

TargetCell

laser

Last Modified Classes

Most Viewed Classes

Work

ConfigurationOfLaserGam

LaserGame-Model

LaserGame-Tests

Cell

BlankCell

MirrorCell

TargetCell

Grid

no messages

Groups

Hierarchy

☐ Class side

Comments

TargetCellTest >>#testCellExit

Cell subclass: #TargetCell

instanceVariableNames: "

classVariableNames: "

category: 'LaserGame-Model'

A target cell is a cell does not let the beam leave once entered. Once a target is reached the game is finished.

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