

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

Interface CodeLevelActionFunctions

public interface **CodeLevelActionFunctions**



ACTIONS (own ship/code level).

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Method Summary

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

Modifier and Type	Method	Description
void	moveToNextCheckPoint (float speed)	Moves your ship toward the next checkpoint at the given speed.
void	turnToAngle (float destAngle)	Turns your ship to a specific absolute angle.
void	turnTowardNextCheckPoint ()	Turns your ship toward the next checkpoint.
void	turnTowardPosition (float x, float y)	Turns your ship toward a specific given position.

Method Detail

moveToNextCheckPoint

void moveToNextCheckPoint(float speed)

Moves your ship toward the next checkpoint at the given speed. This function is only useable with a code level #1.

Parameters:

speed - 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.

turnTowardNextCheckPoint

```
void turnTowardNextCheckPoint()
```

Turns your ship toward the next checkpoint. It just remains for you to increase speed to reach it. This function is useable until code level #2.

turnTowardPosition

```
void turnTowardPosition(float x,  
                        float y)
```

Turns your ship toward a specific given position. Just give the X and Y coordinates in parameter. This function is useable until code level #3.

Parameters:

x - a floating value for the X-axis coordinate.

y - a floating value for the Y-axis coordinate.

turnToAngle

```
void turnToAngle(float destAngle)
```

Turns your ship to a specific absolute angle. Just give the requested angle value, and your ship will turn until it reaches it. This function is useable until code level #4.

Parameters:

destAngle - a floating value for the destination angle between 0.0 and 360.0 (in degrees).