

```
#ifndef __TEST_SCENE_H__
```

```
#define __TEST_SCENE_H__
```

```
#include "cocos2d.h"
```

```
class Test : public cocos2d::Layer
```

```
{
```

```
public:
```

```
    static cocos2d::Scene* createScene();
```

```
    virtual bool init();
```

```
        cocos2d::Sprite* enemy;
```

```
        void initPhysics();
```

```
        bool onCollision(cocos2d::PhysicsContact& contact);
```

```
        void setPhysicsBody(cocos2d::Sprite* sprite);
```

```
    CREATE_FUNC(Test);
```

```
private:
```

```
        cocos2d::Director *_director;
```

```
        cocos2d::Size _visibleSize;
```

```
};
```

```
#endif // __TEST_SCENE_H__
```