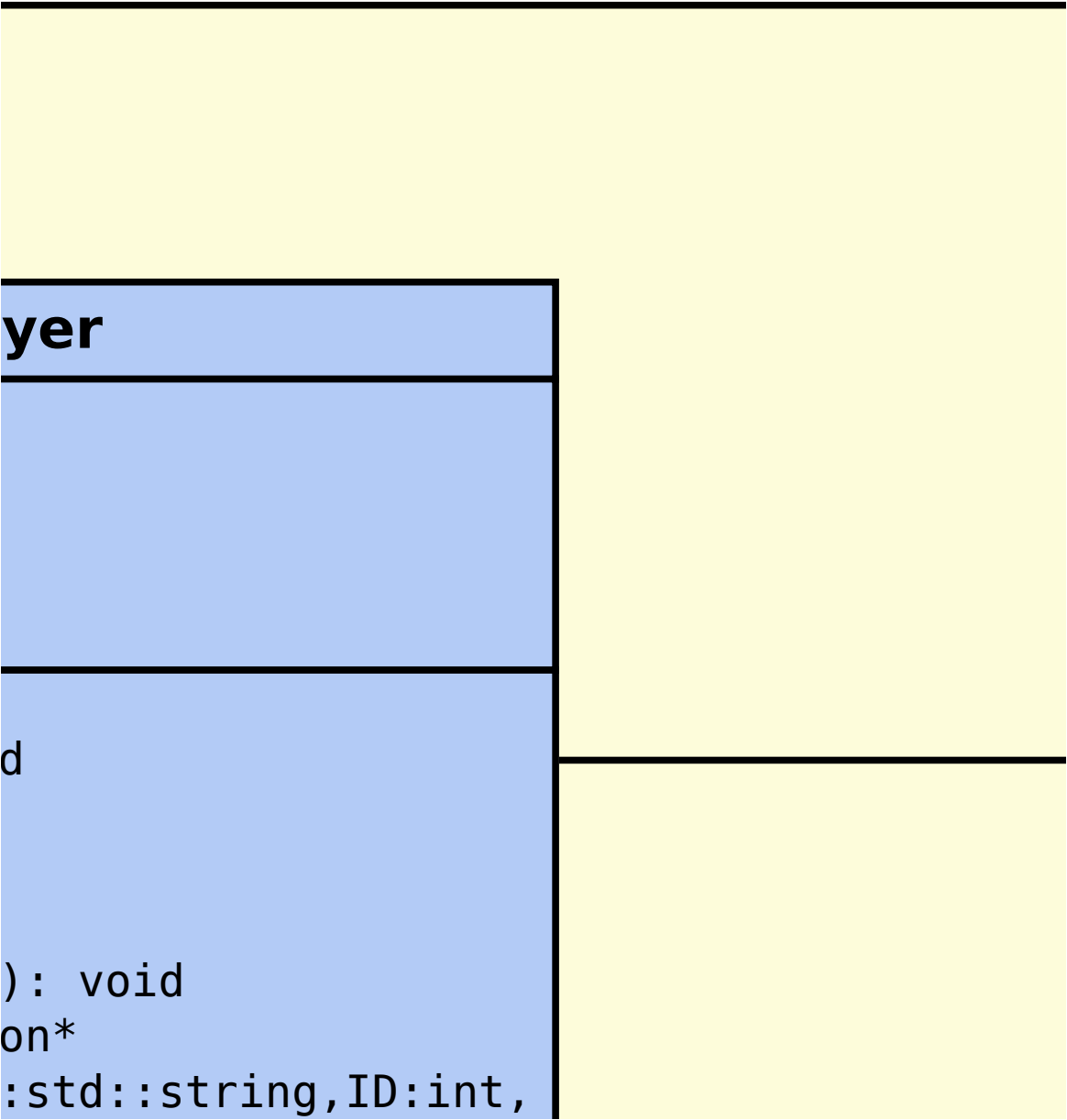


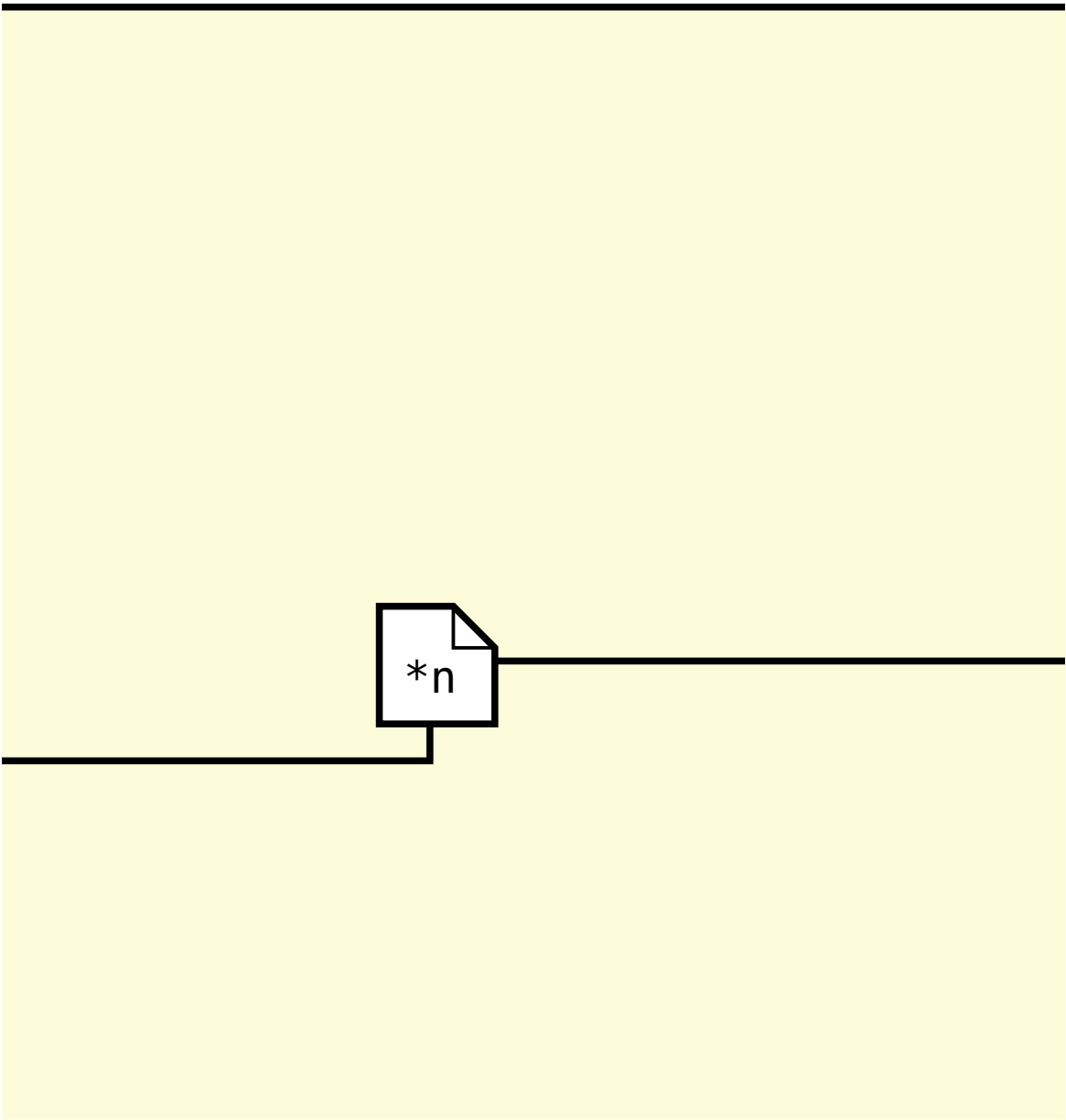
state

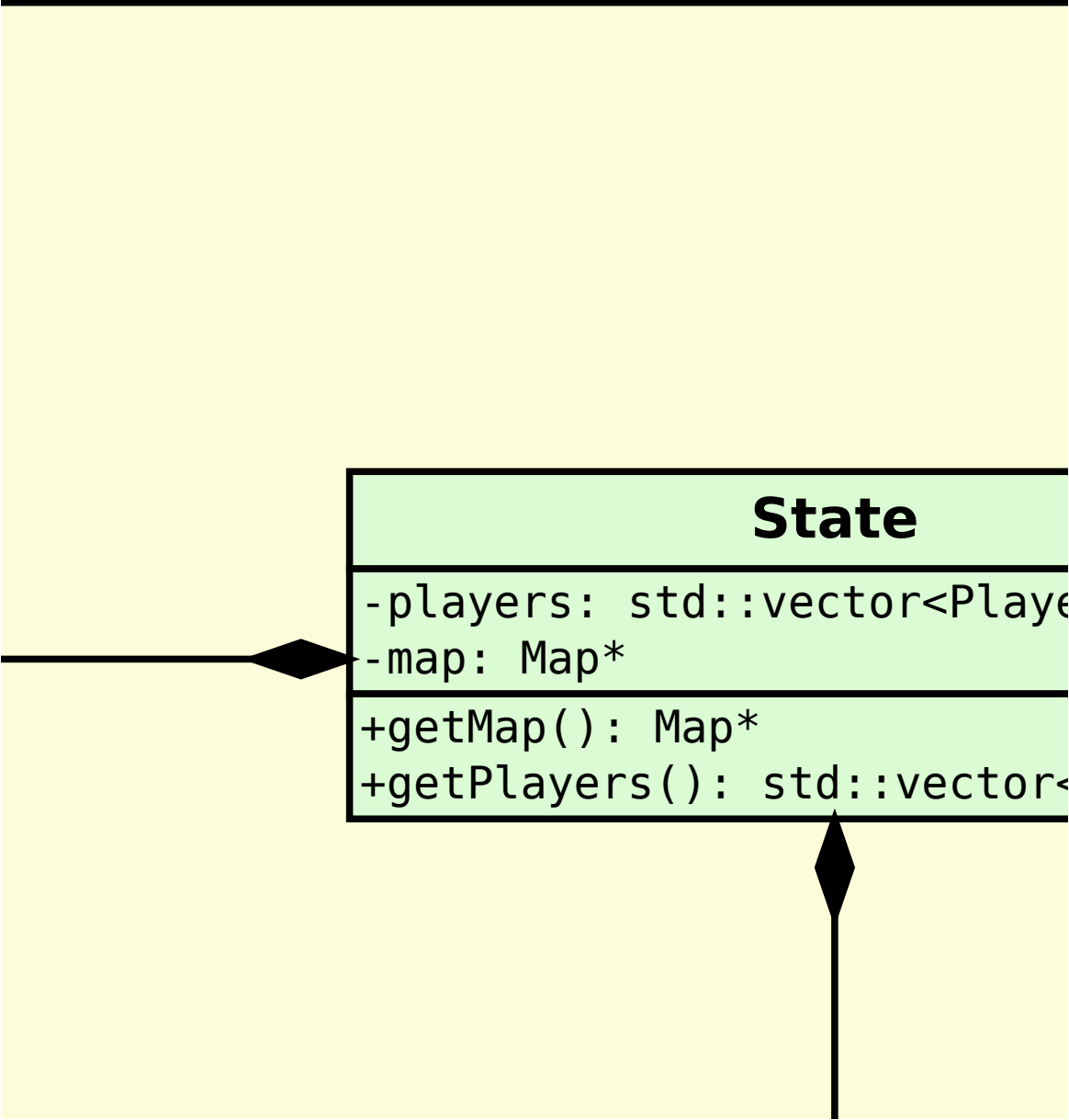
Pla

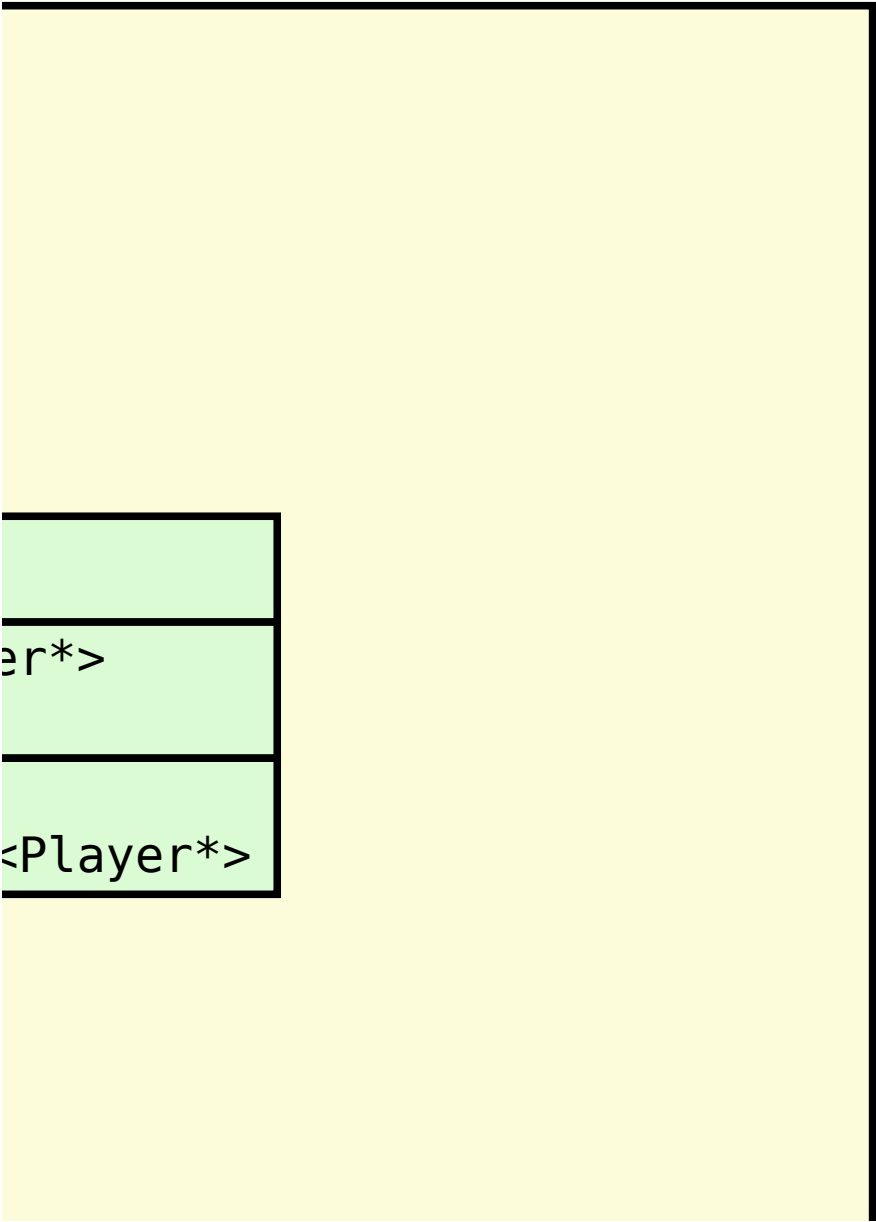
```
-IA: bool  
-name: std::string  
-ID: int  
-alive: bool  
-pokemon: Pokemon*
```

```
+getIA(): bool  
+setIA(IA:bool): void  
+getID(): int  
+setID(ID:int): void  
+isAlive(): bool  
+setAlive(alive:bool)  
+getPokemon(): Pokemon  
+Player(IA:bool,name
```









```
+stats: Stats  
-position: st  
-currentLife  
-name: std::s
```

```
+getPosition()  
+getCurrentL  
+setPosition()  
+setCurrentL  
+Pokemon(pos  
            name  
+setName(name  
+getName(): s  
+~Pokemon()
```

pokemon:Poke
+~Player()

