Sekander::GameWorld

- + is key pressed
- + counter
- + input counter
- + m OnFloor
- + m In the Air
- data
- playerSprite
- _animationIterator
- kev
- 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...

Sekander::Enemy

- data
- m key
- m sprite X POS

Sekander::Bullet

- m_sprite_Y_POS
- m is Moving
- update speed
- + Bullet()
- + Bullet()
- + SetOrigin()
- + SetSpeed()
- + Get_X_POS()
- + Get Y POS()
- + Set X POS()
- + Set_Y_POS()
- + Get Name()
- + IsBulletAlive()
- + Update()

- data
- m key
- m sprite X POS
- m sprite Y POS
- m_is_Moving
- m health
- m health text
- m_took_damage
- is alive
- m dead
- and 16 more...

+ Enemy()

- + Enemy()
- + SetOrigin()
- + SetSpeed()
- + Damage()
- + Set Health()
- + GetHealth()
- + Jump()
- + Get X POS()
- + Get Y POS()
- and 14 more...

Sekander::Gun

- data
- m kev
- m sprite X POS
- m sprite Y POS
- m_trigger_press
- m gun direction rightwards
- m_gun_direction backwards
- m gun direction upwards
- m gun direction downwards
- delav
- bullet counter
- dead gun
- + Gun()
- + Gun()
- + SetOrigin()
- + Shoot Gun()
- + Shoot Gun()
- + Shoot Gun() + Shoot_Entities()
- + Get X POS()
- + Get Y POS()
- + Set X POS() and 6 more...

Sekander::Main Player

- world
- count
- m_touching_floor
- animationIterator
- counter
- jet fuel
- clock
- _time
- playerRect
- data

and 20 more...

- + Main Player()
- + Main Player()
- + Jump()
- + DoubleJump()
- + MoverUp()
- + MoverDown()
- + MoverRigtht()
- + Dash()
- + Shooting()
- + NU Shooting()
- and 11 more...