



План:
> file manager
~ tile map
> scene
> hero
> main program
> bullet
> enemy
> final gameplay

UnitCreator: Колізія: add[різні види колізій]

Пофіксіть баг з текстурами

UnitCreator
- main_collisions: std::vector<b2FixtureDef>

<class... _MainUnit>

- main_world: b2World*
+ 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

+ states_and_texture_rects: Unit::StatesAndRectsOfTexture

+ start_state: std::string

+ size_of_visible_texture: sf::Vector2f

+ UnitCreator(world: b2World*) + ~UnitCreator()

<class... _Params>

+ create(_Vals: _Params...): _MainUnit*

+ addCollision(collision: b2FixtureDef)

+ addBoxCollision(size: sf::Vector2f, friction: float = 0.8) //<< change

+ addStateAndTextureRect(state: std::string, raf: Unit::RectAndFrames)

+ addStatesAndTexturesRect(init: std::initializer_list < std::pair < std::string, Unit::RectAndFrames> >)

+ loadTextureFromFile(file_name: std::string)