

Archer

Constructor

Archer(PApplet parent, int x, int y, int length, int width)	int x : the initial x-coordinate of the archer
	int y : the initial y-coordinate of the archer
	int length : the length of the archer on the screen
	int width : the width of the archer on the screen

Attributes & Methods

setup()	should be called at the setup stage of the program
entryMethod()	Renders and brings the archer to life, should be called at the draw stage of the program

Note: for the archer to work you must add this code to the Main Class

```
static boolean Dragged = false;
static boolean reloaded = false;
static boolean fire = false;

@Override
public void mousePressed(){
    if (mouseButton == LEFT && reloaded) {
        fire = true;
    }
    else if (mouseButton == RIGHT) {
        reloaded = true;
    }
}
```

```
}  
@Override  
public void mouseDragged() {  
    Dragged = true;  
}  
@Override  
public void mouseReleased() {  
    if (mouseButton == LEFT)  
        Dragged = false;  
}
```