OtterEngine::Hitbox

+ Hitbox() + ~Hitbox() + setAngle() + setPos() + setType() + setSquareSize() + setRadius() + getAngle() + getPos() + getType() + getSquareSize() + getRadius() + applyLPos() + doCollide()

#_hitbox

OtterEngine::Object

#_name # _velocity # _events # _aim
+ Object() + ~Object() + setPos() + setAim() + setHitBox() + setVelocity() + getPos() + getAim() + getSize() + getAngle() and 8 more...

#_obj   #_sprite

OtterEngine::ISprite

#_pos # _size
+ ISprite() + ~ISprite() + refresh() + loadSpriteFromFile() + loadSpriteFromFile() + loadSpriteFromFile() + getPosition() + setSize() + setPosition() + getSize()