CS 61A Ants Project Object Map

ShortThrower [4] 1 health

* Class attributes

implemented = True upper_bound = 3 [4] name = 'Short'

* Instance attributes

* Methods

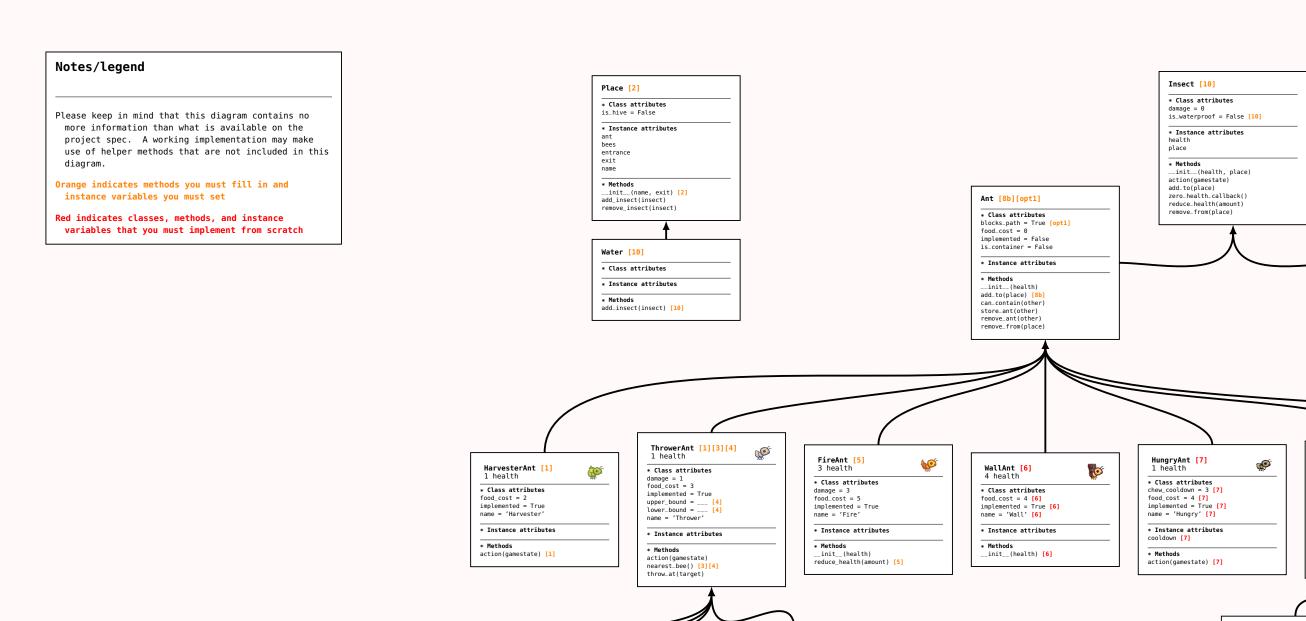
LongThrower [4] 1 health

* Class attributes

implemented = True
lower_bound = 5 [4]
name = 'Long'

* Instance attributes

* Methods



ScubaThrower [11] 1 health

* Class attributes food_cost = 6 [11] implemented = True [11]

* Instance attributes

QueenAnt [12]
1 health

* Class attributes
food.cost = 7
implemented = True
name = 'Queen'

* Instance attributes

action(gamestate) [12] reduce_health(amount) [12]

* Methods

LaserAnt [opt2]

food_cost = 10 implemented = True [opt2] name = 'Laser'

__init__(neattn)
action(gamestate)
calculate_damage(distance) [opt2]
insects_in_front() [opt2]

* Instance attributes

__init___(health)

* Methods

* Class attributes

* Class attributes

name = 'Bee'
damage = 1
is_waterproof = True [10]

NinjaAnt [opt1]
1 health

* Class attributes

Instance attributes

* Methods action(gamestate) [opt1]

damage = 1
food_cost = 5
implemented = True
name = 'Ninja'

blocks path = False [opt1]

* Instance attributes

* Methods sting(ant) move_to(place) blocked() [optl] action(gamestate) add_to(place) remove_from(place)

ContainerAnt [8a]

* Class attributes

* Instance attributes ant_contained

* Methods
__init__(health)
action(gamestate) [8a]
can_contain(other) [8a]

TankAnt [9] 2 health

* Class attributes

damage = 1 [9] food_cost = 6 [9]

implemented = True [9]
name = 'Tank' [9]

* Instance attributes

* Methods
__init__(health) [9]

action(gamestate) [9]

remove_ant(ant)
remove_from(place)
store_ant(ant) [8a]

ProtectorAnt [8c] 2 health

food_cost = 4 implemented = True [8c] name = 'Protector'

* Instance attributes

* Methods
__init__(health) [8c]

* Class attributes