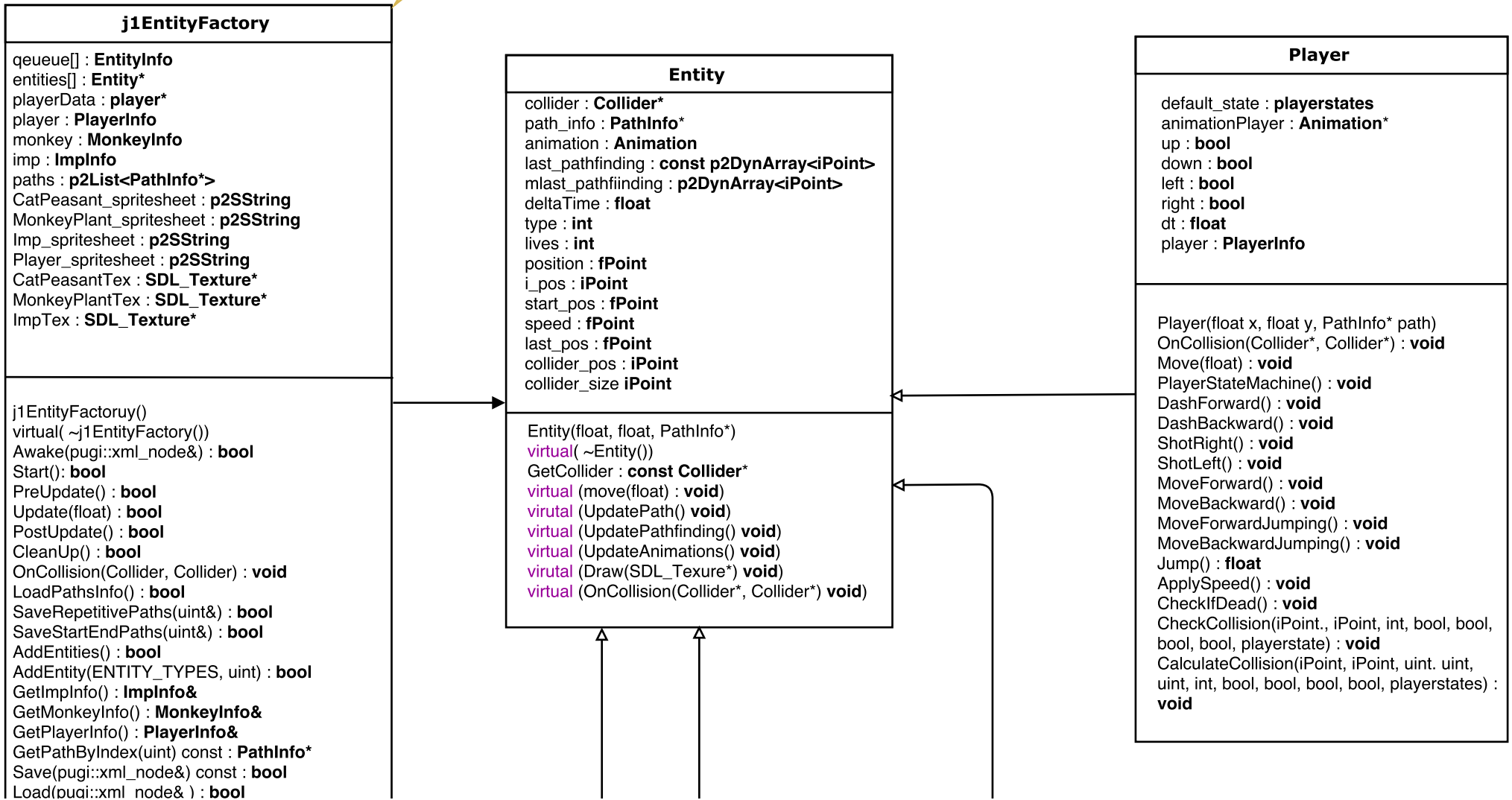
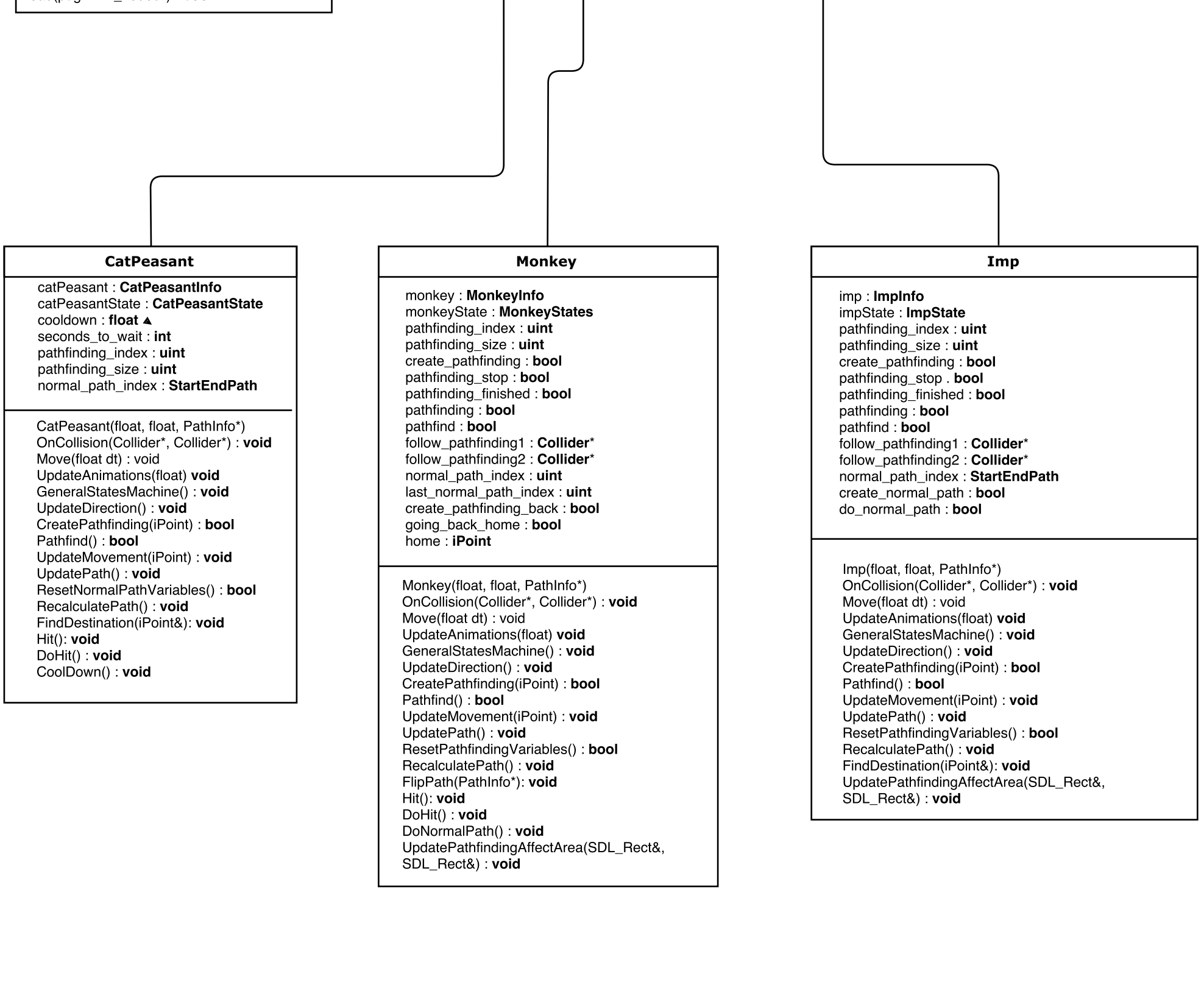
ENTITY SYSTEM UML

j1EntityFactory **inherits** from j1Module, as all other modules. ImpInfo, PlayerInfo, MonkeyInfo and CatPeasantInfo are all **structs** to save enemy data (animations, etc)




CatPeasant
catPeasant : CatPeasantInfo
catPeasantState : CatPeasantState
cooldown : float
seconds_to_wait : int
pathfinding_index : uint
pathfinding_size : uint
normal_path_index : StartEndPath
CatPeasant(float, float, PathInfo*)
OnCollision(Collider*, Collider*) : void
Move(float dt) : void
UpdateAnimations(float) void
GeneralStatesMachine() : void
UpdateDirection() : void
CreatePathfinding(iPoint) : bool
Pathfind() : bool
UpdateMovement(iPoint) : void
UpdatePath() : void
ResetNormalPathVariables() : bool
RecalculatePath() : void
FindDestination(iPoint&): void
Hit(): void
DoHit() : void
CoolDown() : void
Monkey
monkey : MonkeyInfo
monkeyState : MonkeyStates
pathfinding_index : uint
pathfinding_size : uint
create_pathfinding : bool
pathfinding_stop : bool
pathfinding_finished : bool
pathfinding : bool
pathfind : bool
follow_pathfinding1 : Collider*
follow_pathfinding2 : Collider*
normal_path_index : uint
last_normal_path_index : uint
create_pathfinding_back : bool
