

Class ObjectBase

Namespace: [SpicyInvaders](#)

Assembly: SpicyInvaders.dll

```
public class ObjectBase
```

Inheritance

[object](#) ← ObjectBase

Derived

[Alien](#), [Bullet](#), [Player](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Properties

_color

```
public ConsoleColor _color { get; set; }
```

Property Value

[ConsoleColor](#)

_isAlive

```
public bool _isAlive { get; set; }
```

Property Value

[bool](#)

_life

```
public int _life { get; set; }
```

Property Value

[int](#)

_speed

```
public int _speed { get; set; }
```

Property Value

[int](#)

_x

```
public int _x { get; set; }
```

Property Value

[int](#)

_y

```
public int _y { get; set; }
```

Property Value

[int](#)

Methods

_IsAlive()

Méthode qui renvoie si l'objet est toujours en vie en fonction du nombre de vies.

```
public bool _IsAlive()
```

Returns

[bool](#) 

_OutLimitWindowYCheck(int)

Méthode qui renvoie si l'objet est en dehors de l'axe Y de la console.

```
public bool _OutLimitWindowYCheck(int windowHeight)
```

Parameters

windowHeight [int](#) 

Returns

[bool](#) 