

Class Projectile



Namespace: [Entity](#).

Assembly: Spicy_Invaders.dll

projectile class for weapons projectiles (what comes out of the weapon). Inherent from MoveEntity.

```
public class Projectile : MovableEntity
```

Inheritance

[object](#) ← [MovableEntity](#) ← Projectile

Derived

[Bullet](#), [Laser](#), [Missile](#)

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

Projectile()



```
protected Projectile()
```

Properties

Damage



The amount of damage the projectile deals on contact.

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

Property Value

