Entity.h

hitbox -> rectangular hitbox object

velocity -> speed of object

set_alive -> boolean

damage_type -> String

health -> int

epipen_cost -> int

attacking -> boolean

row_based -> boolean

---

update() -> update current object's position, attacks, and lifetime

resolveCollision() -> attack when collision borders are touching

getDrawable() -> get entities that need drawn

Entities.h

makeProjectileEntities() -> functions that make projectile entities

makePlantEntities() -> functions that make plant entities

makeZombieEntities() -> functions that make zombie entities

makeStorePlants() -> make the plants that are displayed and are draggable from shop

Greatly simplified, each group of functions set the attributes of *all* entities in that section

So makeZombieEntities() includes functions that return entities like SoyBoy, DiabeticDave, and so on

World.h

time -> float

epipens -> int

---

update() -> update the game screen

getDrawables() -> get the sprites for entities

getMousePosition() -> get position of player's mouse

processCollisions() -> process collisions

remove_dead() -> remove dead entities from game screen

update_list() -> update all entities in a list

ComponentDefinitions.h

Also simplified

makeMovementComponent() -> set an entity's position

makeAttackComponent() -> set an entity's attack interval and damage

makeGraphicsComponent() -> sets an entity's sprites

ClickableMovementComponent() -> for entities that are clickable (epipens)