

Tank

+ x, y, angle, turre
+ speed: float
+ rotationSpeed: float
+ size: int
+ tankColor: color
+ hitBoxW: float
+ hitBoxH: float
+ maxHealth: float
+ currentHealth: float
+ isAlive: boolean
+ movingForward: bool
+ movingBackward: bool
+ turningLeft: bool
+ turningRight: bool
+ lastShotTime: int
+ shootDelay: int

+ checkCollision(): void
+ update(): void
+ display(): void
+ displayHealth(): void
+ takeDamage(): void
+ shoot(): void

