PAWN (EXT.)

Listening Position

Attributes
- +   Name: String = "Listening Position"
- -   is Active: Boolean
- -   getWaftRange: Integer
- -   getListeningRange: Integer

Operations
- +   setActive (Boolean)

If pawn hears wafting (becomes aware of)
- +   Pawn moves to within ListeningRange
- +   Pawn moves to Listening Position
- +   Pawn moves to Comfortable spot
- +   getSongName (): String
- +   displaySongName ()
- -   formatSongName(): String

Music

Attributes
- +   Name: String = "Music"
- +   static waftRange: Integer
- +   static listeningRange: Integer
- -   is Active: Boolean
- -   static songNumber: Integer

Operations
- +   reduceShields (Integer)
- +   setActive (Boolean)
- +   getSongName (): String
- +   displaySongName ()
- -   formatSongName (): String

Joy

Attributes
- +   Name: String = "Joy"
- +   static joyGain: Integer
- -   is Active: Boolean

Operations
- +   giveJoy(Integer)
- +   setActive (Boolean)