Pokemon

s*

std::vector<int>

: int

string

(): std::vector<int>

life(): int

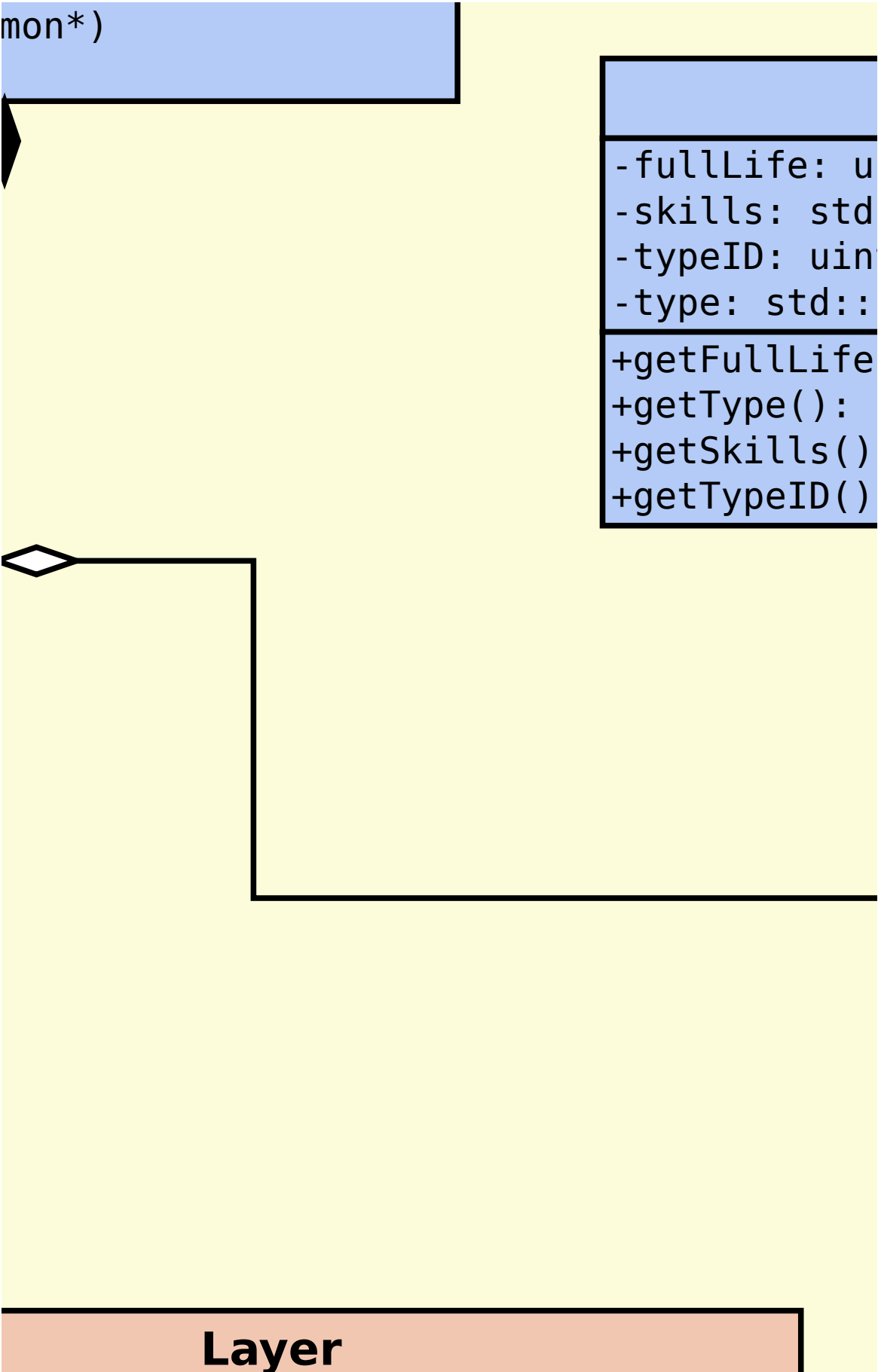
(position:std::vector<int>): void

life(currentLife:int): void

ition:std::vector<int>,currentLife:int,
e:std::string)

e:std::string): void

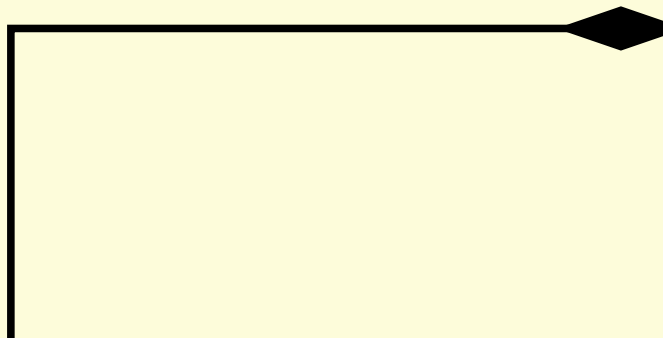
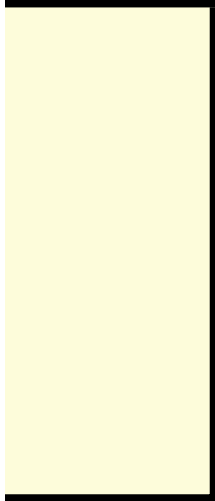
std::string



