

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using Microsoft.Xna.Framework;
using Microsoft.Xna.Framework.Content;
using Microsoft.Xna.Framework.Graphics;

namespace FinalProject
{
    class missile
    {
        Vector2 mStartPosition;
        int mSpeed;
        int mDirection;
        bool missileVisible = true;
        Rectangle missileRec;
        Texture2D missileSprite;

        //Vector2 currentPosition = ;
        //    mStartPosition = theStartPosition;
        //    mSpeed = theSpeed;
        //public override void Draw(SpriteBatch theSpriteBatch)
        //{
        //    if (Visible == true)
        //    {
        //        base.Draw(theSpriteBatch);
        //    }
        //}

        public void setPosition(Vector2 position)
        {
            this.mStartPosition = position;
            createMissileRec();
        }

        public Vector2 GetPosition()
        {
            return this.mStartPosition;
        }

        public void setSpeed(int speed)
        {
            this.mSpeed = speed;
        }

        public void setDirection(int direction)
        {
            this.mDirection = direction;
        }

        public void setMissileSprite(Texture2D tex)
        {
            missileSprite = tex;
        }

        public int getDirection()
        {

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        return this.mDirection;
    }

    private void createMissileRec()
    {
        missileRec = new Rectangle((int)mStartPosition.X, (int)mStartPosition.Y, missileSprite.Width,
missileSprite.Height);
    }
    public Rectangle getMissileRec()
    {
        return missileRec;
    }

    public void Fire(Vector2 theStartPosition, int theSpeed, int theDirection)
    {
        //Position = theStartPosition;
        mStartPosition = theStartPosition;
        mSpeed = theSpeed;
        mDirection = theDirection;
        missileVisible = true;
    }

    public void setVisable(bool visable)
    {
        missileVisible = visable;
    }

    public bool getVisable()
    {
        return missileVisible;
    }

}
}
```