**GRIDBOARD**

**class requirements**

Might be a GROUP, so that it can store data as well as have child actors.

Data Members:

* Background – not sure how I want to implement this yet, as a 5x5 background might be comprised of entirely static tiles such as fences/rocks, largely static but sometimes animated tiles such as gates that open, and entirely animated tiles like shifting grass.

It might take shop as a custom container of AnimatedDrawables, with each AnimatedDrawable representing its specific tile, animated or not.

Constructor:

* Takes an INT argument to specify the level to play
* Uses the INT argument to retrieve data from a file to specify game data such as starting positions and assets
* Creates Character Actor’s for each character on the board
* Attaches Character Click Listener’s to each character

Character Actor:

* Data Members:
  + Character Click Listener
  + SOUNDS:
    - Idle
    - Move
    - Clicked
  + ANIMATIONS:
    - Current
    - Idle
    - Move
    - Clicked
  + INTs:
    - Starting Position
    - Current Position
    - Destination
* Functions:
  + draw(): override and use INT Current Position to determine where to draw
  + setAnimation(): changes which animation is referenced, to change the key frames accessed when draw() is called

Character Click Listener:

* Functions:
  + touchDown(): tells actor to play ANIMATION-CLICKED and SOUND-CLICKED
  + touchDragged(): tells actor to play ANIMATION-MOVE and SOUND-MOVE
  + touchUp(): tells actor to play ANIMATION-IDLE and SOUND-IDLE