App contains 1 j1Enemies and j1Enemies inherit from j1Module

J1Module

J1App

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J1Enemy

j1Enemy(int,int)
virtual ~j1Enemy()
GetCollider () const: **const Collider***
virtual Move(float dt){}: **void**
virtual Draw(SDL_Texture): **void**
virtual OnCollision(Collider): **void**
virtual getHitPoints(): **uint**

animation: **Animation***
hitPoints: **uint**
currentTime: **uint**
lastTime: **uint**
time: **int**
shot: **bool**
hit_animation: **bool**

collider: **Collider***
position: **iPoint**
type: **int**
score: **int**
id: **int**

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J1Enemies

queue []: **EnemyInfo**
enemies []:**j1Enemy***
sprites: **SDL_Texture***
final_boss: **SDL_Texture***
proj_speed: **float**
speed_x_mult: **float** speed_y_mult:
float common_mult: **float**
a_mult: **float**
playerMapPos: **iPoint**
bossHP: **int**

j1Enemies ()
~j1Enemies ()
Start (): **bool**
PreUpdate(): **bool**
Update (float): **bool**
PostUpdate():**bool**
CleanUp():**bool**
 FreeEnemies (): **bool**
OnCollision(Collider, Collider): **void**
AddEnemy(ENEMY_TYPES , int , int):**bool**

SpawnEnemy(const EnemyInfo): **void**

Enemy_knight

Idle: **Animation**
Animation attack: **Animation**
Animation runR: **Animation**
Animation runL: **Animation**
original_pos: **iPoint**
pathToFollow: **iPoint**
knightSpeed: **iPoint**

Enemy_knight(int,int)
Move(float): **void**
OnCollision(Collider): **void**
getHitPoints():**uint**

Enemy_boss

Animation idle: **Animation**
attack: **Animation**
fly: **Animation**
start_fly: **Animation**
original_pos: **iPoint**
timer: **j1Timer**
cont: **int**
time: **float**
timer2: **float**
attack_last_frame: **SDL_Rect**
attack_frame: **SDL_Rect**

Enemy_Boss(int ,int)
Move(float):**void**
OnCollision(Collider):**void**
getHitPoints():**uint**

Enemy_gargoyle

idle: **Animation**
attackR: **Animation**
attack: **Animation**
fly: **Animation**
original_pos: **iPoint**
pathToFollow: **iPoint**
gargoyleSpeed: **iPoint**

Enemy_gargoyle(int,int)
Move(float): **void**
OnCollision(Collider*): **void**
getHitPoints():**uint**