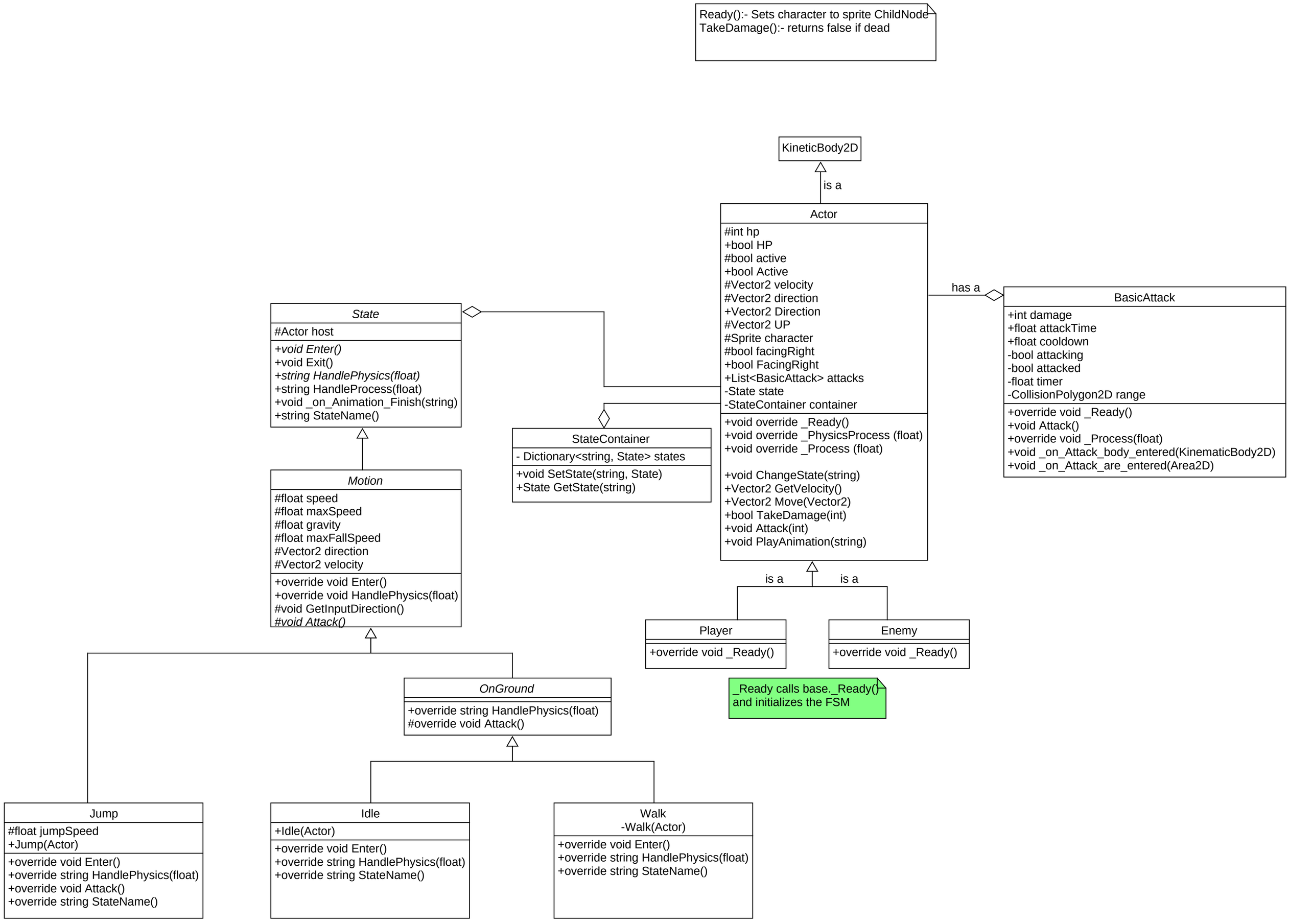
Ready():- Sets character to sprite ChildNode
TakeDamage():- returns false if dead
KineticBody2D
is a
Actor
#int hp
+bool HP
#bool active
+bool Active
#Vector2 velocity
#Vector2 direction
+Vector2 Direction
#Vector2 UP
#Sprite character
#bool facingRight
+bool FacingRight
+List<BasicAttack> attacks
-State state
-StateContainer container
+void override _Ready()
+void override _PhysicsProcess (float)
+void override _Process (float)
+void ChangeState(string)
+Vector2 GetVelocity()
+Vector2 Move(Vector2)
+bool TakeDamage(int)
+void Attack(int)
+void PlayAnimation(string)
has a
BasicAttack
+int damage
+float attackTime
+float cooldown
-bool attacking
-bool attacked
-float timer
-CollisionPolygon2D range
+override void _Ready()
+void Attack()
+override void _Process(float)
+void _on_Attack_body_entered(KinematicBody2D)
+void _on_Attack_are_entered(Area2D)
State
#Actor host
+void Enter()
+void Exit()
+string HandlePhysics(float)
+string HandleProcess(float)
+void _on_Animation_Finish(string)
+string StateName()
StateContainer
- Dictionary<string, State> states
+void SetState(string, State)
+State GetState(string)
Motion
#float speed
#float maxSpeed
#float gravity
#float maxFallSpeed
#Vector2 direction
#Vector2 velocity
+override void Enter()
+override void HandlePhysics(float)
#void GetInputDirection()
#void Attack()
is a
is a
Player
+override void _Ready()
Enemy
+override void _Ready()
_Ready calls base._Ready()
and initializes the FSM
OnGround
+override string HandlePhysics(float)
#override void Attack()
Jump
#float jumpSpeed
+Jump(Actor)
+override void Enter()
+override string HandlePhysics(float)
+override void Attack()
+override string StateName()
Idle
+Idle(Actor)
+override void Enter()
+override string HandlePhysics(float)
+override string StateName()
Walk
-Walk(Actor)
+override void Enter()
+override string HandlePhysics(float)
+override string StateName()