

button

-button_scale:float
-button_x:float
-button_y:float
-buttonTexture:Texture2D

+button(const char* textureAddress, float x, float y, float scale)
+show():void
+rectangleButton():Rectangle
+~button()

TickButton

+tickButtonStatus:int

+TickButton(const char* textureAddress, float x, float y, float scale) : button(textureAddress, x, y, scale)
+changeTickStatus(int tickButtonStatus):void

Food

-foodTexture
-position
+ammOfFood
+maxAmmlncHP

+Food(int exAmmOfFood = 0, int exMaxAmmlncHp = 0)
+chestCheck(int h_x, int h_y):int
+show():void
+takeFood():int
+~Food()

Weapons

-weaponsTexture
-position
+ammOfExtraDamage

+Weapons(int exAmmOfExtraDamage = 0)
+chestCheck(int h_x, int h_y):int
+show():void
+~Weapons()

Armory

-armoryTexture
-position
+incMaxHP

+Armory(int exIncMaxHp = 0)
+chestCheck(int h_x, int h_y):int
+show():void
+~Armory()

Boss

-texture:Texture2D
-krakenMainTexture:Texture2D
-emblemTexture:Texture2D
-ammOfHP:int
-textureNum:int
-step:int
-scale:float
-emblemScale:float
-emblemPos:Vector2
-krakenPos:Vector2
+ammOfDamage:int

+Boss()
+show():void
+gettingDamage(int ammOfDamage):bool
+~Boss()

Hero

-mainHeroTexture:Texture2D
-heroTextures[3]:Texture2D
-heroDamageTextures[3]:Texture2D
-maxHealthPoints:int
+ammOfDamagePoints:int
+ammountOfHealthPoints:int
+heroPosition:Vector2
+x:int
+y:int

+Hero(int heroType)
+movingUp():void
+movingDown():void
+movingLeft():void
+movingRight():void
+show():void
+gettingDressed(int extra):void
+useWeapon(int extra):void
+eatSomething(int extra):void
+gettingDamage(int ammOfDamage):bool

SavingSlot

-slotTexture:Texture2D
-slotTimeAndDate:int*
-slot_x:float
-slot_y:float
-slot_scale:float
-slotText:std::string
+filename:std::string
+dataToSave:DataToSave
+slotStatus:int

+SavingSlot(const char* textureAddress, float x, float y, float scale, string filename, int slotNum)
+clearFile():void
+rectangleSavingSlot():Rectangle
+loadingGame():void
+savingGame():void
+preparingSavingFile(int characterType):void
+gettingDressed(int extra):void
+~SavingSlot()

Chunk

-mainChunkTexture:Texture2D
-x:float
-y:float
-texture[5]:Texture2D
+textureNum:int

+setCoordinates(int i, int j):void
+changeChunkTexture(int chunkNum):void
+show():void
+changeChunkTexture(Texture2D texture):void
+~Chunk()

Villain

-mainVillainTexture:Texture2D
-villainTextures[3]:Texture2D
-ammountOfHealthPoints:int
-vPos:Vector2
+ammOfDamagePoints:int
+v_x:int
+v_y:int
+visible:bool
+attack:bool

+generatingVillain(int villainType, int steps):void
+checkHeroPosition(int h_x, int h_y):void
+show():void
+startPosition(int i):void
+gettingDamage(int gainedDamage):void
+movingDown():void

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