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()

PlayerShip

+ PlayerShip()
+ ~PlayerShip()
+ update()
+ drawSprite()
+ drawParticles()
+ updateHp()