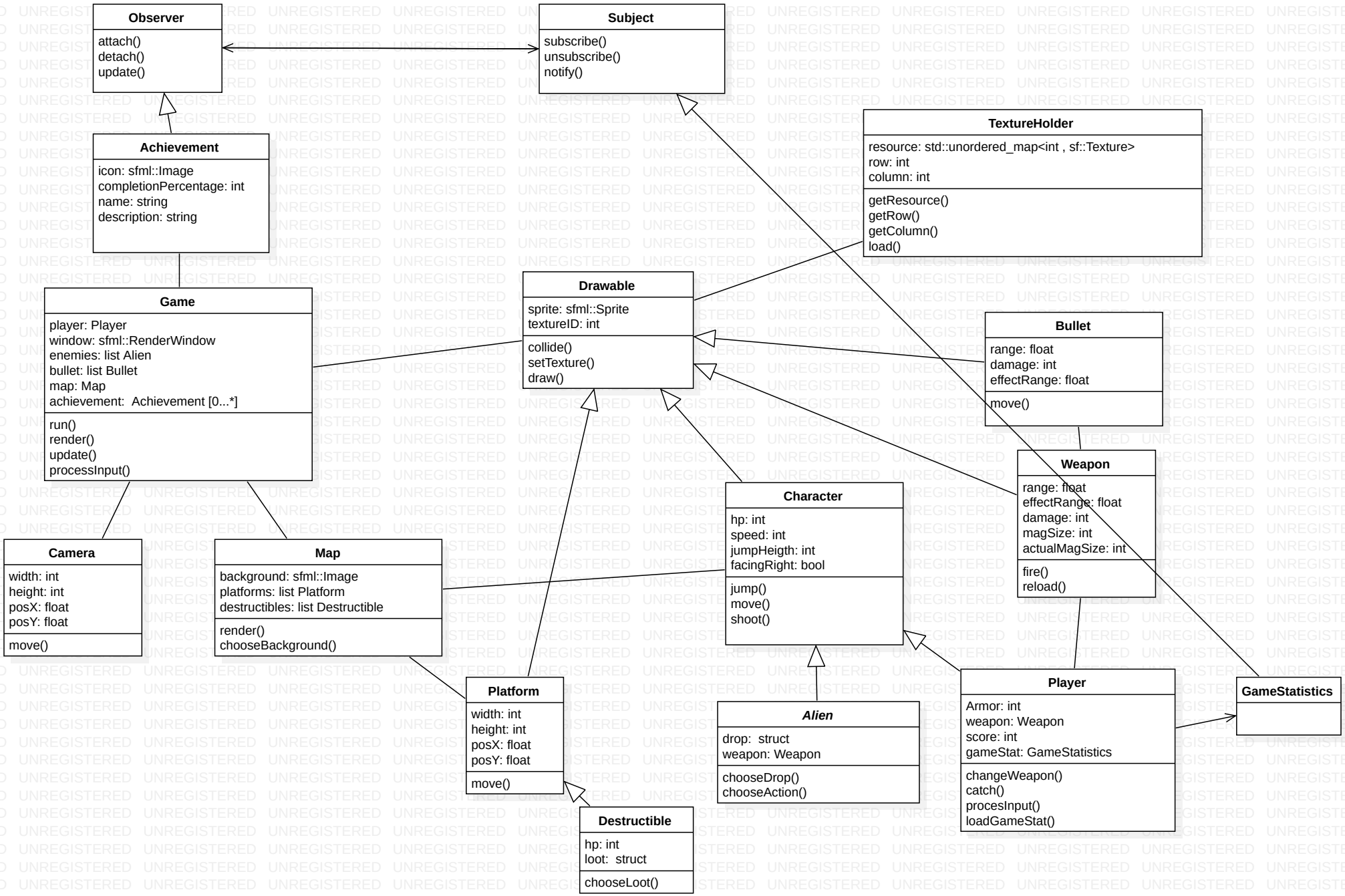
Model.Main
Observer
attach()
detach()
update()
Subject
subscribe()
unsubscribe()
notify()
Achievement
icon: sfml::Image
completionPercentage: int
name: string
description: string
TextureHolder
resource: std::unordered_map<int , sf::Texture>
row: int
column: int
getResource()
getRow()
getColumn()
load()
Game
player: Player
window: sfml::RenderWindow
enemies: list Alien
bullet: list Bullet
map: Map
achievement: Achievement [0...*]
run()
render()
update()
processInput()
Drawable
sprite: sfml::Sprite
textureID: int
collide()
setTexture()
draw()
Bullet
range: float
damage: int
effectRange: float
move()
Weapon
range: float
effectRange: float
damage: int
magSize: int
actualMagSize: int
fire()
reload()
Character
hp: int
speed: int
jumpHeigth: int
facingRight: bool
jump()
move()
shoot()
Camera
width: int
height: int
posX: float
posY: float
move()
Map
background: sfml::Image
platforms: list Platform
destructibles: list Destructible
render()
chooseBackground()
Platform
width: int
height: int
posX: float
posY: float
move()
Alien
drop: struct
weapon: Weapon
chooseDrop()
chooseAction()
Player
Armor: int
weapon: Weapon
score: int
gameStat: GameStatistics
changeWeapon()
catch()
procesInput()
loadGameStat()
GameStatistics
Destructible
hp: int
loot: struct
chooseLoot()