









































































































































 District	
  CURRENT	int
  NORTH	int
  EAST	int
  SOUTH	int
  WEST	int
  spressoCount	int
  resident	TimBot
  spressoJolts	int
  spressoGrowth	int
  mericanoCount	int
  mericanoJolts	int
  mericanoGrowth	int
  myX	int
  myY	int
  invaderBots	TimBot[]
  numInvaders	int
  incomingFire	int
  myPlanet	DohNat
  setTimBot(TimBot)	boolean
  getAdjoiningDistrict(int)	District
  senseDistrict(int, int[], boolean[])	void
  startNewRound()	void
  doSensePhase()	void
  hasTimBot()	boolean
  hasSpresso()	int
  doMovePhase()	void
  moveTimBot(TimBot)	void
  doBattlePhase()	void
  doFirePhase()	void
  fireAtDistrict()	void
  doHarvestPhase()	void
  doDefensePhase()	void
  toString()	String





  TimBot	
  myId	int
  energyLevel	int
  personality	char
  spressoSensed	int[]
  botsSensed	boolean[]
  getID()	int
  startRound()	boolean
  senseDistricts(int[], boolean[])	void
  getNextMove()	int
  isFunctional()	boolean
  useJolt()	boolean
  useShield()	boolean
  harvestSpresso(int)	void
  fireCannon()	int[]
  toString()	String





  DohNat	
  districts	District[]
  height	int
  width	int
  setTimBot(TimBot, int, int)	boolean
  newRound()	void
  doSensePhase()	void
  doMovePhase()	void
  doBattlePhase()	void
  doFirePhase()	void
  doDefensePhase()	void
  doHarvestPhase()	void
  getDistrict(int, int)	District
  toString()	String





  SpressoBot	
  getNextMove()	int

  ChickenBot	
  getNextMove()	int

  AngryBot	
  getNextMove()	int

  BullyBot	
  fireCannon()	int[]

  MericanoPlant	
  newSenseDistricts()	void

  SpressoPlant	
  newSenseDistricts()	void