#ifndef OBSTACULOMUEBLE\_H

#define OBSTACULOMUEBLE\_H

#include "Obstaculo.h"

class ObstaculoMueble : public Obstaculo

{

public:

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

~ObstaculoMueble();

void activarObstaculo() override;

void generarDaño() override;

};

#endif // OBSTACULOMUEBLE\_H