Worms.Model

GameObject *(italic)*

location
radius
mass
fromWorld
bTerminated

getAlpha()
setAlpha(alpha)
isValidAlpha(alpha)
generateMass()
removeFromWorld(World) {TODO def}
/terminate()/ {TODO}
isTerminated() {TODO}
isOverlapping(GameObject) {TODO}

World

width
height
[][] passableMap
set<GameObjects>
final static MAX_TEAMS = 10
currentAmountOfTeams = 0
worldTeams[MAX_TEAMS]

isWithinWorld(GameObject) {TODO def}
removeFromWorld(GameObject) {TODO def}
hasAsGameObject(GameObject, class) {TODO -self
getAllGameObjects(class) {TODO DEF -self-}
isAdjacentToImpTerrain(area, center, radius) {TODO
isOnPassableTerrain(area, center, radius) {TODO}
startGame(???)
finishGame(???)
gameHasWinner()

Team

list<Worm> teamList
final name
bTerminated

canChangeTeamName()
isValidTeamName(string)
getName()
setName(name)
isWormNameInTeam(name)
getWorms()
addWorms(Worm... worms)
removeWorms(Worm...worms)
mergeTeams(otherTeam)
getWormTeamIndex(name)

Exists in
For
0..1   0..n

0..MAX_TEAMS

contains

Food

consumeFood(Worm)

Worm

hitpoints {TODO, integer}
INIT_MIN_HP = 1000
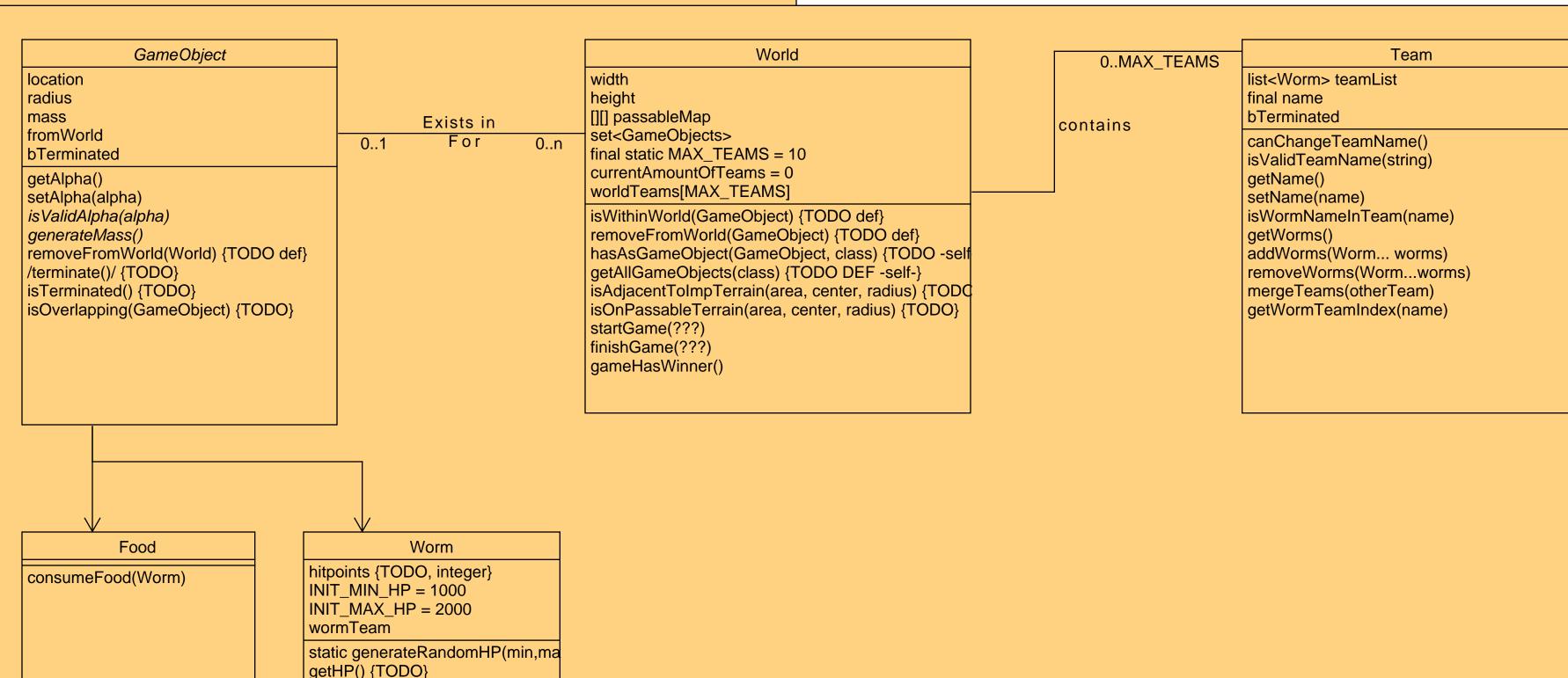INIT_MAX_HP = 2000
wormTeam

static generateRandomHP(min,ma
getHP() {TODO}
setHP(amount) {TODO total}
getTeam() {TODO}
setTeam(team) {TODO}