

Entity enum entityType entityType type; int width; int high; iPoint position; int fixBlit; bool godMode; bool blit; Collider* collider; bool to_delete; j1Entity(entityType type); bool Awake(pugi::xml_node&); bool CleanUp(); bool save(pugi::xml_node& data);

Player

enum states

Animation* current_animation; states actualState:

Animation idle;

p2SString jumpFx;

float gravity; float acceleration;

float jumpF;

float energyJump;

float jumpG; float energyGrab; bool grabFinish; float gGravity;

int timeGrabDelay;

int slipping;

bool Start();

bool Update(float dt);

bool PostUpdate(float dt);

bool CleanUp();

void OnCollision(Collider* c1, Collider* c2);

bool LoadConfigInfo();

void CheckInputState(float dt);

void CheckAnimation(float dt);

Flying Enemy

enum states_slime

states_ghost actualState;

Animation* current_animation = nullptr; Animation idle;

float speedx; float speedy;

p2SString debug_tex;

SDL_Texture* graphics_debug_tex;

iPoint p; iPoint origin; iPoint pos;

const p2DynArray<iPoint>* lastpath;

const p2DynArray<iPoint>* path;

float wave;

bool going_up = true;

int start;

bool Start();

bool Update(float dt);

bool PostUpdate(float dt);

bool CleanUp();

void CheckAnimation(float dt);

bool LoadConfigInfo();

void OnCollision(Collider* c1, Collider* c2);

void Pathfinding(float dt); void Follow_path(float dt); Land Enemy

states_slime

float gravity; float gGravity;

states_slime actualState;

Animation* current_animation = nullptr;

Animation idle;

p2SString debug_tex;

SDL_Texture* graphics_debug_tex;

iPoint p; iPoint origin;

iPoint pos;

const p2DynArray<iPoint>* lastpath;

const p2DynArray<iPoint>* path;

int start;

bool Start();

bool Update(float dt);

bool PostUpdate(float dt);

bool CleanUp();

void CheckAnimation(float dt);

bool LoadConfigInfo();

void OnCollision(Collider* c1, Collider* c2);

void Pathfinding(float dt);

void Follow_path(float dt);

Coins

enum Coin_states

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Coin_states actualState;

Animation* current_animation = nullptr;

Animation idle;

bool alive = false;

bool Start();

bool Update(float dt);

bool PostUpdate(float dt);

bool CleanUp();

void CheckAnimation(float dt);

bool LoadConfigInfo();

void OnCollision(Collider* c1, Collider* c2);

CheckPoint

enum CheckPoint_states

CheckPoint_states actualState;

bool savecheck;

bool savefx = false;

Animation idle;

Animation idle_no_check;

bool Start();

bool Update(float dt);

bool PostUpdate(float dt);

bool CleanUp();

void CheckAnimation(float dt);

bool LoadConfigInfo();

void OnCollision(Collider* c1, Collider* c2);