Game

Entity Manager
----
bool ResetEntities
p2List<j1Entity*> entities
SDL_Texture* playerTex
SDL_Texture* slimeTex
SDL_Texture* wizardTex
SDL_Texture* icespiketex
----
bool Start()
bool Update()
bool EntityCleanUp()
j1Entity*CreateEntity()
bool Load()
bool Save()
j1Entity* GetPlayer()
void Deleteentity()
void Entitiesreset()

Entity

TileSetEntity TileSetData
p2List<Animation> animations
Animation* current_animation

Collider *EntityCollider

float speedX
float speedY
iPoint position
iPoint initialPosition
int gravity

bool to_delete = false

Bool CleanUp()
bool Load()
bool Save() const
void LoadAnimations()
virtual void DrawHitbox()
----
enum class Types

Wizard

Animation idle
bool coinpickedfx
int rangeX
int rangeY
coin_state state
bool pickedup
SDL_RendererFlip
flip
SDL_Rect r;

Bool Awake()
Bool Start()
Bool Update()
void OnCollision()
void setAnimation()

Player
----
player_state state
Animation(idle, forward...)
float acceleration
float dashspeed
int BarWidth

Bool Awake()
Bool Start()
Bool Update()
void Movement()
void CheckCollision()
void Camera()
void MoveCondition()
void OnCollision()

Slime

Animation (idle, death...)
bool pathFinding
int rangeX
int rangeY
slime_state state;
int startMoving

Bool Awake()
Bool Start()
Bool Update()
void Movement()
CheckCollision()
void OnCollision()
bool Pathfinding()
void setAnimation()

ProjPlayer

Animation anim
iPoint speed
Uint32 born
Uint32 life
int angle

Bool Awake()
Bool Start()
Bool Update()
Movement()
void SetAnimation()
void OnCollision()
void CheckCollision()

Wizard

Animation (idle, death...)
bool pathFinding
int move
int rangeX
int rangeY
bool patrolr
bool patroll
wizard_state state
bool pathFinding
const p2DynArray<iPoint>* path;

Bool Awake()
Bool Start()
Bool Update()
void Movement()
void OnCollision()
bool Pathfinding()
void setAnimation()