IClientEntity

+ IClientEntity()
+ ~IClientEntity()
+ getElapsedTime()
+ getPos()
+ getSize()
+ getGlobalBounds()
+ setPos()
+ setRotation()
+ setColor()
+ setHealth()
+ restartClock()
+ drawSprite()
+ drawParticles()
+ update()
+ isAlive()
+ isDeathFinish()
+ setIsAlive()

Entity

\# _texture
\# _sprite
\# _pos
\# _animationClock
\# _deathClock
\# _particleSystem
\# _startColor
\# _endColor
\# _health
\# _maxHealth
\# _sound1
\# _soundBuf1
\# _deathAnimation
\# _deathFinish
\# _speed
\# _isAlive

+ Entity()
+ ~Entity()
+ getElapsedTime()
+ getPos()
+ getSize()
+ getGlobalBounds()
+ setPos()
+ setRotation()
+ setColor()
+ restartClock()
+ isAlive()
+ setIsAlive()
+ isDeathFinish()
+ drawParticles()
+ drawSprite()
+ update()
+ setHealth()

Layer

+ Layer()
+ ~Layer()
+ setActive()
+ isActive()