OtterEngine::Object

_name
_hitbox
_velocity
_events
_sprite
_aim

+ Object()
+ ~Object()
+ setPos()
+ setAim()
+ setHitBox()
+ setVelocity()
+ getPos()
+ getAim()
+ getSize()
+ getAngle()
and 8 more...

SpaceShip

_lastShoot
_cooldown
_camp

+ SpaceShip()
+ ~SpaceShip()
+ shootBullet()
+ getCooldown()
+ setCooldown()
+ getCamp()
+ setCamp()
+ updateEvents()
+ SpaceShip()
+ ~SpaceShip()
and 6 more...

Player

+ Player()
+ ~Player()
+ StartMoveUp()
+ StartMoveRight()
+ StartMoveDown()
+ StartMoveLeft()
+ StartShoot()
+ StartBomb()
+ StopMoveUp()
+ StopMoveRight()
and 64 more...