Sekander::GameWorld

+ is_key_pressed
+ counter
+ input_counter
+ m_OnFloor
+ m_In_the_Air
- _data
- _playerSprite
- _animationIterator
- _key
- _clock
- _playerRect
- _playerState
- source
- _sprite_WIDTH
- _sprite_HEIGHT
and 11 more...

+ GameWorld()
+ GameWorld()
+ GameWorld()
+ Draw()
+ Animate()
+ Animate()
+ Update()
+ checkKEYPRESS()
+ pressure_sensitive
_KEY_PRESS()
+ StartAnimation()
and 6 more...