## GameMaster

### CRC

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| GameMaster | |
| Responsibilities | Collaborators |

### Description / Overview

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### Instance Variables

#### game

Data Type:String

Some blurb about this variable Some blurb about this variable Some blurb about this variable Some blurb about this variable Some blurb about this variable.

#### selectedTile

Data Type:HexNode

Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable.

#### currentRobot

Data Type:Robot

Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable.

#### playDeadline

Data Type:???

Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable.

#### forthInterpreter

Data Type:ForthInterpreter

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### Method Overview

*public GameMaster(Game game)*

*public void damageNode(int damage, HexNode node)*

*public void moveRobot()*

*public Team getCurrentTeam()*

*public void turnRobot()*

*public void scan()*

*public void identify())*

*public void initRobotAI())*

### Method Writeups

#### public GameMaster(Game game)

This method does some stuff with two strings This method does some stuff with two strings This method does some stuff with two strings

#### public void damageNode(int damage, HexNode node)

This method does some stuff with a string This method does some stuff with a string This method does some stuff with a string This method does some stuff with a string This method does some stuff with a string

#### public void moveRobot()

This method does things This method does things This method does things This method does things This method does things This method does things

#### public Team getCurrentTeam()

This method does things This method does things This method does things This method does things This method does things This method does things

#### public void turnRobot()

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#### public void scan()

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#### public void identify()

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#### public void initRobotAI()

This method does things This method does things This method does things This method does things This method does things This method does things