RoboRally klasser midlertidig

mandag 15. februar 2021   22:00

Entity
(int, int) location
Direction facing; (direction)
.getLocation()

Player
extends Entity
ArrayList<Card> cards;
ArrayList<Flag> flags;
Direction translate('forward',)
void rotate(Direction d, int i) - kan også være inne på kort?
void move(Direction d, int i)
boolean canMove(Direction d)
setLocation(int, int)
checkIfHole()   ?

Laser
extends Entity
(location, direction)

Gears
extends Entity
(location, direction)
String rotateDirection = "clockwise"
void rotate(Direction d, int i)

Flag
extends Entity
location, direction
int id;

Conveyer()

Hole

Card
int id;
int priority;

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

Grid(int width, int height)

Game
public enum Direction {NORTH, SOUTH, EAST, WEST}
https://codereview.stackexchange.com/questions/42817/direction-enum-class
boolean running;
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 gears rotate 90 degrees in direction of arrows lasers fire touch checkpoints)
void activate(ArrayList<Gear>)
void activate(ArrayList<Lazer>)

Application - komunniserer programinfo til grafikk engine

TODO for Friday

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Hole

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