going_back_home : bool
home : iPoint
Monkey(float, float, PathInfo*)
OnCollision(Collider*, Collider*) : void
Move(float dt) : void
UpdateAnimations(float) void
GeneralStatesMachine() : void
UpdateDirection() : void
CreatePathfinding(iPoint) : bool
Pathfind() : bool
UpdateMovement(iPoint) : void
UpdatePath() : void
ResetPathfindingVariables() : bool
RecalculatePath() : void
FlipPath(PathInfo*): void
Hit(): void
DoHit() : void
DoNormalPath() : void
UpdatePathfindingAffectArea(SDL_Rect&,
SDL_Rect&) : void
Imp
imp : ImpInfo
impState : ImpState
pathfinding_index : uint
pathfinding_size : uint
create_pathfinding : bool
pathfinding_stop . bool
pathfinding_finished : bool
pathfinding : bool
pathfind : bool
follow_pathfinding1 : Collider*
follow_pathfinding2 : Collider*
normal_path_index : StartEndPath
create_normal_path : bool
do_normal_path : bool
Imp(float, float, PathInfo*)
OnCollision(Collider*, Collider*) : void
Move(float dt) : void
UpdateAnimations(float) void
GeneralStatesMachine() : void
UpdateDirection() : void
CreatePathfinding(iPoint) : bool
Pathfind() : bool
UpdateMovement(iPoint) : void
UpdatePath() : void
ResetPathfindingVariables() : bool
RecalculatePath() : void
FindDestination(iPoint&): void
UpdatePathfindingAffectArea(SDL_Rect&,
SDL_Rect&) : void