Building

ParticleSystem m_smokeEffect
sf::Texture m_smokeTexture
sf::Vector2f m_position
std::string m_name
sf::Texture m_buildingTexture
sf::Sprite m_buildingSprite
sf::CircleShape m_placementRadius
sf::RectangleShape m_healthBar
sf::RectangleShape m_healthBarBackground
int m_health
int m_maxHealth
int m_cost
BuildingType m_type
bool m_placementRadiusVisible

+ Building(BuildingType m_type)
+ virtual ~Building()
+ virtual void update(sf::Time t_deltaTime)
+ virtual void render(sf::RenderWindow &m_window)
+ void takeDamage(float m_damageAmount)
+ void setPosition(const sf::Vector2f &m_position)
+ sf::Vector2f getPosition()
+ int getCost() const
+ float getHealth() const
+ BuildingType getType() const
+ bool checkAffordability()
+ void setPlacementRadiusSize(float m_radius)
+ void setHealth(float newHealth)
+ const sf::Sprite & getBuildingSprite() const
+ const sf::Texture & getBuildingTexture() const
+ const sf::CircleShape & getPlacementRadius() const
+ void updateHealthBar()
# void initSmokeEffect()
# void spawnSmokeEffect()

Headquarters

+ Headquarters()
+ ~Headquarters()
+ void update(sf::Time t_deltaTime) override
+ void render(sf::RenderWindow &m_window) override