1 **Entities** App j1Player\* player uint player\_life iPoint loadPositionPlayer private: pugi::xml\_node config EntityInfo queue[MAX ENTITIES] Entity\* entities[MAX\_ENTITIES] SDL\_Texture\* sprites p2DynArray<iPoint> flyPositions p2DynArray<iPoint> walkPositions j1Entities() ~j1Entities() bool Start() bool PreUpdate() bool Awake(pugi::xml node&) bool Update(float dt) bool PostUpdate() bool CleanUp() bool ResetEntities() bool Load(pugi::xml node&) bool Save(pugi::xml node&) const bool AddEntity(ENTITY\_TYPES type, int x, int y, SDL\_Rect colliderRect) void SpawnEntity(const EntityInfo& info)

```
Entity
float gravityf
float speed jump
fPoint speed
fPoint position
Animation* animation
bool death
uint enemy
Collider* collider
bool isPlayer
bool movement[]
int now
Entity ()
Entity (int x, int y)
virtual ~Entity()
virtual bool Awake(pugi::xml node&)
virtual bool Start()
virtual bool Update(float dt)
virtual bool CleanUp()
virtual bool Load(pugi::xml node&)
virtual bool Save(pugi::xml_node&) const
const Collider* GetCollider() const
virtual void NormalizeAnimations(float dt)
virtual void CalculateGravity(float dt)
virtual void Move(float dt)
virtual void Draw(SDL Texture* sprites)
virtual void OnCollision(Collider* collider)
virtual void Dead()
```

0...\*

## J1Player j1Player() j1Player(int x, int y, SDL Rect colliderRect) ~j1Player() state istate **SDL\_Texture** \* graphics SDL RendererFlip flip Animation\* current animation iPoint OriginPos float velocityX Timer timer bool IsGodMode int jumpCount int dashCount int godmodeCount **Animation animations** const char\* audio name uint audio uint Collider\* c player Collider\* offset Distance d positiveY Distance d negativeX Distance d positiveX Distance d negativeY bool Awake(pugi::xml\_node& conf) bool Start() bool Update(float dt) bool CleanUp() bool Load(pugi::xml\_node&) bool Save(pugi::xml node&) const state SetStateFromInt(int state\_as\_int)

void ResetPlayer()

## Enemy\_Walk

uint zombiesound
Animation animations
fPoint originalpos
bool isDead
int i
int now
bool current\_in\_path
p2DynArray<iPoint> enemy\_path
Timer timer
bool movingLeft

Enemy\_Walk(int x, int y, SDL\_Rect colliderRect)
bool Awake(pugi::xml\_node& config)
bool Save(pugi::xml\_node& config) const
bool Load(pugi::xml\_node& config)
void Move(float dt)
void Dead()
void NormalizeAnimations(float dt)
void CalculateGravity(float dt)

## Enemy\_Fly

bool Agro
Animation fly
Animation attack
iPoint originalpos
bool isDead =
int i
bool current\_in\_path
p2DynArray<iPoint> enemy\_path
int now
Timer timer
bool movingLeft
uint flysound
Timer soundtimer

Enemy\_Fly(int x, int y, SDL\_Rect colliderRect)
bool Awake(pugi::xml\_node& config)
bool Save(pugi::xml\_node& config) const
bool Load(pugi::xml\_node& config)
void Move(float dt)
void Dead()
void DrawPath()
void NormalizeAnimations(float dt)