

Class Main

java.lang.Object
Main

```
public class Main
extends java.lang.Object
```

Field Summary

Fields	
Modifier and Type	Field and Description
private GameBoard	gb

Constructor Summary

Constructors	
Constructor and Description	
Main()	

Method Summary

All Methods	Static Methods	Instance Methods	Concrete Methods
Modifier and Type	Method and Description		
void	initialize() To be run at the start of Main.		
static void	main (java.lang.String[] args)		
void	runGame (GameBoard gb) Game logic for adding resources, moving enemies, and applying damage to pieces		
void	startGame () Logic of the game turns.		

Methods inherited from class java.lang.Object

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

Field Detail

gb

```
private GameBoard gb
```

Constructor Detail

Main

```
public Main()
```

Method Detail

initialize

```
public void initialize()
```

To be run at the start of Main. Starts the game with a ascii splashscreen, and allows for the user to start a new game

startGame

```
public void startGame()
```

Logic of the game turns. Allows for the user to input commands for a turn, and will run continuously until case 4 is reached, ending the game.

runGame

```
public void runGame(GameBoard gb)
```

Game logic for adding resources, moving enemies, and applying damage to pieces

Parameters:

gb - Gameboard that is being used in the current game

main

```
public static void main(java.lang.String[] args)
```

[PACKAGE](#) [CLASS](#) [USE](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)

[PREV CLASS](#) [NEXT CLASS](#) [FRAMES](#) [NO FRAMES](#) [ALL CLASSES](#)

[SUMMARY: NESTED | FIELD | CONSTR | METHOD](#) [DETAIL: FIELD | CONSTR | METHOD](#)