package dungeoncrawl;

public class enemy { //class to store enemy position, implemented as an array to store information on many enemies

private int x = 0; //x posiiton

private int y = 0; //y position

public int getx() {return x; } //return x value

public int gety() {return y; } //return y value

public void setx(int newx) {this.x = newx;} //set a new x

public void sety(int newy) {this.y = newy;} //set a new y

public void addOneTox() {this.x = (this.x + 1);} //move enemy right

public void addOneToy() {this.y = (this.y + 1);} //move the enemy down (the directions are flipped due to the way the board prints)

public void subOneFromx() {this.x = (this.x - 1);} //move the enemy left

public void subOneFromy() {this.y = (this.y - 1);} //move the enemy up

}