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**Bird**

Bird(fPoint position)

~Bird()

bool Start()

bool PreUpdate(float dt)

bool Update(float dt)

bool GoToDestination()

**Player**

Player(fPoint position)

~Player()

bool Start()

bool Update(float dt)

void Move()

void ManageAnimation()

void DoJump()

void ApplyMaxVelocity()

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

**GAME**

**J1EntityManager**

j1EntityManager()

~j1EntityManager()

Entity\* CreateEntity(fPoint position,EntityType type)

Entity\* player\_entity = nullptr

p2List<Entity\*> entites

**J1Entity**

bool enabled = true

Entity(fPoint position, EntityType type)

virtual bool Start()

virtual bool Update(float dt)

virtual bool PreUpdate(float dt)

void UpdateCurrentTile()

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