Gameboard

gridSize:int  
gameboard:String[][]  
defaultTile: String  
cheetaTile: String  
zebraTile:String

moveRobot(ArrayList<Robot>,int): void  
printBoard():void

Robot

coordX: int  
coordY: int  
speed: Speed  
fullness: int  
rnd: Random

setCoordX(int): void  
setCoordY(int): void  
getCoordX () : int  
getCoordY(): int  
getFullness(): int  
setFullness(int): void  
setSpeed(int): void  
getSpeed(): int  
doRun(): void

Game

numZe: int  
numGe: int  
str: String  
inputNum: boolean  
robots: Arraylist<robot>

gameloop():void

Klassdiagram Project-RobotGame  
Grupp 2

Speed (Enum)

Slow  
Fast

Speed: int

IfMovement (Interface)

doRun():void

ZebraRobot

doRun(): void

CheetaRobot

fullness: int  
rnd: Random

getFullness(): int  
setFullness(int): void  
doRun(): void