```
IXMLSerializable
+ IXMLSerializable()
+ ~IXMLSerializable()
+ IXMLSerializable()
+ operator=()
+ operator<<()
+ operator<<()
RayLib::Vector2< int >
+ x
+ y
+ Vector2()
+ Vector2()
+ Vector2()
+ Vector2()
+ Vector2()
+ Vector2()
+ ~Vector2()
+ getVector2()
+ operator=()
+ operator+=()
and 6 more...
              verticalAxis
             horizontalAxis
    RayLib::Input
+ Input()
+ Input()
+ ~Input()
+ operator=()
+ GetHorizontalAxis()
+ GetVerticalAxis()
+ GetKeyPressed()
+ IsKeyDown()
+ GetCharPressed()
+ IsKeyPressed()
+ IsKeyReleased()
+ GetHorizontalKeys()
+ GetVerticalKeys()
            +movementInput
 Engine::playerkeys
 + actionKey
  + playerkeys()
```