Model::Main

BaseEnemy

- +float w
- +float h
- +float dt
- +iPoint pos
- +bool isAlive
- +SDL Texture texturaEnemy
- +Animation enemyAnimation
- +virtual void Update()
- +bool GetIsAlive()

Enemy_Bat

- +enemyBatState
- +enemyBatLookingDirection
- +int controladorAnimation
- +bool canAtacPlayer
- +uint tempoExplosio
- +iPoint nextPos
- +p2DynPath lastpath
- +bool canGetCloser
- +void Update()
- +void ChargeAnimations()
- +void Draw()
- +void UpdateInfo()
- +void Move()
- +void GetCloser()

Enemy_Waler

- +iPoint nexPos
- +p2DynArray lastpath
- +enemyWalkerState
- +enemyWalkerLookingDirection
- +int controladorAnimation
- +uint tempoSmokeJump
- +uint tempoAtac
- +bool canAtacPlayer
- +bool col[4]
- +bool walkable[4]
- +void Update()
- +void ChargeAnimation()
- +void Draw()
- +void UpdateInfo()
- +void Move()
- +void gravityFall()