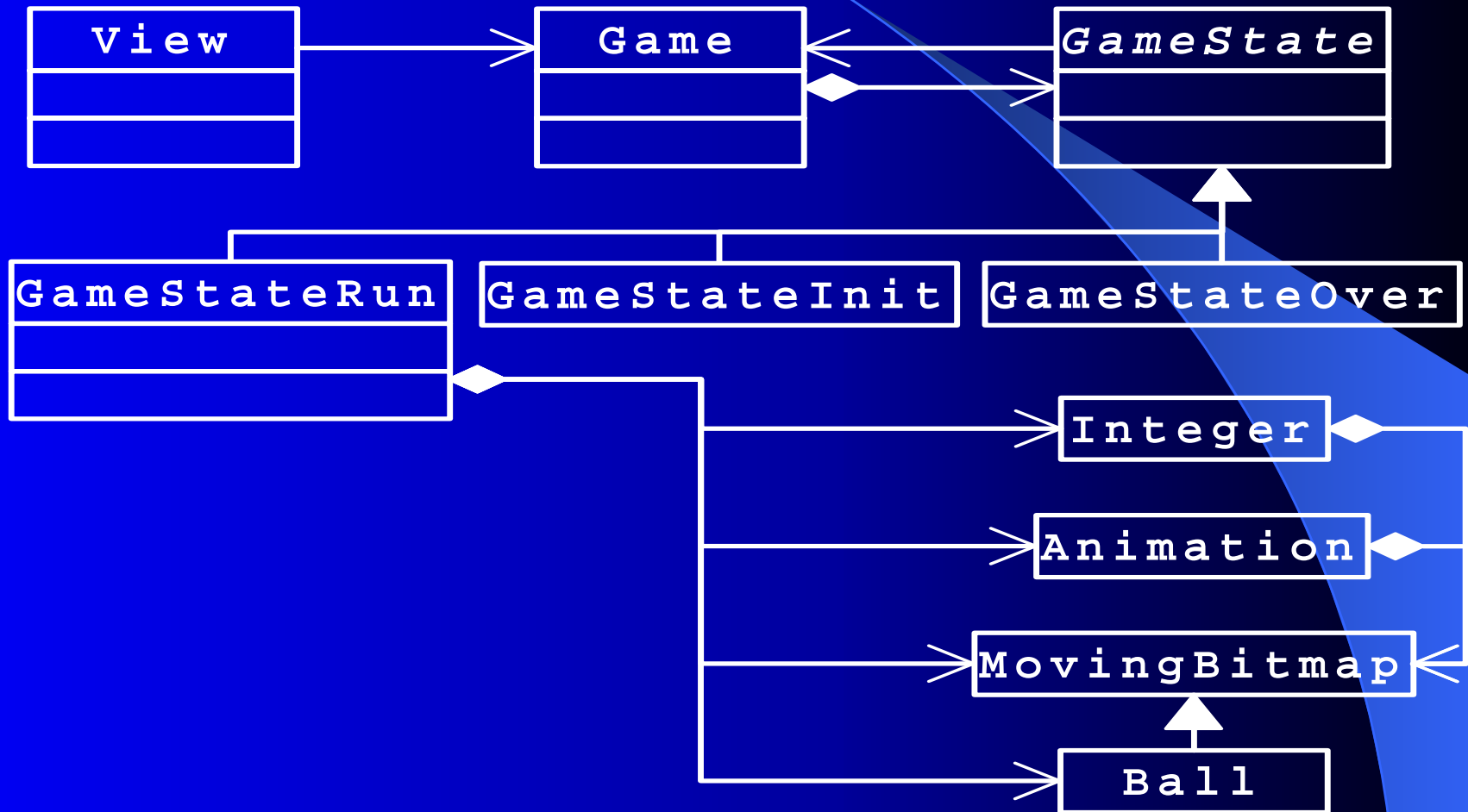
Framework: GameStateRun Program Flow



Framework: GameStateOver Program Flow



Framework: Class Diagram



Framework: Options

- Screen Resolution
 - OPEN_AS_FULLSCREEN
 - Default: false
 - SIZE_X, SIZE_Y
 - Default: 640, 480
- CAudio
 - AUDIO_ENABLE
 - Default: true
- CPU time
 - GAME_CYCLE_TIME
 - Default: 33ms