Entities System

EnemyInfo struct position iPoint EntitiesType enum

| EntitiesType | enum | |
|--------------|------|--|
| NOTYPE | | |
| PLAYER | | |
| TROLL | | |
| FLY | | |
| COLLECT | | |
| | | |

j1Entity Manager entities p2List<|1Entity*> enemy_info first_loop player class Player

Start() virtual boo Update() virtual bool PreUpdate() virtual bool virtual bool PostUpdate() Cleanup() EnemyCleanUp() virtual bool bool SetEnemyInitialPos OnCollision() void DestroyEntity() void CreateEntity() class j1Entity load() boo save() bool AddtoSpa Spawnl istReset() void CheckPlayerPostoSpawn()
CheckPlayerPostoDespawn() void void



j1Entity

EntityType class position fPoint fPoint speed float initial_pos iPoint animation class Animatio class Collider sprinter class SDL class Collider Startt) virtual bool

Start() virtual bool Update() virtual bool PreUpdate() virtual bool PostUpdate() virtual bool CleanUp() virtual bool Draw() virtual void OnCollision() virtual void SetInitialPos() virtual void

j1Collectables

 found_position found
 iPoint bool pick_up_fx
 iPoint uint

 Start()
 bool Update()
 bool Update()

 OnCollision()
 virtual void SethitialPos()
 virtual void LoadAnimations()

LoadAudio()

j1Player

iump limit jump_pos jump speed float bool landing boo can jump bool jumping double jump boo littlejump littlejumphigh bool uint godmode lifes bool int poitns int max_score hit_time int uint32 camera movement bool use_input dead bool hitted bool player_hurted name p2SString LoadPlayerAnimations() void

JumpReset() InitialPlayerPos() void void Awake bool bool Update() bool CleanUp() OnCollision() void Dead() void PlayerHurted() void LoseOneLife() void LittleJump();

j1Troll

dead bool
death_pos fPoint
troll_path struct
troll_death_fx uint
troll_attack_fx uint
direction

j1Troll Animations

idle_right Animation
walk_right Animation
jump_right Animation
tatack_right Animation
death_right Animation
idle_left Animation
jump_left Animation
jump_left Animation
death_left Animation
death_left Animation

j1FlyingEnemy

fly_right class Animation fly_left class Animation fly_death uint fly_attack uint direction moveTo path class Pathfinding

 Start()
 bool

 Update()
 bool

 OnCollision()
 virtual void

 SetinitialPos()
 virtual void

 LoadAnimations()
 void

 LoadAudio()
 bool

 IsPointInCircle()
 bool

 LoadFlyAnimations()
 void

j1Player Sounds

jump_sound uint
sword_sound uint
playersteps uint
lose_fx uint
hurt_fx uint
die_fx uint
troll_death uint

j1Player Animations

idle_right Animation Animation Animation walk_right jump right run_right attack_right Animation Animation death_right idle_left walk_left Animation Animation Animation jump_left run_left Animation Animation attack left Animation death_left Animation