

# Class Enemy

Namespace: [Model](#)

Assembly: Model.dll

```
public class Enemy
```

## Inheritance

[object](#) ← Enemy

## Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Constructors

### Enemy(int, int)

Constructor

```
public Enemy(int _position, int Enemy_LifePoint)
```

## Parameters

**\_position** [int](#)

**Enemy\_LifePoint** [int](#)

## Fields

### IsItGoingToTheRight

```
public bool IsItGoingToTheRight
```

## Field Value

[bool](#)

## \_Enemy\_lifePoint

```
public int _Enemy_lifePoint
```

Field Value

[int](#)

## \_x\_position

```
public int _x_position
```

Field Value

[int](#)

## \_y\_position

```
public int _y_position
```

Field Value

[int](#)

## numberofenemy

```
public int numberofenemy
```

Field Value

[int](#)

## Methods

move()

Making each enemy move

```
public void move()
```

## moveDown()

Making the enemy go down

```
public void moveDown()
```

## show()

Displaying each enemy

```
public void show()
```

## takeDamage()

Making the enemy loose a life point

```
public void takeDamage()
```