

GAME-ENTITIES

ENTITIES MANAGER

ENTITIES

```
J1ENTITIES();  
~J1ENTITIES() {}
```

```
BOOL PREUPDATE(FLOAT DT);  
BOOL UPDATE(FLOAT DT);  
BOOL AWAKE(PUGI::XML_NODE& CONFIG);  
VOID RESETENTITIES();  
VOID ONCOLLISION(COLLIDER* C1, COLLIDER* C2);  
  
BOOL LOAD(PUGI::XML_NODE&);  
BOOL SAVE(PUGI::XML_NODE&) CONST;
```

```
VOID LOADFROMOBJECTLAYER(OBJECTLAYER* LAYER);  
ENTITY* CREATEENTITY(ENTITY::ENTITYTYPE TYPE, IPOINT  
POS, INT DEST_X = NULL, INT DEST_Y = NULL);  
VOID DESTROYENTITY(ENTITY* ENTITY);  
VOID DESTROYALL();
```

PLAYER

```
IPOINT INITIAL_POSITION;  
P2LIST<J1PARTICLE*> BULLETS;  
IPOINT POS_BEFORE_JUMP, J1PLAYER(IPOINT POS);  
IPOINT VEL; ~J1PLAYER();  
INT MAXLIVES;  
INT MAXFALLLEVEL = 900; VOID PREUPDATE(FLOAT DT);  
SDL_TEXTURE* WEAPON_UP; VOID UPDATE(FLOAT DT);  
ANIMATION* CURRENT_ANIMATION; VOID DRAW();  
ANIMATION IDLE; VOID HANDEINPUT();  
ANIMATION WALKING; VOID RESET();  
ANIMATION JUMPING; VOID LOAD(PUGI::XML_NODE&);  
ANIMATION FALL; VOID SAVE(PUGI::XML_NODE&) CONST;  
ANIMATION CROUCHING; VOID ONCOLLISION(COLLIDER* C1, COLLIDER* C2);  
ANIMATION DEATH; VOID DRAWPOINTER();  
ANIMATION SPECIAL_ANIM;  
BOOL GODMODE = FALSE;  
BOOL FALLING = TRUE;  
BOOL HAS_JUMP = FALSE;  
BOOL RESET = FALSE;  
  
UNSIGNED INT WALKINGSOUND;  
UNSIGNED INT JUMPINGSOUND; FLOAT PLAYER_DT;  
STATE STATES;
```

FLYENEMY

```
ANIMATION* CURRENT_ANIMATION;  
ANIMATION IDLE;  
ANIMATION HIT;  
ANIMATION DEATH;  
BOOL HITTED = FALSE;  
BOOL DEAD = FALSE;  
BOOL FALLING = FALSE;  
  
IPOINT INITIAL_POSITION;  
IPOINT VEL;  
  
INT MAXLIVES;  
  
J1FLYENEMY(IPOINT POS);  
~J1FLYENEMY();  
  
VOID UPDATE(FLOAT DT);  
VOID DRAW();  
VOID HANDEINPUT();  
BOOL CHASEPLAYER(IPOINT);  
VOID RESET();  
VOID LOAD(PUGI::XML_NODE&);  
VOID SAVE(PUGI::XML_NODE&) CONST;  
VOID ONCOLLISION(COLLIDER* C1, COLLIDER* C2);
```

FLOOR ENEMY

```
INPUTS CURRENTINPUT;  
  
IPOINT INITIALPOSITION;  
IPOINT VEL;  
  
BOOL DEAD = FALSE;  
BOOL HITTED = FALSE;  
BOOL FALLING = TRUE;  
FLOAT PRIVATE_DT;  
//  
ANIMATION* CURRENT_ANIMATION;  
ANIMATION IDLE;  
ANIMATION HIT;  
ANIMATION DEATH;  
  
J1FLOORENEMY(IPOINT POS);  
~J1FLOORENEMY();  
  
VOID PREUPDATE(FLOAT DT);  
VOID UPDATE(FLOAT DT);  
VOID DRAW();  
VOID HANDEINPUT();  
BOOL CHASEPLAYER(IPOINT);  
VOID RESET();  
VOID LOAD(PUGI::XML_NODE&);  
VOID SAVE(PUGI::XML_NODE&) CONST;  
VOID ONCOLLISION(COLLIDER* C1, COLLIDER* C2);
```

PARTICLES

```
IPOINT DESTINATION;  
INT PLAYER_Y;  
  
INT DIFFERENTIAL_Y;  
INT DIFFERENTIAL_X;  
  
ANIMATION IDLE;  
J1PARTICLE(IPOINT POS, INT X, INT Y);  
~J1PARTICLE() {}  
  
VOID UPDATE(FLOAT DT);  
VOID DRAW();  
VOID RESET();  
VOID ONCOLLISION(COLLIDER* C1, COLLIDER*  
C2);
```