

Skeleton	BlackBandit	BigBat
Animation idle: Animation()	Animation idle: Animation()	Animation fly: Animation()
Animation notice: Animation()	Animation idleSwordUp: Animation()	p2Point <int>: spawn</int>
Animation hit: Animation()	Animation running: Animation()	EntityData: batData
Animation walk: Animation()	Animation attack: Animation()	BigBat(int x, int y, ENTITY_TYPE type);
Animation death: Animation()	Animation death: Animation()	~BigBat();
p2Point <int>: spawn</int>	Animation falling : Animation()	bool: Start()
EntityData: skeletonData	p2Point <int>: spawn</int>	bool: Update(float dt) bool: CleanUp()
Skeleton(int x, int y, ENTITY_TYPE type)Skeleton()  bool: Start() bool: Update(float dt) bool: CleanUp()  bool: Load(pugi::xml_node& data)	EntityData:banditData;  BlackBandit(int x, int y, ENTITY_TYPE type)  ~BlackBandit()  bool:Start()  bool: Update(float dt)	bool: Load(pugi::xml_node& data) bool: Save(pugi::xml_node& data) const void: LoadTexture() void: LoadAnimation(pugi::xml_node animation_node, Animation* animation);
bool :Save(pugi::xml_node& data) const	bool: CleanUp()	
void: LoadTexture()	bool: Load(pugi::xml_node& data)	
void: LoadAnimation(pugi::xml_node animation_node, Animation* animation)	bool: Save(pugi::xml_node& data) const	
	void: LoadTexture()	

void: LoadAnimation(pugi::xml\_node animation\_node, Animation\* animation)