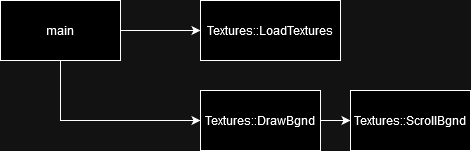
# Side Scrolling Shmup Design Document

### Understanding the template

In order to better understand the codebase i created a flowchart and procedure dependency for diagram for the template codebase. They are very simple for this template

#### Procedure Dependency Diagram



#### Flowchart



## Upgrading the template

In order to help me plan the changes i wanna make i made a flowchart for the program after the planned upgrades

I dont think the current system of storing the sprites in the template is easily extendable, and as such i will be building my own system, storing the sprites within an entity object.

Entity object{

Float xPos, yPos

entSpr

initEnt{

setTexture()

setPos()

}

RenderIn{}

setPos{}

accellEnt{}

mvEnt{

clampToScreen()

}

updateEntPos{}

}

Ship::entity object{

handleUserInputs{

Vector2 inputtedDirect

getUsrInForInputtedDirect

accellEnt(inputtedDirect\*MoveSpeed\*deltaSinceLastFrame)

}

}