- xoffset : int - yoffset : int - maxBullets : int - currBullets : int - location : vector<int> - units : vector<Unit> - areas : vector<SDL Rect> - clip_background : SDL_Rect[60][22] - background : SDL_Surface* - title : SDL Surface* - slide1 : SDL_Surface* main.cpp - slide2 : SDL Surface* - slide3 : SDL Surface* + main(): int - slide4 : SDL_Surface* - slide5 : SDL Surface* - slide6 : SDL_Surface* + Stage(): constructor + perform(double, Unit*): void + isInBounds(int,int) : int + addArea(int,int,int,int,int): int + draw(): void + addUnit(Unit*) : void + removeUnit(Unit*) : int + clean_up(): void + clear_screen(): void + drawTitle(string) : void + adjustUnits(): void + getoffsetx(): int + getoffsety(): int + checkCollisions(Unit*): bool + canFire(): bool + isOffScreen(Unit*): bool + init(): bool + init_fullscreen(): bool -load_image(string) : SDL_Surface -apply_surface(int,int,SD_Surface*, SDL_Surface*, SDL_Rect*, int, int): void -load_files(): bool - set_clips(): void

Stage

