

```
1 #pragma once
2 class Enemy
3 {
4     int x_pos, y_pos;
5     bool active = false;
6 public:
7     Enemy();
8     ~Enemy();
9     int** spawn(int**);
10    int genPlacement(int);
11    int** move(int**);
12    void setHitPlayer(bool);
13    bool getHit();
14    int getX_pos();
15    int getY_pos();
16    void setActive(bool);
17    bool getActive();
18 };
19
20
```