## **UML - ENTITY SYSTEM**

## + Update ⊦ Update + CleanUp + CleanUp

j1App

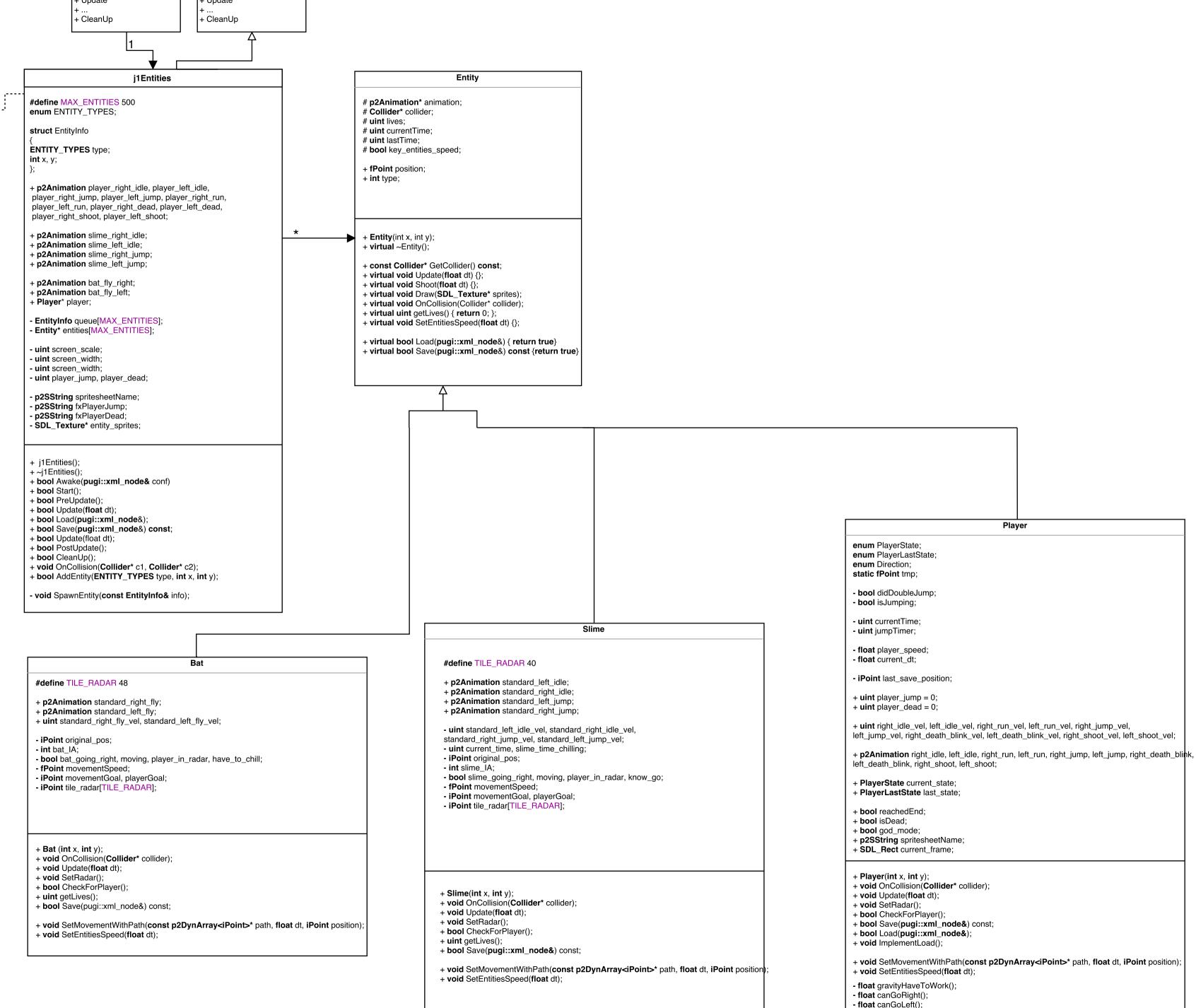
j1Module

## **Assumptions**

We assume j1Entities has a parent class called j1Module that has all Awake, Update and CleanUp methods that are called from a j1App class that controls all modules.

We assume some basic classes are implemented to help us manage data in a better way. We mean classes such as iPoint. p2SString, p2Animation and others.

We assume both SDL2 and pugixml libraries are included in our code.



- float canGoUp();

- float DistanceToWall(SDL\_Rect wall, SDL\_Rect player, Direction direction);