

```
+MainMenu(data: Data&)
+~MainMenu()
+init(): bool
+update(dt : float, current_state : GameStates&, event : sf.Event&) : void
+render(event : sf.Event) : void
+mouseClicked(event : sf.Event, current_state : GameStates&) : void
+keyPressed(event : sf.Event, current_state : GameStates&) : void
+resetState(current_state : GameStates&) : void
+clicked_play : bool = false
+clicked_exit : bool = false
+bg_audio : sf.Music
+select_buffer : sf.SoundBuffer
+select_audio : sf.Sound
-event : sf.Event
-times_played : float
-play_now : bool
-game_title : sf.Text
-game_title_shadow : sf.Text
-background : sf.Sprite
-background_blocks : sf.Sprite
-background_deco : sf.Sprite
-background_texture : sf.Texture
-background_texture_blocks : sf.Texture
-background_texture_deco : sf.Texture
-main_font : sf.Font
-sun_font : sf.Font
-play_text : sf.Text
-exit_text : sf.Text
-inside_play : bool
-inside_exit : bool
-delay : sf.Clock
-player : sf.Sprite
-player_sheet : sf.Texture
-animation_clock : sf.Clock
-current_frame : sf.IntRect
-scale_value : float
-anim_state : short = {}
-jump_audio: sf.Sound
-jump_buffer : sf.SoundBuffer
```

				·>	+Ga	meWin(data : [Data
					+~G	ameWin()	
					+init	() : bool	
+game_play	+game_play \	↓ <u> </u>			+upo	date(dt : float, c	urre
GamePlay					+ren	nder(event : sf.E	Eve
+GamePlay(data : Data&)					+mo	ouseClicked(eve	ent
+~GamePlay()				+key	/Pressed(event	: s	
+init(): bool				+sho	oot() : void		
+update(dt : float, current_state :	GameStates&, event : s	sf.Ever	nt&) : void		+res	etState(current	_st
+render(event : sf.Event) : void					-gan	ne_play : Game	•Pla
+mouseClicked(event : sf.Event,	current_state : GameSta	ates&)	: void		_	in_font : sf.Font	
+keyPressed(event : sf.Event, cu	rrent_state : GameState	es&) : \	void			_ _font : sf.Font	
+shoot(): void						_ ect_buffer : sf.S	our
+resetState(current_state : Game	eStates&) : void					ect_audio : sf.S	
+getScore(): int						es_played : floa	
+player : Player*						ne_title : sf.Text	
+resetScore(): void						ne_title_shadov	
+maps : Maps*						/_text : sf.Text	-
+enemy : Enemy*[3]					-exit_text : sf.Text		
+collectibles : GameObjects*[2]				-clicked_play : bool			
+shoots : GameObjects*				-inside_play : bool			
+bg_music : sf.Music				-inside_exit : bool			
+hit_audio : sf.Sound				-background : sf.Sprite			
+hit_buffer : sf.SoundBuffer				-background_texture :			
+clink_audio : sf.Sound				-score_text : sf.Text			
+clink_buffer : sf.SoundBuffer						!	
-decoration : sf.Sprite						: ! ! !	
-decoration_texture : sf.Texture				<		! 	
-bg : sf.Sprite				← + game_play		i !	
-bg_image : sf.Texture				+ game_play		!	
-animation_vector : sf.Vector2f[2]							
-event : sf.Event						1 1 1 1	
-score : int						! ! !	
-score_text : sf.Text						: ! !	
-main_font : sf.Font						i ! !	_
-shots_texture : sf.Texture						! ! !	L
-shoot_direction : float						: ! !	+
-shot_clock : sf.Clock						1 1 1	+
-damage_clock : sf.Clock						! ! !	+
-shot_speed : float						: : :	+
-has_shoot : bool						i ! !	+
-damage_timer : sf.Clock						! !	+
-collectibles_clock : sf.Clock[2]						! ! !	+
-fixed_camera : sf.View						! ! !	+
				1			1

-follow_camera : sf.View

+(+i

```
+~GameOver()
                                                                         +init(): bool
ent_state : GameStates&, event : sf.Event&) : void
                                                                         +update(dt : float, current_state : GameStates&, event : sf.Event&) : void
nt) : void
                                                                         +render(event : sf.Event) : void
: sf.Event, current_state : GameStates&) : void
                                                                         +mouseClicked(event : sf.Event, current_state : GameStates&) : void
f.Event, current_state : GameStates&) : void
                                                                         +keyPressed(event : sf.Event, current_state : GameStates&) : void
                                                                         +shoot(): void
ate : GameStates&) : void
                                                                         +resetState(current_state : GameStates&) : void
ıy&
                                                                         -game_play : GamePlay&
                                                                         -main_font : sf.Font
                                                                         -sun font: sf.Font
ndBuffer
                                                                         -select_buffer : sf.SoundBuffer
                                                                         -select_audio : sf.Sound
                                                                         -times_played : float
                                                                         -game_title : sf.Text
sf.Text
                                                                         -game_title_shadow : sf.Text
                                                                         -play_text : sf.Text
                                                                         -exit_text : sf.Text
                                                                         -clicked_play : bool
                                                                         -inside_play : bool
                                                                         -inside_exit : bool
                                                                         -background : sf.Sprite
sf.Texture
                                                                         -background_texture : sf.Texture
                                                                         -score_text : sf.Text
```