Stats

```
int  
::vector<std::string>  
t  
string
```

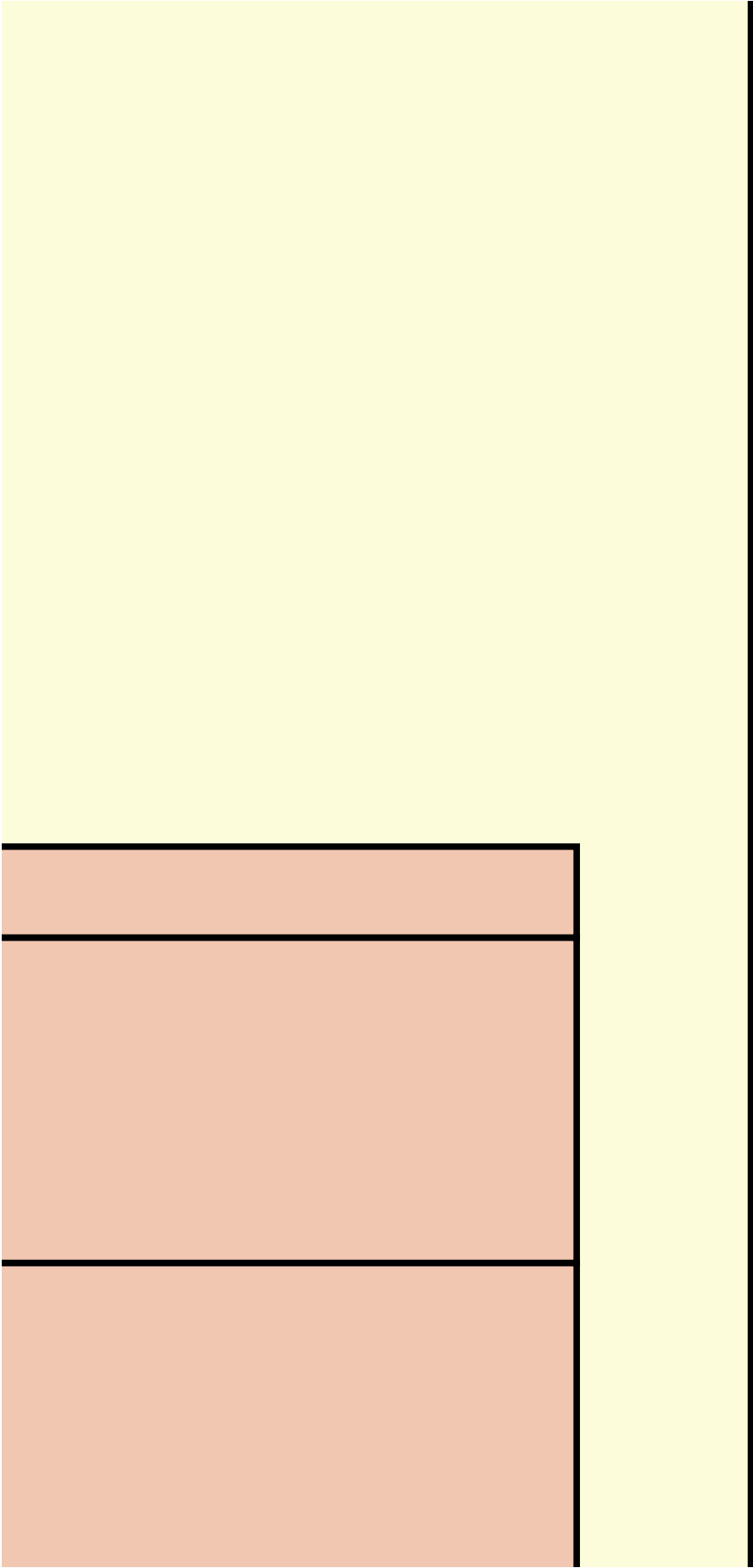
```
() : uint  
std::string  
: std::vector<std::string>  
: uint
```

