class Bullet

static int addon[4];

Vector2 coord;

Vector2 currentvelocity;

static float maxSpeed;

static int gun;

static int range;

static int firerate;

static int ammo;

static bool deathbringer;

void setposition(float a, float b)

void setcurrentvelocity(float a,float b)

float getmaxspeed()

void move(float a, float b)

float getcurrentvelocityx()

float getcurrentvelocityy()

float getx()

float gety()

static void setrange(int a)

static void setmaxspeed(int a)

static void ondeathbringer()

static bool check\_if\_deathbringer\_onn()

static void increaseammo()

static void setguntype(int a)

static void checkammo()

static int getrange()

static int getfirerate()

static int getammo()

static void dec\_ammo()

static void draw\_gun(Texture2D gunsprite)

static int get\_gun\_type()

class PLAYER

int count[9] = { 0 };

float x;

float y;

int playerlife=200;

int score = 0;

int gun = 1;

int playerdirection;

int player speed ????

void setx(float a)

void sety(float a)

float getx()

float gety()

void increase\_score()

int get\_score()

void decreaselife()

void initlife()

void initscore()

int getlife()

void increase\_life(int a)

void decrease\_score(int a)

Rectangle displayplayer(bool press, float angle)

void showdirection()

void offsets(float\* offsetx, float\* offsety)

void displaylife(Texture2D lifesprite)

void display\_score()

bool playeralive()

class TURRET : protected PLAYER

float x;

float y;

float angle;

float getx()

float gety()

void setx(float a)

void sety(float a)

float calculateangle(int mousex, int mousey)

Rectangle displayturret(Vector2 mouse)

class ENEMY

static int enemycount;

float x;

float y;

float angle;

int count[13] = { 0 };

static float enemyspeed;

bool is\_enemy\_dead = false;

bool erase = false;

int life;

Vector2 minus;

void setx(float a)

void sety(float a)

float getx()

float gety()

void setlife(int a)

void decreaselife(int a)

bool allowtoerase()

void set\_to\_erase()

void decenemycount()

bool check\_if\_enemy\_dead()

static int get\_enemy\_count()

float calculateangle(float playerx, float playery)

Rectangle displayenemy(PLAYER& player)

void moveenemy(PLAYER& a)

static void setenemycount(int a)

static int getenemycount()

static void setenemyspeed(float a)

void displaydead()

class SCREENMODE

int screenmode = 0;

int calc\_highscore()

void displaygame(int playerscore)

void displayscoreboardmenu()

void chosenscreenmode()

void displayoptionmenu()

void choose\_screen\_type(int score)

int getscreenmode()

void setscreenmode(int mode)

class powerup

int x=0;

int y=0;

static int timer;

static int count;

void setcoord(int a,int b)

static void clock\_up()

void drawpowerup(Texture2D powerup\_sprite)

static int getclock()

int getx()

int gety()

static void inccount()

static int getcount()

static void deccount()

void generate\_powerup()

void tile\_spread(float bullet\_x,float bullet\_y)

void findbulletpath(Vector2 player, Vector2 mouse , PLAYER &a)

void displaybullet(float offsetx, float offsety, Texture2D bulletsprite)

void check\_player\_enemy\_collision(PLAYER& a , Color &color)

void check\_power\_player\_collision(PLAYER player)

void populate\_enemy()

void initialise\_the\_game(PLAYER& player, int& wavenumber)

void check\_enemy\_into\_enemy\_collision()

void check\_if\_player\_outof\_bounds(PLAYER &player)

void check\_buymenu(PLAYER &player , float &acc , float &maxspeed)

|  |
| --- |
| entity |
|  |
|  |

|  |
| --- |
| player |
|  |
|  |

|  |
| --- |
| enemy |
|  |
|  |

|  |
| --- |
| turret |
|  |
|  |

|  |
| --- |
| car |
|  |
|  |

|  |
| --- |
| powerup |
|  |
|  |

|  |
| --- |
| bullet |
|  |
|  |

|  |
| --- |
| screen mode |
|  |
|  |

|  |
| --- |
| High score menu |
|  |
|  |

|  |
| --- |
| main menu |
|  |
|  |

|  |
| --- |
| Options menu |
|  |
|  |