VML Klossidiepremm

Spieldblowf.h

- levelcont: int

start Sequenz (): void
clear Screen (): void
fill Spielfeld (): void
Auspabe (): void
relithcheck (): braid
response (): int
response (): void

Charleter

- position_x: int

= position_y: int

= position_y: int

Setter: voids

Getter: voids

incrementX(): void

incrementX(): void

olecrementX(): void

olecrementX(): void

decrementY(): void

- Cifepoints(): int -reclutpoints(): int Setter: void Getter: into increment Relithpoints() decrement Relithpoints() more Player () auswirkungen

verfolgt

MoveTowerds Player () void attach Player () void