#ifndef OBSTACULOCABLE\_H

#define OBSTACULOCABLE\_H

#include "Obstaculo.h"

class ObstaculoCable : public Obstaculo

{

public:

ObstaculoCable(int posX, int posY, int daño);

~ObstaculoCable();

void activarObstaculo() override;

void generarDaño() override;

};

#endif // OBSTACULOCABLE\_H