PirateGame::ShipMovement Handler::getBaseSpeed PirateGame::GlobalValues ::getInstance PirateGame::ShipMovement Handler::getIsColliding PirateGame::ShipMovement Handler::getSpeed PirateGame::PlayerShipMovement Handler::setSpriteRotation PirateGame::ShipMovement Handler::getSprite PirateGame::ShipMovement Handler::getStopShipRotationFlag PirateGame::GlobalValues ::getWindow PirateGame::ShipMovement Handler::normalize