OtterEngine::Object name # hitbox #_velocity #_events #_sprite #_aim + Object() + ~Object() + setPos() + setAim() + setHitBox() + setVelocity() + getPos() + getAim() + getSize() + getAngle() and 8 more... ΔΔ SpaceShip #_lastShoot #_cooldown #_camp + SpaceShip() + ~SpaceShip() + shootBullet() + getCooldown() + setCooldown() + getCamp() + setCamp() + updateEvents() + SpaceShip() + ~SpaceShip() and 6 more... **EnnemySpaceShip** Player + EnnemySpaceShip() + Player() + ~Player() + ~EnnemySpaceShip() + CollisionVerification() + StartMoveUp() + CollisionReaction() + StartMoveRight() + updateEvents() + StartMoveDown() + EnnemySpaceShip() + StartMoveLeft() + ~EnnemySpaceShip() + StartShoot() + clone() + StartBomb() + CollisionVerification() + StopMoveUp() + CollisionReaction() + StopMoveRight() and 7 more... and 64 more... $\Delta \Delta \Delta$ ZigZagEnnemy + ZigZagEnnemy() + ~ZigZagEnnemy() + collide() + collision() + always() + alwaysGoDown() + alwaysGoUp() + GoDownVerification() + GoUpVerification() + GoDownReaction() and 27 more...

ShootingEnnemy

+ ShootingEnnemy()

+ clone()

+ collide()

+ collision()

+ always()

+ updateEvents()

+ shoot()

+ ~ShootingEnnemy()