j1Entities

p2List<BaseEnemy*> Enemies; Player player; SDL_Texture* texture = nullptr; Animation exclamation; Animation larva_cube; Animation air_cube;

bool Awake(pugi::xml_node&)
bool Start()
bool Update(float dt)
bool CleanUp()
bool Load(pugi::xml_node&)
bool Save(pugi::xml_node&)
BaseEnemy* Add_Enemy(BaseEnemy::Type
type, fPoint position, LayerID layer);

Entity

Animation* current_animation;
Animation idle_anim;
fPoint position;
Animation moving_anim;
iRect collider;
State state;
fPoint speed_vect;
fPoint max_speed;
LayerID current_layer;
bool gravity, grounded;

virtual bool Awake(pugi::xml_node&)
virtual bool Update(float dt)
void Move(float delta_time);
void Accelerate(float x,float y, float delta_time);

<<enumeration>>
Entity

State

IDLE
JUMPING
FALLING
LANDING
RUNNING
CHANGING LAYER
ALERT

Player

float scale
bool flipped
bool is_jumping
float aura_angle
p2List<Animation> animation_list
Animation jumping_anim
Animation falling_anim
Animation landing_anim
Animation changing_layers_anim
Animation god_mode_aura
bool god_mode

bool Awake();
bool Start();
bool Update(float dt);
bool CleanUp();
void SelectAnim(fPoint speed_vect); bool
isJumping()
void setJumping(bool jump)
void SwapLayer()
fPoint GetPosition()
bool Load(pugi::xml_node& data);
bool Save(pugi::xml_node& data)
LayerID GetCurrentLayer();

Base Enemy

Animation alert_anim;
iRect enemyrect;
Type type
bool gravity
float update_to_frame_ratio
unsigned int accumulated_updates
unsigned int current_path_index

void LarvaBlockUpdate(float dt); void GetPath(); void FollowPath(); <<enumeration>>
Base enemy

Туре

GROUND, BOXER, AIR, LARVA, LARVA_BLOCK,