



+ updateEveryFrame()

+ override draw(inout target: RenderTarget&, states: RenderStates)

План: ok|file manager ok|tile map > |scene > |figures > |hero > main program > bullet > enemy > |final gameplay

Status

UnitCreator: <class... _MainUnit> add[різні види колізій] - main_collisions: std::vector<b2FixtureDef> + status: Status + start_linear_speed: sf::Vector2f + start_angular_speed: float + start_linear_damping: float + start_angular_damping: float + start_angle: float + start_position: sf::Vector2f + is fixed: bool + is_bullet: bool + mass: float + gravity_scale: float + textue: sf::Texture* + states and texture rects: Unit::StatesAndRectsOfTexture + start_state: std::string + size_of_visible_texture: sf::Vector2f + UnitCreator() + ~UnitCreator() <class... Params> + create(world: b2World&, _Vals: _Params...): std::shared_ptr<_MainUnit> + restart() + addCollision(collision: b2FixtureDef) + addBoxCollision(size: sf::Vector2f, position: $sf::Vector2f = \{0,0\},$ angle: float = 0.f, density: float = 0.5f. friction: float = 0.2f, restitution: float = 0.f) + addCircleCollision(redius: float, position: $sf::Vector2f = \{0,0\},$ density: float = 0.5f. friction: float = 0.2f. restitution: float = 0.f) + addStateAndTextureRect(state: std::string, raf: Unit::RectAndFrames) + addStatesAndTexturesRect(init: std::initializer_list < std::pair < std::string, Unit::RectAndFrames> >) + loadTextureFromFile(file_name: std::string)



