



## J1Player

```
j1Player()
j1Player(int x, int y, SDL_Rect colliderRect)
~j1Player()
state jstate
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
```

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```
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
```

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```
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
```

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```
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)
```