

m_HEIGHT m_sprites m_WIDTH m_window ▲ Methods © checklfcontains ♥ Controller ©_■ getTexture ©a getViewCenter © loadSprites [©]_a mainMenu ⇔_a run

Controller Class

▲ Fields

presentsType Enum Class socialDistance mutation lockdown

Textures

▲ Fields ■ BOARD_TEXTU... m_boardTextures m_menuTextures MENU TEXTUR... ■ Methods getBoardTexture getMenuTexture ©a loadBoardTextu... © loadMenuTextu...

© Textures

enemiesType

randomEnemy

leftrightEnemy

smartEnemy

Enum Class

Enum Class

startButton

exitButton

Location : sf::Ve...

objectsArr: std:....

objectsType Enum Class baseObjects player ladder wall rope vaccine enemy presents