Useful methods and their locations

Board:

* public boolean isValid(int row, int col)
* public boolean isEmpty(int row, int col)
* public Occupant get(int row, int col)
* public List<Player> getAllPlayers()
* public List<Player> getAllPlayers(int team)
* public List<Shot> getAllShots()
* public List<Shot> getAllShots(int team)
* public Base getBase(int team)

Occupant:

* public int getRow()
* public int getCol()
* public int getTeam()
* public Board getMyBoard()

Shot extends Occupant:

* public int getDirection()
* public Player getOwner()

Direction:

* public static int roundTo8(int dir)
* public static int roundTo4(int dir)
* public static int[] getLocInDirection(int row, int col, int dir)
* public static int getDirectionTowards(int row1, int col1, int row2, int col2)
* public static int moveDistance(int row1, int col1, int row2, int col2)

Player extends Occupant:

* public int getDirection()
* public int getTurnsUntilShoot()
* public boolean canShoot()

interface Brain (implemented by you):

* public String getName();
* public String getCoder();
* public Color getColor();
* public Action getMove(Player p, Board b);

Action:

* public Action(String type, int direction)