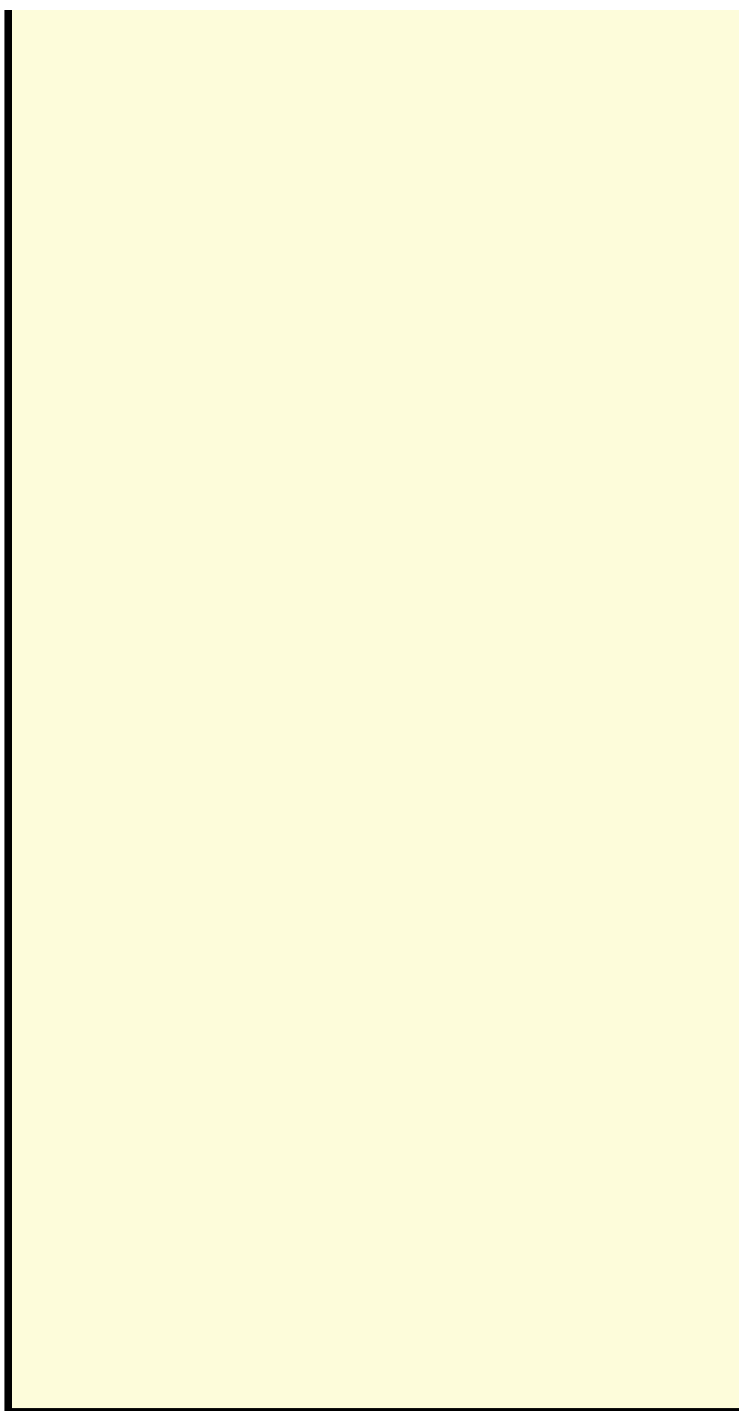


Map

```
-layers: std::vector<Layer>  
-height: uint = 0  
-width: uint = 0  
-tileHeight: uint = 0  
-tileWidth: uint = 0  
-tileSet: TileSet
```

```
+getLayers(): std::vector<Layer>  
+getTileSet(): TileSet  
+getHeight(): uint  
+getWidth(): uint  
+getTileWidth(): uint  
+getTileHeight(): uint
```





