Game

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The Game interfaces input, output and the game logic.

<This module is the most volatile of all the objects as he game will be evolving. The game mechanics will be moved to another module but for now it is simple enough to reside here >

Currently the game allows you to move the player by either clicking on the screen where you want the player to be or clicking the down arrow to move the character down. Dragging is disabled and the button is pressed only once per click.

**Public Interface:**

Game (Context context, Point size)

This is the classes’ constructor. It loads the player’s image and a RenderableObject to be the player. It also initializes a TouchHandler and a Renderer to allow for android interfacing.

pause()

This method pauses the game. It is also used before closing the application.

resume ()

This method is used to get the game running (again). It is used after pausing the game and just before the game starts for the first time.

**Less than public Interface:**

Renderer getrenderer()

This method returns the Renderer so that the GameMain can call setContentView.

run()

This method is called automatically when the game thread starts. It holds the games main loop.

loadImage(String filename, Context context)

This method loads an image into the games BitmapLoader variable.

< BitmapLoader is used to store newly loaded Bitmaps to stop from needing to make new Bitmap objects>

**Update log:**

File was created 11/07/2013

Updated the game description to match the current release 11/10/2013