

# Class CarrotFactory

java.lang.Object<sup>↗</sup>  
CarrotFactory

```
public class CarrotFactory
extends Object↗
```

Classe para a construção dos projéteis do jogador (cenouras)

Version:

1.0

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## Constructor Summary

### Constructors

Constructor	Description
<code>CarrotFactory()</code>	

## Method Summary

### All Methods

### Static Methods

### Concrete Methods

Modifier and Type	Method	Description
static	<code>Projetil createProjectile(int x, int y, Direction direction)</code>	Cria uma nova cenoura

### Methods inherited from class java.lang.Object<sup>↗</sup>

`clone↗`, `equals↗`, `finalize↗`, `getClass↗`, `hashCode↗`, `notify↗`, `notifyAll↗`, `toString↗`, `wait↗`, `wait↗`, `wait↗`

## Constructor Details

CarrotFactory
<pre>public CarrotFactory()</pre>

## Method Details

createProjectile
------------------

```
public static Projatil createProjectile(int x,  
                                         int y,  
                                         Direction direction)
```

Cria uma nova cenoura

**Parameters:**

x - Posição x

y - Posição y

direction - Direção

**Returns:**

O projétil criado