# Programming Assignment 4: Errata

### December 6, 2015

## Page 2

- Note that you may need to modify the constructors to keep track of the Model.

- Ignore the part about Pirates and Merchants being in the same dock, and ignore the part about taking the merchant's cargo.

## Page 4

- case 'h' should be

  case 'a': If the Sailor is at his home dock, he is hidden (as per PA3). Reduce health by 5. If health is lower than 5, then the Sailor is officially declared as dead (state 'x').

- Modify `Sailor::show_status` to remove "Sailor: ".

- `start_recruiting`:

  Gets called while Merchant is in state 'a' (part of the condition for a Sailor to be hiding).

  - Add to the list of conditions for Merchants to recruit that both merchants need to be hiding at the same hideout.
  - Sets the other Merchant's state to "r" so only one new merchant will be created.
  - Once that is true, the message "I found a new recruit!" is printed by one of the Merchants.
  - Once recruiting is over, both Merchant's tates are set back to 'a'.

## Page 5

- Pirate constructors: Note that you will need to either increase the visibility of location (as it is a protected member of GameObject, it is not accessible in the Pirate class), or add a constructor to the Sailor class that takes a location as an argument.

- The initial size of a pirate is 15, as in Sailor.

- Seeding of game time should be done in Model, to avoid pirates created at the same game time being initialized at the same place.

## Page 6

- state 's' should be state 'a'.

- state 'a' should be state 'p'.

- energy should be health.

- Modification to state checking: if the target is alive, plunder the target. If the target is no longer alive, print "I triumph!", set the state to 'a', and return true. Else output "Arrghh matey!" and return false. If the target is not alive (this should only be relevant if two pirates are attacking the same target, and one of them kills said target), quietly set state back to 'a' (no additional output) and return true.

- Clarification point: this should call the target's `get_plundered` function with the Pirate's `attack_strength` as an argument.

- Pirates should have IDs 4 and 5, and their locations should be randomly generated.

- Merchants plundering and pirates recruiting should use the default messages for Sailor, i.e. "I cannot plunder." and "I cannot recruit.".

## Page 7

- No message needed for "Dead object removed".

## Page 8

- Change the constructor prototype to `InvalidInput (const char* in_ptr)`.

## Page 9

- `add_pointer(GameObject*)` should be `add_new_object(GameObject*)`.