IGObject

+ getId()
+ getX()
+ getY()
+ getVelocity()
+ serialize()
+ setX()
+ setY()
+ ~IGObject()

△

Projectile

velocity
id
x
y
length
angle

+ Projectile()
+ Projectile()
+ getId()
+ getX()
+ getY()
+ getAngle()
+ getVelocity()
+ getLength()
+ serialize()
+ setX()
+ setY()
+ setAngle()
+ move()
+ collide()

△

CProjectile

+ CProjectile()
+ draw()

◇ #projectiles

Weapons

gun
sound
type
x
y
radius
angle
dmg
magSize
nProjectile
shootTimer
dispersion

+ Weapons()
+ ~Weapons()
+ setX()
+ setY()
+ setRadius()
+ setAngle()
+ getX()
+ getY()
+ getWeaponTipX()
+ getWeaponTipY()
+ getDmg()
+ getAngle()
+ getProjectiles()
+ play_sound()
+ calculateAngle()
+ draw()
+ shoot()