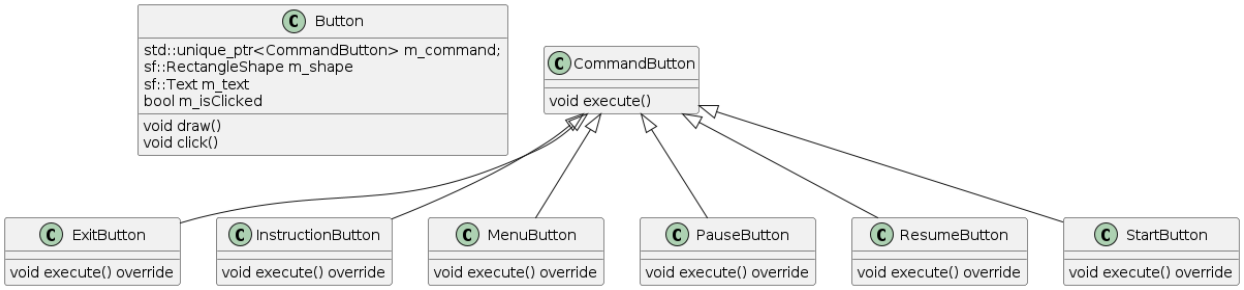
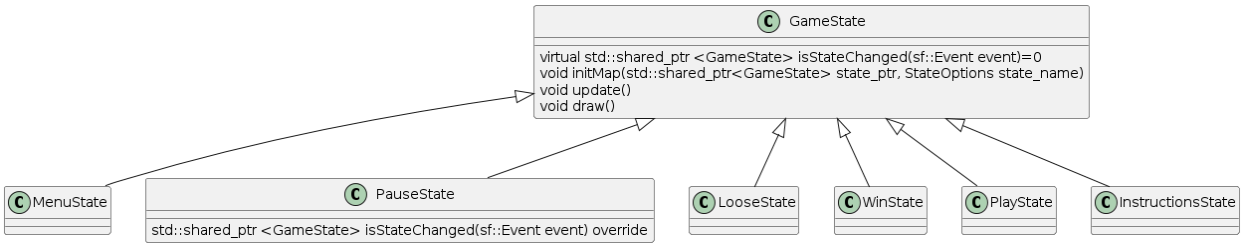
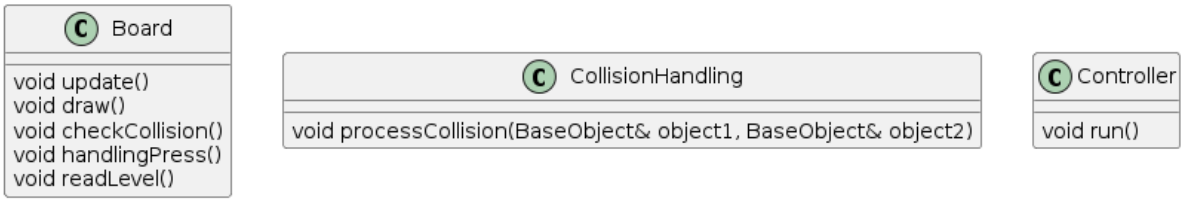
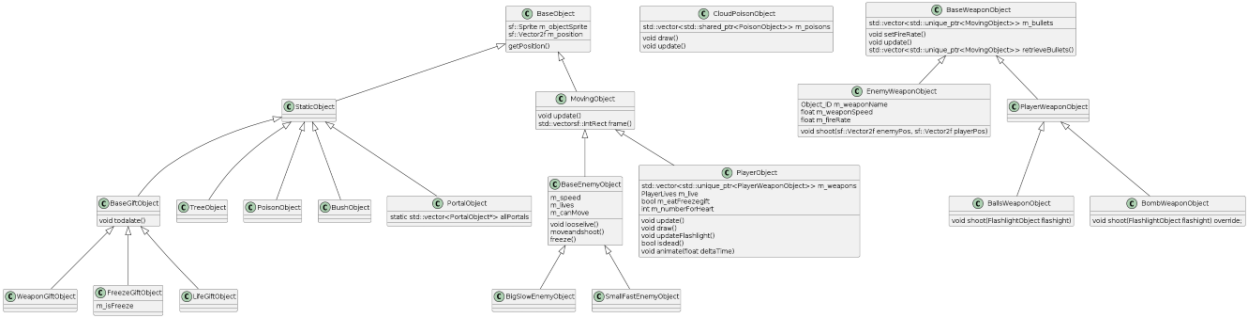

Button
std::unique_ptr<CommandButton> m_command;
sf::RectangleShape m_shape
sf::Text m_text
bool m_isClicked
void draw()
void click()
CommandButton
void execute()
ExitButton
void execute() override
InstructionButton
void execute() override
MenuButton
void execute() override
PauseButton
void execute() override
ResumeButton
void execute() override
StartButton
void execute() override


GameState
virtual std::shared_ptr <GameState> isStateChanged(sf::Event event)=0
void initMap(std::shared_ptr<GameState> state_ptr, StateOptions state_name)
void update()
void draw()
MenuState
PauseState
std::shared_ptr <GameState> isStateChanged(sf::Event event) override
LooseState
WinState
PlayState
InstructionsState


Board
void update()
void draw()
void checkCollision()
void handlingPress()
void readLevel()
CollisionHandling
void processCollision(BaseObject& object1, BaseObject& object2)
Controller
void run()

SoundsHandler
SoundsHandler& getInstance()
void playMusic()
void playsound()
TextureHandler
TextureHandler& getInstance()
sf::Texture* getObjTexture()
Utilities
const and enum


BaseObject
sf::Sprite m_objectSprite
sf::Vector2f m_position
getPosition()
CloudPoisonObject
std::vector<std::shared_ptr<PoisonObject>> m_poisons
void draw()
void update()
BaseWeaponObject
std::vector<std::unique_ptr<MovingObject>> m_bullets
void setFireRate()
void update()
std::vector<std::unique_ptr<MovingObject>> retrieveBullets()
StaticObject
MovingObject
void update()
std::vector<sf::IntRect frame()
EnemyWeaponObject
Object_ID m_weaponName
float m_weaponSpeed
float m_fireRate
void shoot(sf::Vector2f enemyPos, sf::Vector2f playerPos)
PlayerWeaponObject
BaseGiftObject
void todalate()
TreeObject
PoisonObject
BushObject
PortalObject
static std::vector<PortalObject*> allPortals
BaseEnemyObject
m_speed
m_lives
m_canMove
void looselve()
moveandshoot()
freeze()
PlayerObject
std::vector<std::unique_ptr<PlayerWeaponObject>> m_weapons
PlayerLives m_live
bool m_isFreezeGift;
int m_numberForHeart
void update()
void draw()
void updateFlashlight()
bool isdead()
void animate(float deltaTime)
BallsWeaponObject
void shoot(FlashlightObject flashlight)
BombWeaponObject
void shoot(FlashlightObject flashlight) override;
WeaponGiftObject
FreezeGiftObject
m_isFreeze
LifeGiftObject
BigSlowEnemyObject
SmallFastEnemyObject