

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...



Sekander::Gun

- _data
- m_key
- 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
- delay
- 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...