

Missile

+ sf::Sprite m_missileSprite

+ std::deque< TrailPart > m_trail

+ sf::Vector2f m_position

+ float m_damage

+ bool m_active

+ Missile(const sf::Vector2f &m_startPosition, const sf::Vector2f &m_targetDirection, float m_speed, const sf::Texture &m_texture)

+ void update(sf::Time t_deltaTime)

+ void render(sf::RenderWindow &m_window) const