

```
1 #pragma once
2 class Player
3 {
4 public:
5     Player();
6     ~Player();
7     int** p_spawn(int**);
8     int getX();
9     int getY();
10    int** move(int, int, int**);
11    void randGenerator();
12    void minusLife();
13    int getLives();
14 };
15
16
```