|  |  |  |
| --- | --- | --- |
| Class Player  Int healthPoints;  float speed;  sf::sprite playerSprite;  sf::texture playerTexture;  int directions;  int score;  // functions  Void move();  Sf::sprite getBody();  Void healthChange();  Void scoreChange(); |  | Player myPlayer  Speed = 10;  healthPoints = 5;  score = 0; |

|  |
| --- |
| Class enemy  Int size;  float speed;  int enemyHp;  sd::color enemyColor;  sf::sprite enemySprite;  sf::texture enemyTexture;  // functions  void moveRnadomly;  void setup;  void tankEliminated; |

|  |  |  |
| --- | --- | --- |
| Class Blullets  Float size;  Float velocuty;  Sf::sprite bulletSprite;  Sf::texture bulletTexture  // functions  Void bulletTravel();  Voud setUpBullet(); |  | Bullets playerBullet  Velocity = 20;  Size = 3; |

|  |
| --- |
| Enemy enemyTank  Sf::color = green;  speed = 4;  size =3;  enemyHP= 1; |

|  |
| --- |
| Enemy enemyRocket  speed = 8;  size = 2;  Sf::color:: red  Int enemyHp; |

|  |
| --- |
| Class Game;  Run;  Int main;  Player myPlayer;  Bullets playerBullet;  Enemy enemyTank;  Enemy enemyRocket; |