# Updated design

## Grenade

* The grenade has the ability to be detonated. Therefore, all the instance of grenade is initialized with the affordance of detonate.
* To achieve the required functionality of detonation, the following two methods are added to SWLocation and SWWorld:
  + In SWLocation, the method getNeighboursLoc(int steps) will get all the SWLocation that can be achieved within the specified steps. And separate them into ArrayList based on the step number taken from the the current SWLocation instance to destination.
  + In SWWorld, the method getNeighboursContents will return all the entities that stays within a specified amount of steps from a SWLocation.