## Team

### CRC

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| Team | |
| Responsibilities: Keep track of team information, such as: references to robots on the team, what colour the team is, which robot is next in line to play, and if the team is active. | Collaborators: The Team class collaborates with the Game. |

### Description / Overview

The Team class is going to keep information about a specific team. When game need to know anything about a certain team it can look to the Team class for answers. A few of these things would be: which robot on that team is next to play, keeping in account which robots are dead and which robot has recently moved. As well as if the team still has any robots alive making the team active or inactive.

### Instance Variables

#### scout

Data Type:Robot

This holds a reference to a robot with its type attribute Scout.

#### tank

Data Type:Robot

This holds a reference to a robot with its type attribute Tank.

#### sniper

Data Type:Robot

This holds a reference to a robot with its type attribute Sniper.

#### lastRobot

Data Type:Robot

This holds the reference to the robot that has most recently played.

#### colour

Data Type:TeamColour

This holds an enumerator for the colour this team represents. (i.e. Red, Orange, Blue, etc.)

#### enabled

Data Type:boolean

This holds a true value when it has remaining live robots, and holds a false value when all robots on the team are dead or if the team is not currently in the game.

### Method Overview

*public Team Team(TeamColour colour, boolean enabled)*

*public Robot getScout()*

*public Robot getTank()*

*public Robot getSniper()*

*public Robot getNextRobot()*

*public TeamColour getColour()*

*public boolean IsEnabled()*

### Method Write-ups:

#### public Team Team(TeamColour colour, boolean enabled)

Constructor for the Team class. Assigning a colour to Colour attribute, enabled to Enabled attribute. Each robot will be assigned through the Robot Builder.

#### public Robot getScout()

Returns the reference of the Robot with the type attribute Scout.

#### public Robot getTank()

Returns the reference of the Robot with the type attribute Tank.

#### private Robot getSniper()

Returns the reference of the Robot with the type attribute Sniper.

#### public Robot getNextRobot()

By checking the lastRobot attribute this function will return the robot who is next in line to play.

#### public TeamColour getColour()

Returns the teams colour.

#### public boolean isEnabled()

Checks to see if the team is enabled in order to know if it should play or not.