Class Laser

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Namespace: [Entity](#)

Assembly: Spicy_Invaders.dll

Laser projectile class for the laser gun weapon. Inherents from Projectile.

```
public class Laser : Projectile
```

Inheritance

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

Inherited Members

[Projectile.Damage](#) , [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

Laser()

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```
public Laser()
```

Laser(int, int, Direction)

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```
public Laser(int x, int y, Direction direction = Direction.Up)
```

Parameters

x [int](#)

y [int](#)

direction [Direction](#)