Main

Menu
highscores();
Instructions();

Levels

Game
void start_game(int l);
void checkCollision();
void checkCollisionplayer(RenderWindow& window);
void checkCollisionMonster(RenderWindow& window);
void checkCollisionDragon(RenderWindow& window);
 void DroppingBomb(int x);
 void GameOver();
void levelcomplete();

Bomb
void movebomb();
FloatRect getGlobalBounds() const;

Enemy
virtual void DropBomb(){};

Player
void move(std::string s);
 void shootbullet();

Bullet
FloatRect getGlobalBounds() const;
void movebullet(std::string s1);

Invaders
 void setPosition(float x, float y);
FloatRect getGlobalBounds() const
 void destroy()
void DropBomb();
Invaders * DrawRectangle(Invaders * I)
Invaders * DrawCross(Invaders * I)
Invaders * DrawTriangle(Invaders * I)
Invaders* DrawDiamond(Invaders* I)
Invaders* DrawCircle(Invaders* I)
Invaders* DrawHeart(Invaders* I

Monster
void move();
void shootbomb();

Dragon
void shootbomb();