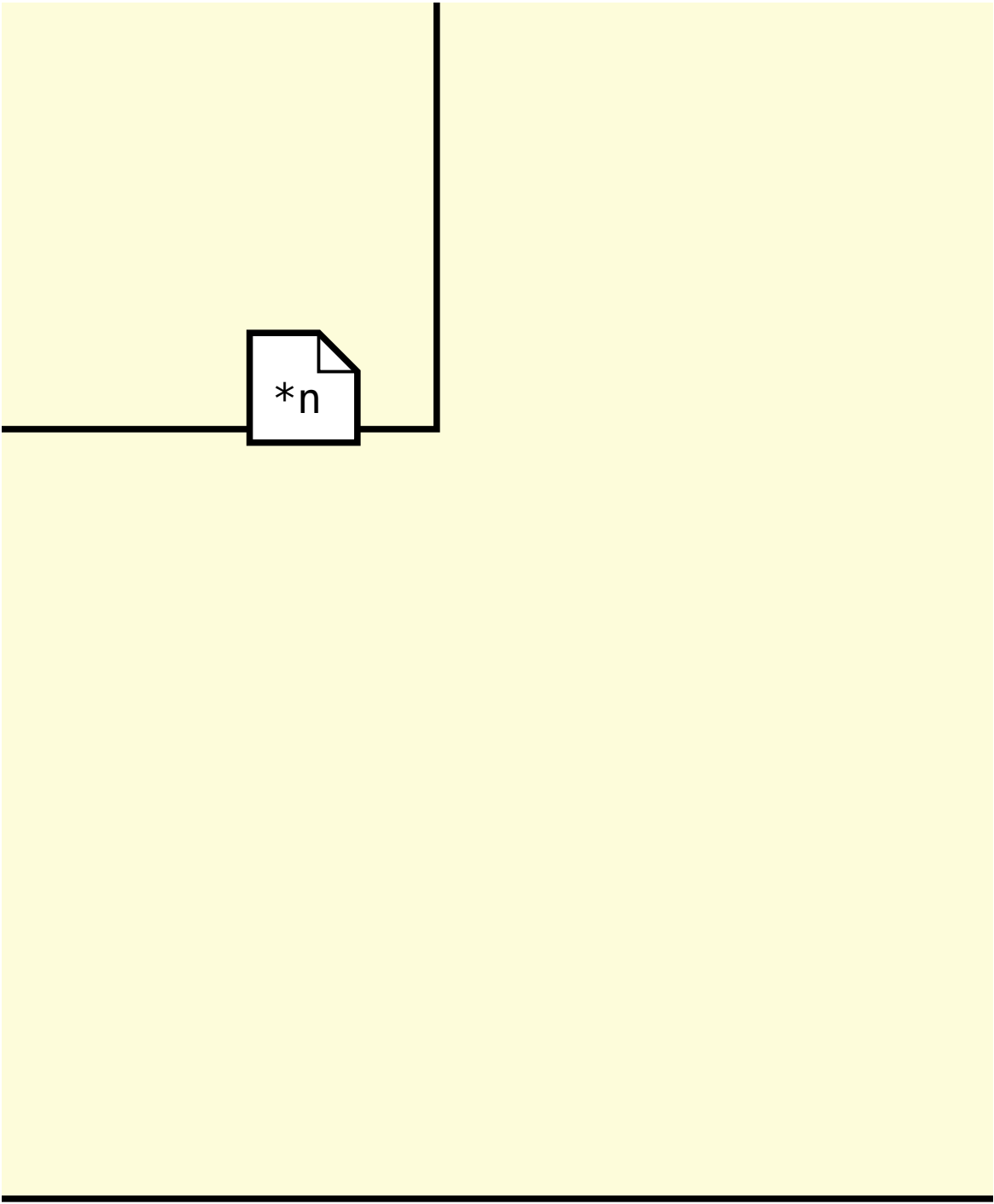
```
-data: std::string  
-height: uint  
-name: std::string  
-width: uint  
-x: int = 0  
-y: int = 0  
-image: std::string
```

```
+getData(): std::string  
+getHeight(): uint  
+getWidth(): uint  
+getX(): int  
+getY(): int  
+Layer(data: std::string, height: uint, width: uint)  
+~Layer()  
+getImage(): std::string
```

```
:shared_ptr<std::vector<uint>>  
nt = 0  
:string = ""  
t = 0
```

```
:string
```

```
std::shared_ptr<std::vector<uint>>  
) : uint  
: uint  
t  
t  
:std::shared_ptr<std::vector<uint>>,  
nt:uint,width:uint,x:int,y:int)  
: std::string
```




```
+getTileHeight(): uint  
+Map(layers:std::vector<Layer>,tileSets  
      height:uint,width:uint,tileWidth:u  
      tileHeight:uint)
```



TileSet

```
-firstGID: int = 1  
-source: std::string = ""  
+getFirstGID(): int  
+getSource(): std::string  
+TileSet(firstGID:int,source:
```

```
:std::vector<TileSet>,  
int,
```

```
std::string)
```