+GameOver(data: Data&, game_play: GamePlay&)

GameObjects GameObjects(data : Data&, pos_x : float, pos_y : float) -GameObjects() nit() : bool nitialiseSprite(texture : sf.Texture&, filename : std.string) : bool update(dt : float) : void render() : void getSprite() : sf.Sprite * getCenter() : float svisible() : bool

a&, game_play : GamePlay&)

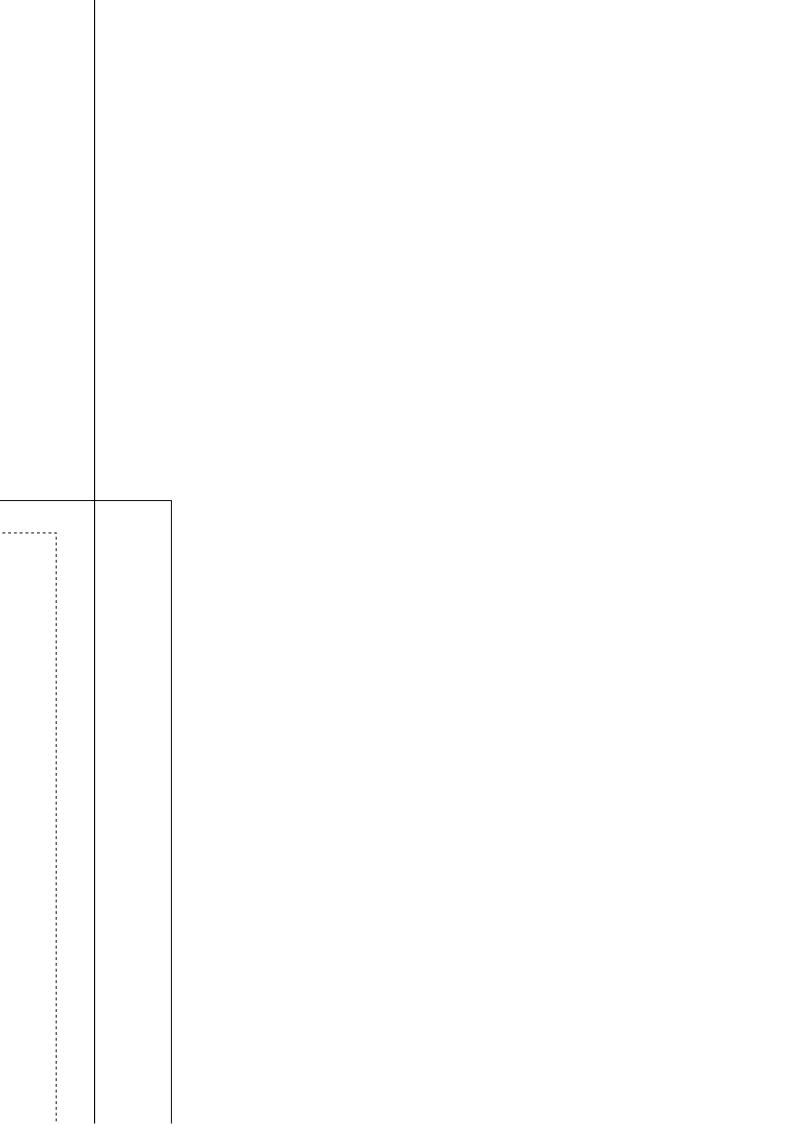
Enem +Enemy(data : Data&, pos_x : float, pos_tinit() : void +update(dt : float) : void +render() : void +getSprite() : sf.Sprite & +getLives() : int +setLives(lives : int) : void +enemy_speed : float

