

QTableWidgetItem



EnemyItem

- orientation
- distance
- rotationAngle
- velocity

- + EnemyItem()
- + ~EnemyItem()
- + getOrientation()
- + getDistance()
- + getRotationAngle()
- + getVelocity()
- + setOrientation()
- + setDistance()
- + setRotationAngle()
- + setVelocity()