

```
1 using UDK;
2
3 namespace Grafico1
4 {
5     public enum CharacterType
6     {
7         PLAYER,
8         THIEF,
9         BOSS
10    }
11    public class Character
12    {
13        public Rectangle rectangle = new Rectangle();
14        public CharacterType type;
15        public double velocity = 0;
16
17        private double[] policeColor = new double[4]
18        {
19            0.2,
20            0.2,
21            1.0,
22            0.8
23        };
24
25        private double[] thiefColor = new double[4]
26        {
27            0.2,
28            0.8,
29            0.2,
30            0.8
31        };
32        private double[] bossColor = new double[4]
33        {
34            0.8,
35            0.2,
36            0.2,
37            0.8
38        };
39
40        // CONSTRUCTORES
41        public Character()
42        {
43
44        }
45
46        public Character(CharacterType typeValue, double positionXValue, ↗
47            double positionYValue)
48        {
49            type = typeValue;
50            rectangle.X = positionXValue;
51            rectangle.Y = positionYValue;
52        }
53    }
54 }
```

```
53
54
55     // METODOS
56     public void Draw(ICanvas canvas)
57     {
58         double posX = rectangle.X; // TODO:DUDA DE VARIABLES
59         double posY = rectangle.Y;
60         double characterWidth = rectangle.Width;
61         double characterHeight = rectangle.Height;
62
63         if (type == CharacterType.PLAYER)
64         {
65             canvas.FillShader.SetColor(policeColor[0], policeColor[1], policeColor[2], policeColor[3]);
66             canvas.DrawRectangle(posX, posY, characterWidth, characterHeight);
67         }
68
69         if (type == CharacterType.THIEF)
70         {
71             canvas.FillShader.SetColor(thiefColor[0], thiefColor[1], thiefColor[2], thiefColor[3]);
72             canvas.DrawRectangle(posX, posY, characterWidth, characterHeight);
73         }
74
75         if (type == CharacterType.BOSS)
76         {
77             canvas.FillShader.SetColor(bossColor[0], bossColor[1], bossColor[2], bossColor[3]);
78             canvas.DrawRectangle(posX, posY, characterWidth, characterHeight);
79         }
80     }
81
82     public void Move()
83     {
84         velocity += 0.001;
85         rectangle.Y = (Math.Sin(velocity) * 4) + 5;
86     }
87 }
88
89
```