











WeaponPolicy	
policyName	String
policyType	String
attackerFlag	boolean
effectFlag	boolean
effectList	String
macroEffectIndex	int
microEffectIndex	int
distance	int
getPolicyType()	String
isVerified(ShootInfo, MicroInfo)	boolean
generate(ShootInfo, MicroInfo)	void
generateSpecificPlayer(ShootInfo, MicroInfo)	void
generateSpecificSquare(ShootInfo, MicroInfo)	void
generateAllPlayersInRoom(ShootInfo, MicroInfo)	void
generateDistance(ShootInfo, MicroInfo)	void
checkDistance(ShootInfo, MicroInfo)	boolean
distanceCheckSwitch(List<SquareAbstract>, SquareAbstract)	boolean
checkDifferentSquares(MicroInfo)	boolean
checkVisible(ShootInfo, MicroInfo)	boolean
checkInvisible(ShootInfo, MicroInfo)	boolean
checkDifferent(ShootInfo, MicroInfo)	boolean
checkInList(ShootInfo, MicroInfo)	boolean
checkSameDirection(ShootInfo, MicroInfo)	boolean

Ownable	
owner	ConcretePlayer
getOwner()	ConcretePlayer



















