## RobotBuilder

### CRC

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| RobotBuilder | |
| Responsibilities: RobotBuilder is responsible for setting all the variables for a robot. | Collaborators: RobotBuilder collaborates with Robot. |

### Description / Overview

RobotBuilder is part of the Model in our architecture, it takes in the current Robot and sets the health, damage, range, moves, type, position, name, team colour, and the direction the robot is facing. RobotBuilder can also set the current robot to either a tank, sniper, or scout robot type.

### Instance Variables

### Method Overview

*public RobotBuilder getTank()*

*public RobotBuilder getSniper()*

*public RobotBuilder getScout()*

*public RobotBuilder setHealth(int health)*

*public RobotBuilder setDamage(int damage)*

*public RobotBuilder setRange(int range)*

*public RobotBuilder setMoves(int moves)*

*public RobotBuilder setType(RobotType type)*

*public RobotBuilder setPosition(HexNode node)*

*public RobotBuilder setName(String name)*

*public RobotBuilder setFacing(int facing)*

*public RobotBuilder setTeamColour(TeamColour colour)*

*public Robot build();*

*public Robot build(JSONObject json)*

### Method Writeups

#### public Robot getTank()

This method sets the variables health and maxHealth, damage, range, maxMoves, and type to the default values for a tank robot.

#### public Robot getSniper()

This method sets the variables health and maxHealth, damage, range, maxMoves, and type to the default values for a sniper robot.

#### public Robot getScout()

This method sets the variables health and maxHealth, damage, range, maxMoves, and type to the default values for a scout robot.

#### public Robot build()

This method returns the current Robot with the new changes made to the robots variables.

#### public RobotAI build(JSONObject json)

This method returns the RobotAI with the new changes made to the robots variables.