**DrawRobot Class:**

The DrawRobot class is an abstract class that helps facilitate the redrawing of robots upon turning or movement. DrawRobot is extended by the three robot draw classes ( DrawScout, DrawTank, and DrawSniper) who provided sprite specific redrawing functions.

Interactions:

The DrawRobot class is extended by DrawTank, DrawSniper, and DrawScout.

Functions:

* DrawRobot(coord, COLOUR, turns): abstract stub for implementation in subclasses.

**DrawScout Class:**

The DrawScout class is a subclass of DrawRobot that redraws the scout robot sprite upon turning or movement to reflect the action taken. DrawScout draws the scout robot sprite to face the direction given (on the event of a turn) or redraws the scout robot sprite onto a new tile (on the event of movement).

Interactions:

The DrawScout class interacts with the GameScreen, who would call DrawScout functions when appropriate for the redrawing of a scout robot sprite.

Functions:

* DrawRobot(coord, COLOUR, turns): draws a scout robot sprite at the given coordinates, facing the calculated direction. The direction the scout robot sprite front should be facing is determined by its given colour position relative to the center at the beginning of the game and the number for the edge currently being pointed at by the robot (and the side the sprite must now face).

**DrawSniper Class:**

The DrawSniper class is a subclass of DrawRobot that redraws the sniper robot sprite upon turning or movement to reflect the action taken. DrawSniper draws the sniper robot sprite to face the direction given (on the event of a turn) or redraws the sniper robot sprite onto a new tile (on the event of movement).

Interactions:

The DrawSniper class interacts with the GameScreen, who would call DrawSniper functions when appropriate for the redrawing of a sniper robot sprite.

Functions:

* DrawRobot(coord, COLOUR, turns): draws a sniper robot sprite at the given coordinates, facing the calculated direction. The direction the sniper robot sprite front should be facing is determined by its given colour position relative to the center at the beginning of the game and the number for the edge currently being pointed at by the robot (and the side the sprite must now face).

**DrawTank Class:**

The DrawTank class is a subclass of DrawRobot that redraws the tank robot sprite upon turning or movement to reflect the action taken. DrawTank draws the tank robot sprite to face the direction given (on the event of a turn) or redraws the tank robot sprite onto a new tile (on the event of movement).

Interactions:

The DrawTank class interacts with the GameScreen, who would call DrawTank functions when appropriate for the redrawing of a tank robot sprite.

Functions:

* DrawRobot(coord, COLOUR, turns): draws a tank robot sprite at the given coordinates, facing the calculated direction. The direction the tank robot sprite front should be facing is determined by its given colour position relative to the center at the beginning of the game and the number for the edge currently being pointed at by the robot (and the side the sprite must now face).