

Bullet

+ sf::CircleShape m_bulletShape

+ sf::Vector2f m_position

+ bool m_active

+ Bullet(const sf::Vector2f &m_startPosition, const sf::Vector2f &m_targetDirection, float m_speed)

+ void update(sf::Time t_deltaTime)

+ void render(sf::RenderWindow &m_window, const sf::Shader &m_glowShader) const