

Main

Entity Manager

p2List<GameObject*> objects
p2List<GameObject*> backup

GameObject* Create_Enemy(Object_type, p2Point<int>)
GameObject* Create_Player(pugi::xml_node&)
void FillBackup(p2Point<int>, Object_type)
void ClearBackup()
void Destroy_Enemies/Player ()
bool LoadEnemies(pugi::xml_node&)

Game Object

SDL_Texture* texture
Colliders* collider
p2Point<int> pos
ObjectType type
bool alive
CharacterTMXData character_data

virtual bool Update()
virtual void Draw()
Collider* GetCollider()

Enemies

Animation* animations...
Collider* groundchecker
bool statebools...
State state;

bool StablishPath()
void ChangeAnimations(float dt)
bool InitCheckers()
void MoveToTarget()

Character

Animation* currentAnimation
Animation* previous Animation
int numCurrentAnimation
int velocities
p2Point<int> absolutePos
CharacterState state
int pivot_x_flip

bool LoadCharacterTMX(pugi::xml_node&)
bool LoadAnimation(pugi::xml_node&)
bool LoadAABB(pugi::xml_node&)
void Draw(float dt)

Player

uint lifes
Collider* Checkers
Collider* PlayerCollider
Animation* Animations...
bool statebools...
float JumpSpeed
float MaxGravity
bool OnPlatform

void Jump/Horizontal/AttackInput()
void LogicStateMachine(float dt)
void JumpStart(float dt)
void DoubleJumpStart(float dt)
void Gravity(float dt)
void ChangeState()
bool InitCheckers()
void SetPos(pugi::xml_node&)
void ChangeAnimation(float dt)
void GodMovement()