

**Package** fr.rphstudio.codingdojo.game.functions.actions

## Interface ShipActionFunctions

public interface **ShipActionFunctions**



ACTIONS (own ship).

This module gathers all functions needed to make the player ship move. You can accelerate or brake, turn or use the boost ability.

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### Method Summary

**All Methods**    **Instance Methods**    **Abstract Methods**

**Modifier and Type**

**Method**

**Description**

void

**incSpeed**(float delta)

Increases the current ship speed (or make it brake).

void

**turn**(float diffAngle)

Turns the ship using a relative angle.

void

**useBoost**()

Activates the boost feature.

### Method Detail

#### incSpeed

void incSpeed(float delta)

Increases the current ship speed (or make it brake). When the parameter value is positive, the ship accelerates (and may consume a part of its energy, reducing the battery level). When the parameter value is negative, it brakes and restores a part of its kinetic energy into the battery. This function is useable with any code level.

**Parameters:**

delta - a floating value between -1.0 (most powerful brake) and +1.0 (maximum acceleration value). If the value is lower than -1.0 or greater than +1.0, the value will be saturated to respectively -1.0 and +1.0.

#### turn

void turn(float diffAngle)

Turns the ship using a relative angle. The parameter can be either negative (turn left) or positive (turn right). For each user process function call, the maximum rotation angle is limited to -5/+5 degrees. This function is useable with any code level.

**Parameters:**

diffAngle - the relative rotation angle (in degrees).

**useBoost**

```
void useBoost()
```

Activates the boost feature. The boost is a feature that allows to briefly increase your ship speed without any energy consumption. It will only works if the boost level is at its maximum. If the ship tries to activate the boost feature when the charge is not complete, its speed will be reduced by `Common.BOOST_REDUCE_SPEED`. So be careful the boost charge is ready before calling this function. In order to check if the boost is ready, just call the `ShipStatusFunctions.getShipBoostLevel()` function. This function is useable with any code level.