Warp Syndrome UML diagram

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Type of entities that can be spawned:

- **-Player**
- **-Particle**
- **-AnimatedParticle**
- **-Grenade**
- **-Elemental**
- **-FireSkull**

App

- -j1EntityManager
- -j1Audio
- -j1State
- -j1Map
- ...

- -Start()
- -Awake()
- -PreUpdate()
- -Update()
- -PostUpdate()
- -CleanUp()

EntityManager

- **-p2List<Entity*>** entity_list
- **-Player*** player
- **-Grenade*** grenade
- **-fpoint** gravity

- -Awake()
- -Start()
- -PreUpdate()
- -Update()
- -PostUpdate()
- -CleanUp()
- -Load()
- -Save()
- -CreateEntity()/AddEntity()
- -DestroyEntity()/CleanAllEntities()

Entity

- **-fPoint** Pos
- **-fPoint** Speed
- **-EntityType** type
- **-SDL_Texture*** texture
- **-SDL_Rect** texture_section
- **-bool** fliped
- **-bool** destroy
- **-bool** enabled
- **-float** health

- -Awake()
- -Start()
- -PreUpdate()
- -Update()
- -PostUpdate()
- -CleanUp()
- -Load/Save()
- -Enable/Disable()

Particle

- **-fPoint** offset
- **-fPoint** gravityaccel
- **-fPoint** forces
- **-float** mass

- -Integrate()
- -ApplyForce()
- -ApplyGravity()

Animated Particle

- **-Animations** anim
- **-bool** dieOnEndAnim

Grenade

- **-collision_type** grenade_collision_buffer

- -GrenadeCollisions()
- -Teleport()
- -CorrectCollider()
- -CheckEnemyPosition()

Elemental

- **-float** pathfinding_update_rate

- -PreUpdate()
- -Update()
- -PostUpdate()
- -ChangeAnimation()

Enemy

- **-enemy_states** state
- **-collider_type** collider
- **-p2DynArray<iPoint>** path
- **-int** chase_distance

- -GeneralMove()
- -CheckDistance()
- -DoEnable()
- -DoPathFinding()

Character

- **-FrameInfo*** currentframe
- **-p2List_item<Animations*>*** currentAnim
- **-iPoint** hitbox_w_h;
- **-p2List<Animations*>** animations_list

- -StepCurrentAnimation()
- -LoadAnimations()
- -FlipCharacter()

Fire_Skull

- **-float** pathfinding_update_rate

- -PreUpdate()
- -Update()
- -PostUpdate()
- -ChangeAnimation()

Player

- **-state_list** current_state
- **-iPoint** throwgrenade_vec
- **-float** grenadecooldown
- **-bool** god_mode

- -ResetPlayerToStart()
- -CheckInputs()
- -CheckCollisions()
- -MovePlayer()
- -ChangeAnimation()
- -GodMode()

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