PirateGame::ShipMovement Handler::dot

PirateGame::ShipMovement Handler::collisionMovement

PirateGame::Ship::damageShip

PirateGame::ShipHashmap ::findEnemyShipsNearShip

PirateGame::LandMassHashmap ::findLandMassNearShip

PirateGame::GlobalHashmap Handler::getInstance

PirateGame::CollisionManager

::handleCollisions

PirateGame::GlobalSoundManager ::getInstance

PirateGame::GlobalHashmap Handler::getLandMassHashmap

PirateGame::PlayerShip ::getMovementHandler

PirateGame::GlobalHashmap Handler::getShipHashmap

PirateGame::GlobalSoundManager ::playSound

PirateGame::ShipMovement Handler::setIsColliding

PirateGame::ShipMovement Handler::ensureSeparation

PirateGame::ShipMovement Handler::normalize

PirateGame::ShipHashmap ::generateKey

PirateGame::Ship::getSprite

PirateGame::GlobalValues ::getWindow

PirateGame::GlobalValues ::getInstance

PirateGame::LandMassHashmap ::generateKey