CharacterActor

+Character(float, float, const char*, float)
+setVelocity(float, float) : void
+getSpeed() : float
+setSpeed(float) : void
+getIsAttacking() {return m_attacking} : bool
+startAttacking() : void
+getMoveComponent () : MoveComponent*
+getFollowComponet() : FollowComponet*
+start() : void
+update(float) : void
+draw() : void

-m_velocity : MathLibrary::Vector2
-m_moveComponent : MoveComponent*
-m_followComponet : FollowComponet*
-m_healthComponet : HealthComponet*
-m_speed : float

EnemySpawner

+EnemySpawner(Player*)
+update(float) : void override
PLayer* m_player

HeartUI

+HeartUI(float, float, Character*, HealthDisplayer*)
+start() : override void
+update(float) : override void
+killHeart(float) : void
+spinHeart(float) : void

-m_owner : Character*
-m_spriteComponent : SpriteComponeent*
-m_spinTimer : float
-m_spinDuration : float
-m_isBlack : bool

MainScene

+start() : void override
+draw() : override void

-m_map : Textur2D

Actor

Scene

EnemyActor : CharacterActor

+EnemyActor(float,float,const char*, float, int,Actor*)
+start() : void : override
+update(float) : void
-m_targetActor : Actor*
-m_followComponet : FollowComponet*
-m_maxHealth : int
-m_mainScene : MainScene
-m_aabbCollider : AABBCollider

PlayerActor : CharacterActor

+Player(float, float, const char*, float, int)
+getInputComponet() : InputComponet*
+start() : void : override
+update(float) : void : override
-m_inputComponet : InputComponet*
-m_aabbCollider : AABBCollider
-m_player : Player*

HealthDisplay

+HealthDisplay(float, float, Character*)
+start() : void override
+update(float) : void override
+checkHealth(float) void override
-m_owner : Character*
-m_firstHeart : HeartUI*
-m_secondHeart : HeartUI*
-m_thirdHeart : HeartUI*

UIActor

+UiActor(int, int, int , const char*,)
+draw() : override void

-m_fontSize : int
-m_x : int
-m_y : int
-m_text : const char*

MenuScene

+start() : override void
+update(float) : override void
+draw() : override void

-m_engine : Engien*