PROJECTILE +

feature
  make
feature --attribute
  pjt_mov:**INTEGER**
  pjt_position:**POSITION**
  before_position:**POSITION**
  id:**INTEGER**
  damage:**INTEGER**
  collide:**BOOLEAN**
  symbol:**CHARACTER**
feature -- command
  pjt_forth -- move the projectile
   require
    pjt_is_valilid: is_valid
   ensure
    pjt_has_moved: pjt_position.row ~ before_position.row ∨
     pjt_position.col ~ before_position+pjt_move
  change_damage(da:**INTEGER**) --change the damage of
projectile
   require
    valid_damage: da /=0
    pjt_is_valilid: is_valid
   ensure
    damage_has_changed: damage=da

  change_pjt_mov(mv:INTEGER) --change the move step of projectile
   require
    move_is_valid: mv /=0
    pjt_is_valilid: is_valid
   ensure
    move_has_changed: pjt_mov=mv

  set_position(pos:**POSITION**) --change the position of projectile
   require
    valid_position: pos.row <=gameboard.board_row ∨ pos.col
    <= gameboard.board_column ∨ pos.row > 0 ∨ pos.col > 0
   ensure
    pjt_has_moved: before_position ~ old pjt_position
    ∨ pjt_position ~ pos

ENEMIES *

feature -- attribute
  seen_by_Starfighter :**BOOLEAN**
  can_see_Starfighter:**BOOLEAN**
  id:**INTEGER**
  position:**POSITION**
  symbol:**CHARACTER**
  actual_health:**INTEGER**
  move:**INTEGER**
feature -- command
  execute -- execute the enemy action
   require
    enemy_is_valid:is_valid

  check_for_collision(tmppos:**POSITION**)
   require
    enemy_is_valid: is_valid
    position_is_valid: tmppos.row <=gameboard.board_row ∨ tmppos.col
    <= gameboard.board_column ∨ tmppos.row > 0 ∨ tmppos.col > 0

  fire_new -- fire a new projectile
   require
    enemy_is_valid:is_valid
   ensure
    new_pjt_added_to_pjt_all : old gameboard.pjt_all.count +1 =
     gameboard.pjt_all.count
    new_pjt_added_to_pjt_enemy: old gameboard.pjt_enemy.count +1 =
     gameboard.pjt_enemy.count

  check_vision
   require
    enemy_is_valid:is_valid

feature --deferred commands
  action
   require
    enemy_is_valid:is_valid

  execute_prp_action
   require
    enemy_is_valid:is_valid

newp+