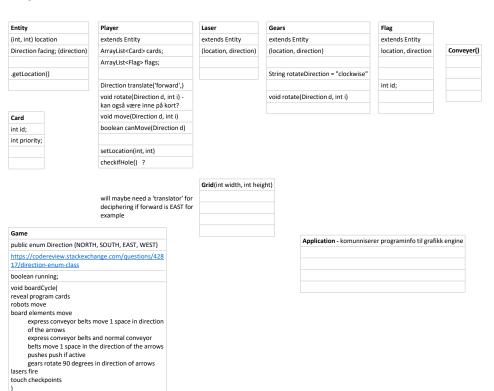
## RoboRally klasser midlertidig

mandag 15. februar 2021 22:00

void activate(ArrayList<Gear>) void activate(ArrayList<Lazer>)

void activate(ArrayList<Lazer>)



ODO for Friday						
Game						
oublic enum Direction {NORTH, SOUTH, EAST, WEST}	Entity	Player	Flag	Hole	Grid(int width, int height)	Application - komunniserer programinfo til grafikk e
https://codereview.stackexchange.com/questions/428 17/direction-enum-class	(int, int) location	extends Entity	extends Entity			
	Direction facing; (direction)	ArrayList <card> cards;</card>	location, direction			
poolean running;		ArrayList <flag> flags;</flag>				
void boardCycle( reveal program cards robots move board elements move express conveyor belts move 1 space in direction of the arrows express conveyor belts and normal conveyor belts move 1 space in the direction of the arrows pushes push if active	.getLocation()					
		Direction translate('forward',)	int id;			
		void rotate(Direction d, int i) - kan også være inne på kort?				
		void move(Direction d, int i)				
		boolean canMove(Direction d)				
gears rotate 90 degrees in direction of arrows asers fire		setLocation(int, int)				
ouch checkpoints		checkIfHole() ?				

will maybe need a 'translator' for deciphering if forward is EAST for example

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