j1EntityFactory						j1BloodManager		
std::list <j1entity*> entities</j1entity*>					+ std	::list <bloodstream*< td=""><td>> bloodStreams</td></bloodstream*<>	> bloodStreams	
j1EntityPlayer* player					+ boo	ol Pre/Post/Update	() (x3)	
std::map <std::string, sdl_texture*=""> entityTextureMap</std::string,>			j1Entity			+ void CreateTargeted/RandomBloodSteam() (x2)		
std::array <difficultymultiplier, 5=""> difficultyMultipliers DifficultyMultiplier currentDifficultyMultiplier</difficultymultiplier,>			+ fPoint position + iPoint size, float spriteScale					
						+ Color GenerateColorForBloodDrop()		
enemyKillTimeBonusFactor		+ ENTITY_TYPE type			+ fPoint GenerateRandom/TargetedSpeedForBloodDrop() (x2)			
CreateEntity()		\rightarrow	+ field: type			L_Rect GetRectCe	entralArea() oodDropsToBeSpawned()	
GetEntityFromID()		+ POINTING_DIR pointingDir						
DoDamagetoEntity()		+ float life, maxLife, speed, mass			+ class bloodStream {			
AddLife/Armor/AmmoToPlayer() (x3)			+ Collider* collider, virtual void OnCollision/Exit() (x2)		}	std::list <j1entityblooddrop*> myBloodDrops; }</j1entityblooddrop*>		
SetDifficultyMultiplier()			+ Animation idle, *c	urrentAnimation				
isBlitOrderHigherThanPreviousEntity()			+ uint blitOrder					
hasIntersectionRectAndLine(), isPointInsideRect(), GetRectCentralPoint()			+ uint ID				j1EntityBloodDrop	
isInDistanceModule()			+ virtual POINTING_DIR GetDirection()				+ Color c	
bool Pre/Post/Update() (x3)		+ virtual bool UpDate(), Move(), Di				+ fPoint initialSpeed, speedDecrement		
				$\Delta \wedge \Delta$			+ bool floor/roofReached (x2)	
							+ Viscosity viscosityData	
j1EntityPlayer							+ void Draw(), bool UpDate()	
Animation run, death1/2		j1Enemy					+ void OnCollision/Exit() (x2)	
double paralizedDir	+ ATTACK	_TYPE currentAttack	Туре	j1EntityP	Platform		+ struct Viscosity	
mpData jumpInfo + AttackData currentAttackData			ı	+ int heightLevel			{	
float armor, maxAmor	+ enemyPa	athType pathType		Δ'	7	Dynamic	float speed; uint frameRate; uint frameCounter; };	
myState state	+ baseDar	mageValues damage\	Values	j1EntityPlatfo	ormDvnam			
j1EntityPlatform* lastPlatform + baseCadenceValues cadence			eValues	+ bool endReached	,			
std::vector <j1entitylootweapon*> yWeapons, j1EntityLootWeapon* urrentWeapon bool PreUpdate(), Move() + Animation run, death1 + uint tileDetectionRang + j1EntityPlatform* lastF + std::vector<ipoint> pa</ipoint></j1entitylootweapon*>					+ int levelsUp/Down			
				+ Collider* AreaCollider + AXIS_Movement movementT			j1EntityLoot	
						1 1	+ LOOT_TYPE loot_type	
		or <ipoint> pathToFol</ipoint>	low			1 1	rual void OnCollision/Exit() (x2)	
void OnCollision/Exit() (x2) + uint powerLevel void Horizontal/VerticallMovement (x2) + myEnemyState state			+ void OnCollision/Exit()		kit() (x2)	+ LO	+ LOOT_TYPE GetType()	
				+ bool Update()			$\frac{1}{2}$	
void WarnOtherModules()	, bool Mov	+ hool Move() FollowPath()		+ void SetAreaColPos()				

