

Class Enemy

</>

Namespace: [Model](#)








Assembly: Model.dll

```
public class Enemy
```

Inheritance

[object](#)  ← Enemy

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,
[object.ToString\(\)](#) 

Constructors

Enemy(int, int, ConsoleColor)

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```
public Enemy(int x, int y, ConsoleColor color)
```

Parameters

x [int](#) **y** [int](#) **color** [ConsoleColor](#) 

Fields

_color

</>

```
public ConsoleColor _color
```

Field Value

[ConsoleColor](#) 

Properties

GoingLeft

</>

```
public bool GoingLeft { get; set; }
```

Property Value

[bool](#)

Speed

</>

```
public int Speed { get; set; }
```

Property Value

[int](#)

XPos

</>

```
public int XPos { get; set; }
```

Property Value

[int](#)

YPos

</>

```
public int YPos { get; set; }
```

Property Value

[int](#)

Methods

UpdateEnemyX()



Change la valeur X de l'ennemie pour le déplacer

```
public void UpdateEnemyX()
```

UpdateEnemyY()



Change la valeur Y de l'ennemie pour le déplacer vers le bas

```
public void UpdateEnemyY()
```