Class PlayerShip   </>

Namespace: Entity

Assembly: Spicy_Invaders.dll

PlayerShip Classes which inherits from SmartEntity

```
public class PlayerShip : SmartEntity
```

Inheritance

object ← MovableEntity ← SmartEntity ← PlayerShip

Inherited Members

SmartEntity.Weapon , SmartEntity.HealthPoints , SmartEntity.FaceDirection ,
SmartEntity.ShootXPos , SmartEntity.ShootYPos , SmartEntity.EntityWidth , SmartEntity.IsAlive ,
SmartEntity.IsHit , [SmartEntity.Shoot()](SmartEntity.Shoot) , MovableEntity.TravelDirection , MovableEntity.Position ,
MovableEntity.Velocity , [MovableEntity.Move(Direction)](MovableEntity.Move) , [object.Equals(object)](object.Equals) ,
[object.Equals(object, object)](object.Equals) , [object.GetHashCode()](object.GetHashCode) , [object.GetType()](object.GetType) ,
[object.MemberwiseClone()](object.MemberwiseClone) , [object.ReferenceEquals(object, object)](object.ReferenceEquals) , [object.ToString()](object.ToString)

Constructors

PlayerShip(int, int)   </>

Constructor, x/y are it's starting positions.

```
public PlayerShip(int x, int y)
```

Parameters

x [int](int)
  x position

y [int](int)
  y position

Methods

Hit(Projectile)   </>

override Hit method, if the playership is hit than IsHit becomes true, healthPoints are lowered by 1. player is dead if healthpoints is zero.

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

Parameters

projectile Projectile