position

- Position

+ position()
+ position()
+ position()
+ Get_X()
+ Get_Y()
+ Set_new_X()
+ Set_new_Y()

Unit

- c_weapon
- c_armor
- max_HP
- max_stamina
- HP
- stamina
- speed
- block
- miss
- max_weight
  and 8 more...

+ Unit()
+ ~Unit()
+ Get_max_HP()
+ Get_max_stamina()
+ Get_HP()
+ Get_stamina()
+ Get_speed()
+ Get_block()
+ Get_miss()
+ Set_new_HP()
  and 9 more...

Hero

- hero_sprite
- hero_animations
- speed
- isMoving
- direction
- movement
- state
- currentAnim
- initialScale_h

+ Hero()
+ move()
+ update()
+ handleInput()
+ processMovement()
+ updateAnimation()
+ startAnimation()
+ updateSpriteOrientation()
+ Get_sprite()