## Robot

### CRC

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| Robot | |
| Responsibilities | Collaborators |

### Description / Overview

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### Instance Variables

#### maxHealth

Data Type:Integer

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#### health

Data Type:Integer

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#### damage

Data Type:Integer

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#### range

Data Type:Integer

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#### maxMove

Data Type:Integer

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#### remainingMoves

Data Type:Integer

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#### type

Data Type:RobotType

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#### position

Data Type:HexNode

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#### name

Data Type:String

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#### stats

Data Type:Stats

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#### facing

Data Type:Integer

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#### teamColour

Data Type:TeamColour

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### Method Overview

*public Robot()*

*public static RobotBuilder getBuilder(boolean isAI)*

*public int getHealth()*

*public int getMaxHealth()*

*public int getDamage()*

*public int getRange()*

*public int getMaxMoves()*

*public int getRemainingMoves()*

*public RobotType getType()*

*public HexNode getPosition()()*

*public TeamColour getTeamColour()()*

*public String getName()*

*public void setHealth(int health)*

*public void setDamage(int damage)*

*public void setRange(int range)*

*public void setMoves(int moves)*

*public void setType(RobotType type)*

*public void setPosition(HexNode node)*

*public void setName(String name)*

*public void setTeamColour(TeamColour colour)*

*public Stats getStats()*

*public void consumeMove()*

*public boolean isAlive()*

*public void takeDamage(int amount)*

*public void startPlay()*

### Method Writeups

#### public static RobotBuidler getBuilder(boolean isAI)

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 consumeMove()

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#### public boolean isAlive()

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#### public void takeDamage (int amount)

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#### public void startPlay ()

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