

Design

Robot Object

int teamNumber
int robotNumber
int pointsLeft
int maxMoves
int movesLeft
int power
int health
int range
bool hasFired
void: move(coords)
void: fire(coords)
Robot: scan(coords)
Stats: getStats()

Match Controller Object

Robot [] robots
Cell [] cells
int turnNumber
int maxTurns
int currentTeam
int executionSpeed
void: stepForward()
void: stepBack()
Robot: getContentsOfCell(coords)
void: damageRobot(robot)

Views

Main Menu View

void loadWatchMatch()
void loadInstantResults()
void loadTestBench()

Team Select View

Team [] teams
void loadTeam(int slot)

Team Select View

void confirm()

Watch Match View

MatchController controller

void step()

void play()

void stop()

void setRate(int rate)

void updateLog(string log)

void (string log)

Test Bench View (inherits from Watch Match View)

void runCommand()

Match Results View

score [/] scores

void returnToMenu
