ShooterMini.app

main

- window
- Game game

int main() //game loop

Game

- Player player
- vector<Enemy> enemies

- Start()
- Update()
- Draw()

Actor(Base Class)

- transform
- speed

- Actor()

Player(Child Class)

- vector<Projectile>
projectiles;

- GameManagement:
    void Start();
    void Update();
    void Draw();

- Movement:
    void MoveUp();
    void MoveDown();
    void MoveRight();
    void MoveLeft();

- MouseControl:
    void LookAtMouse();

- Shoot:
    void Shoot();

Projectile

- transform
- direction

Enemy(Child Class)

- Clock

- GameManagement:
    void Start();
    void Update();
    void Draw();

  - Movement
    void Move();
    void ResetPosition();

  - Collision
    void Collision();