PirateGame::ShipMovement Handler::getBaseSpeed

PirateGame::GlobalValues ::getInstance

PirateGame::ShipMovement Handler::getSpeed

PirateGame::EnemyShipMovement Handler::setSpriteRotation PirateGame::ShipMovement Handler::getSprite

PirateGame::ShipMovement Handler::getStopShipRotationFlag

PirateGame::GlobalValues ::getWindow

PirateGame::ShipMovement Handler::normalize