ParticleSystem

- + std::vector< Particle > m_particles
- + void update(sf::Time t_deltaTime)
- + void render(sf::RenderWindow &m window)
- + void addParticle(const Particle &m particle)



Building

- # 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()