Sekander::LoadingGameObjects - data _gameObjects - _playerObjects - bullet s enemy_bullet_s gun Objects - _enemy_Objects - _sprite_Objects - mm_sprite_Objects Sekander::State sfe - some bullets debug + Init() - _fileName + HandleInput() + Update() + LoadingGameObjects() + Draw() + ~LoadingGameObjects() + Load XML SPLASH SCREEN() + Load_XML_MENU_SCREEN() + Load_XML_PLAY_SCREEN() + Load_XML_GAME_OVER SCREEN() + Update() + Get() + Get PLAYER() + ListAllGameObjects() and 10 more... -ld Sekander::SplashState data - _xml_DOC clock background buffer - sound - window rec - window_rec2 - r and 12 more... + SplashState() + SplashState() + Init() + HandleInput() + Update() + Draw()