engine::CCollidable

m_aabb

+ CCollidable()
+ CCollidable()
+ ~CCollidable()
+ getLeft()
+ getTop()
+ getWidth()
+ getHeight()
+ getAll()
+ getRect()
+ getPosition()
and 7 more...

engine::CMovable

velosity_x
velosity_y
isSideBlocked

+ CMovable()
+ ~CMovable()
+ setLeft()
+ setTop()
+ setWidth()
+ setHeight()
+ setAll()
+ setPosition()
+ moveLeft()
+ moveTop()
and 22 more...

engine::CGravityBased

m_gravityTimer
m_falling

+ CGravityBased()
+ ~CGravityBased()
+ getSeconds()
+ getMilliseconds()
+ getMicroseconds()
+ restartGravityClock()
+ isFalling()
+ setFalling()
+ print()

GameElement_gravity

+ GameElement_gravity()
+ render()