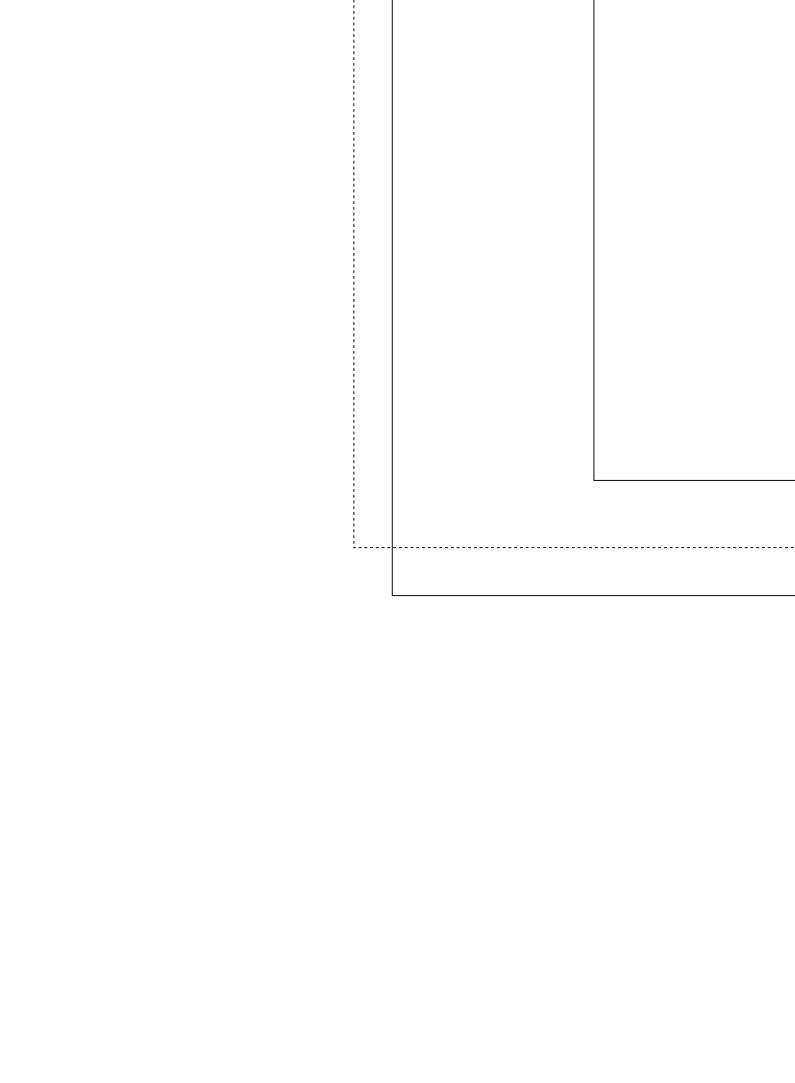
+lives: int

```
+GameOver(data : Data&, game_play : GamePlay&)
  +~GameOver()
 +init(): bool
 +update(dt : float, current_state : GameStates&, event : sf.Event&) : void
  +render(event : sf.Event) : void
  +mouseClicked(event : sf.Event, current_state : GameStates&) : void
  +keyPressed(event : sf.Event, current_state : GameStates&) : void
  +shoot(): void
  +resetState(current_state : GameStates&) : void
  -game_play : GamePlay&
  -main_font : sf.Font
  -sun_font : sf.Font
  -select_buffer : sf.SoundBuffer
  -select_audio : sf.Sound
 -times_played : float
  -game_title : sf.Text
  -game_title_shadow : sf.Text
  -play_text : sf.Text
  -exit_text : sf.Text
  -clicked_play : bool
 -inside_play : bool
  -inside_exit : bool
  -background : sf.Sprite
 -background_texture : sf.Texture
  -score_text : sf.Text
                                        -maps
                                  Maps
+Maps(data : Data&)
+~Maps()
+init(): void
+update(): void
+render(): void
+rectangles(): void
+rectangle : sf.RectangleShape[17]
-background : sf.Sprite
-background image: sf.Texture
```

s_y : float)

+Player





<<Enumeration>>
FakeState

fake_idle

fake_moving

<<Enumeration>> PlayerAnimState

idle

moving_left

moving_right

jump

fall

charging

attack

damage

<<Enumeration>>
GoAnimState

ENEMY_IDLE

ENEMY_MOVING

ENEMY_ATTACK

ENEMY_DAMAGE

GLOBAL

+main()

-direction : sf.Vector2f[4]	!	+
-n_enemies : int	,	+
-lives : int	+collectibles	+:
-health_size : int	+	+
-health_frame : sf.RectangleShape	'	+
-health_bar : sf.RectangleShape	'	+
-heart : sf.Sprite	!	+
-heart_texture : sf.Texture	,	+
-collectibles_texture : sf.Texture	· !	-\
-collected : bool	1	-8
-potions_collected : int	,	-;
-magic_wall : sf.RectangleShape[2][7]	'	-
-magic_wall_col : sf.RectangleShape[2]	!	#
-zg_rect : sf.RectangleShape	!	#
-zero_gravity_on : bool	!	7
-tiny_potions : sf.Sprite[2]		_
-tiny_potion_texture : sf.Texture	1	_
		_
		•
	 	_
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