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

Bullet

_camp

+ Bullet()
+ ~Bullet()
+ setCamp()
+ getCamp()
+ hit()
+ updateEvents()
+ Bullet()
+ ~Bullet()
+ setCamp()
+ getCamp()
and 10 more...

OtterEngine::ISprite

_pos
_size

+ ISprite()
+ ~ISprite()
+ refresh()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ getPosition()
+ setSize()
+ setPosition()
+ getSize()

Explosion

+ Explosion()
+ ~Explosion()
+ isFinished()
+ Finish()
+ hit()
+ updateEvents()
+ Explosion()
+ ~Explosion()
+ isFinished()
+ Finish()
and 8 more...