

Player

Player(fPoint position)

~Player()

bool Start()

bool Update(float dt)

void Move()

void ManageAnimation()

void DoJump()

void ApplyMaxVelocity()

void Respawn()

PlayerAction action = STATIC

Animation jump

Animation jump left

Direction x last direction x = NONE X

Direction y last direction y = NONE Y

Direction x current direction x = NONE X

Direction y current direction y = NONE Y

bool double jump avaliable = false

#define JUMP_SPEED 18

Bird

Bird(fPoint position)

~Bird()

bool Start()

bool PreUpdate(float dt)

bool Update(float dt)

bool GoToDestination()

void Respawn()

J1Entity

bool enabled = true

Entity(fPoint position, EntityType type)

virtual bool Start()

virtual bool Update(float dt)

virtual bool PreUpdate(float dt)

void UpdateCurrentTile()

virtual void Respawn()

p2SString name LifeState life state

fPoint position

fPoint velocity

fPoint acceleration

fPoint movement acceleration

iPoint current tile

Collider* collider = nullptr

EntityType type

Direction x x axis collision = NONE X

Direction y y axis collision = NONE Y

bool grounded = false

iPoint destination_tile = { -1,-1 }

SDL Texture* texture = nullptr

Animation idle_right

Animation idle left

Animation left

Animation right

Animation death

Animation*current animation = nullptr

float animation speed