Class SmartEntity

Namespace: Entity

Assembly: Spicy_Invaders.dll

SmartEntity are all objects that are "Alive" (player and enemies).

```
public class SmartEntity : MovableEntity
```

Inheritance

object ← MovableEntity ← SmartEntity

Derived

Enemy, PlayerShip

Inherited Members

MovableEntity.TravelDirection , MovableEntity.Position , MovableEntity.Velocity , MovableEntity.Move(Direction) , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Constructors

SmartEntity()

```
protected SmartEntity()
```

Properties

EntityWidth

How large the entity is.

```
public int EntityWidth { get; set; }
```

Property Value

int

FaceDirection

The direction it is facing

```
public Direction FaceDirection { get; set; }
```

Property Value

Direction

HealthPoints

It's healthpoints.

```
public int HealthPoints { get; set; }
```

Property Value

int

IsAlive

Bool for if the entity is alive or dead.

```
public bool IsAlive { get; set; }
```

Property Value

bool

IsHit

If the entity has been hit by a projectile.

```
public bool IsHit { get; set; }
```

Property Value

bool

ShootXPos

The shoot x position (where the bullet will exit the entity)

```
public int ShootXPos { get; set; }
```

Property Value

int

ShootYPos

The shoot y position (where the bullet will exit the entity)

```
public int ShootYPos { get; set; }
```

Property Value

int

Weapon

The weapon it uses have/use

```
public WeaponType Weapon { get; set; }
```

Property Value

WeaponType

Methods

Hit(Projectile)

Virtual hit method.

```
public virtual void Hit(Projectile projectile)
```

Parameters

`projectile` Projectile

The projectile which hit the entity.

Shoot()

Shoot method that generates a projectile object based on shoot x/y pos and weapon type.

```
public Projectile Shoot()
```

Returns

Projectile

A projectile