

```
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 double posX;
14        public double posY;
15
16        public double characterWidth = 1;
17        public double characterHeight = 1;
18
19        public CharacterType type;
20
21        public double[] policeColor = new double[4]
22        {
23            0.2,
24            0.2,
25            1.0,
26            0.8
27        };
28
29        public double[] thiefColor = new double[4]
30        {
31            0.2,
32            0.8,
33            0.2,
34            0.8
35        };
36        public double[] bossColor = new double[4]
37        {
38            0.8,
39            0.2,
40            0.2,
41            0.8
42        };
43
44
45
46        // GETTER
47        public CharacterType GetCharacterType => type;
48
49
50
51        // CONSTRUCTORES
52        public Character()
53        {
```

```
54
55     }
56
57     public Character(CharacterType typeValue, double positionXValue, ↗
58         double PositionYValue)
59     {
60         type = typeValue;
61         posX = positionXValue;
62         posY = PositionYValue;
63     }
64
65     // METODOS DE CLASE
66     public void Draw(ICanvas canvas, CharacterType type)
67     {
68         if (type == CharacterType.PLAYER)
69         {
70             canvas.FillShader.SetColor(policeColor[0], policeColor ↗
71                 [1], policeColor[2], policeColor[3]);
72             canvas.DrawRectangle(posX, posY, characterWidth, ↗
73                 characterHeight);
74         }
75         if (type == CharacterType.THIEF)
76         {
77             canvas.FillShader.SetColor(thiefColor[0], thiefColor[1], ↗
78                 thiefColor[2], thiefColor[3]);
79             canvas.DrawRectangle(posX, posY, characterWidth, ↗
80                 characterHeight);
81         }
82         if (type == CharacterType.BOSS)
83         {
84             canvas.FillShader.SetColor(bossColor[0], bossColor[1], ↗
85                 bossColor[2], bossColor[3]);
86             canvas.DrawRectangle(posX, posY, characterWidth, ↗
87                 characterHeight);
88         }
89     }
90 }
```