

Class Missile



Namespace: [Entity](#).

Assembly: Spicy_Invaders.dll

Missile projectile class for the rocket launcher weapon. Inherits from Projectile.

```
public class Missile : Projectile
```

Inheritance

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

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

Missile()



```
public Missile()
```

Missile(int, int, Direction)



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

Parameters

x [int](#)

y [int](#)

direction [Direction](#)