PirateGame::ShipMovement Handler::applyBoundaryConstraints PirateGame::ShipMovement Handler::getDeltaTime PirateGame::GlobalMap ::getInstance PirateGame::ShipMovement Handler::getSprite PirateGame::EnemyShipMovement Handler::move PirateGame::GlobalMap ::getWorldMap PirateGame::ShipMovement Handler::setBaseSpeed PirateGame::ShipMovement Handler::getInitialPositionSet PirateGame::ShipMovement Handler::setInitialPosition PirateGame::ShipMovement Handler::dot PirateGame::GlobalWindController ::getInstance PirateGame::ShipMovement Handler::updateVelocity PirateGame::GlobalWindController ::getWindDirection PirateGame::GlobalWindController ::getWindSpeed PirateGame::ShipMovement Handler::normalize