

# My Project

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# Chapter 1

## Class Index

### 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 2

# Class Documentation

### 2.1 hero Struct Reference

#### Public Attributes

- int **life**
- int **attack1**
- int **attack2**
- int **attack3**
- int **mana**
- int **life\_max**
- int **mana\_max**
- int **presence**
- float **rapport** [2]
- SDL\_Surface \* **barre** [3]
- SDL\_Surface \* **sorts**
- SDL\_Surface \* **img** [4]
- SDL\_Rect **posbar** [2]
- SDL\_Rect **pos**
- Mix\_Chunk \* **sound** [3]

The documentation for this struct was generated from the following file:

- var.h

### 2.2 perso Struct Reference

#### Public Attributes

- int **life**
- int **life\_max**
- int **attaque**
- int **type**
- float **rapport**
- SDL\_Surface \* **img** [9]
- SDL\_Surface \* **barre** [2]
- SDL\_Rect **posbar**
- SDL\_Rect **pos**

The documentation for this struct was generated from the following file:

- var.h



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