## **Arrow**

## Constructor

Syntax Arrow(PApplet parent)	
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## **Attributes & Methods**

ArrowGo(int yPos, Balloon balloons[])	int yPos: the y-coordinate at which the arrow should be summoned (In our game it's the same y-coordinate of the archer at the moment of firing)
	Balloon balloons[]: an array of the balloons in the scene

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