OtterEngine::Object

_name
_hitbox
_velocity
_events
_sprite
_aim

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

MonsterGenerator

+ MonsterGenerator()
+ ~MonsterGenerator()
+ timeForNextWaveVerification()
+ timeForNextWaveReaction()
+ updateEvents()