Manage Element // Display addAllyShip(Registry &ally, int allyMusicID): void • addEnemy(Registry &enemy, std::mt19937 mt, std::uniform_int_distribution<int> dist): void addExplosion(Registry ®, float x, float y): void • addBoss(Registry &enemy, std::mt19937 mt, std::uniform_int_distribution<int> dist, int musicBossID): void • addBullet(Registry ®, float x, float y, float bulletSpeed): void // Getters • getWindow(): sf::RenderWindow & getEvent(): sf::Event & getClock(): sf::clock & getBackground(): sf::Texture & getSprite(int i): sf::Sprite & getTextSprite(): sf::Texture & getSpriteShip(): sf::Sprite & getTextBullet(): sf::Texture & getSpriteBullet(): sf::Sprite & • getTextEnemy(): sf::Texture & • getSpriteEnemy(): sf::Sprite & getTextEnemyBullet(): sf::Texture & getSpriteEnemyBullet(): sf::Sprite &getTextBoss(): sf::Texture & getSpriteBoss(): sf::Sprite & getTextExplosion(): sf::Texture &getSpriteExplosion(): sf::Sprite &

Background

_sfml.background: sf::Texture_sfml.sprite[3]: sf::Sprite