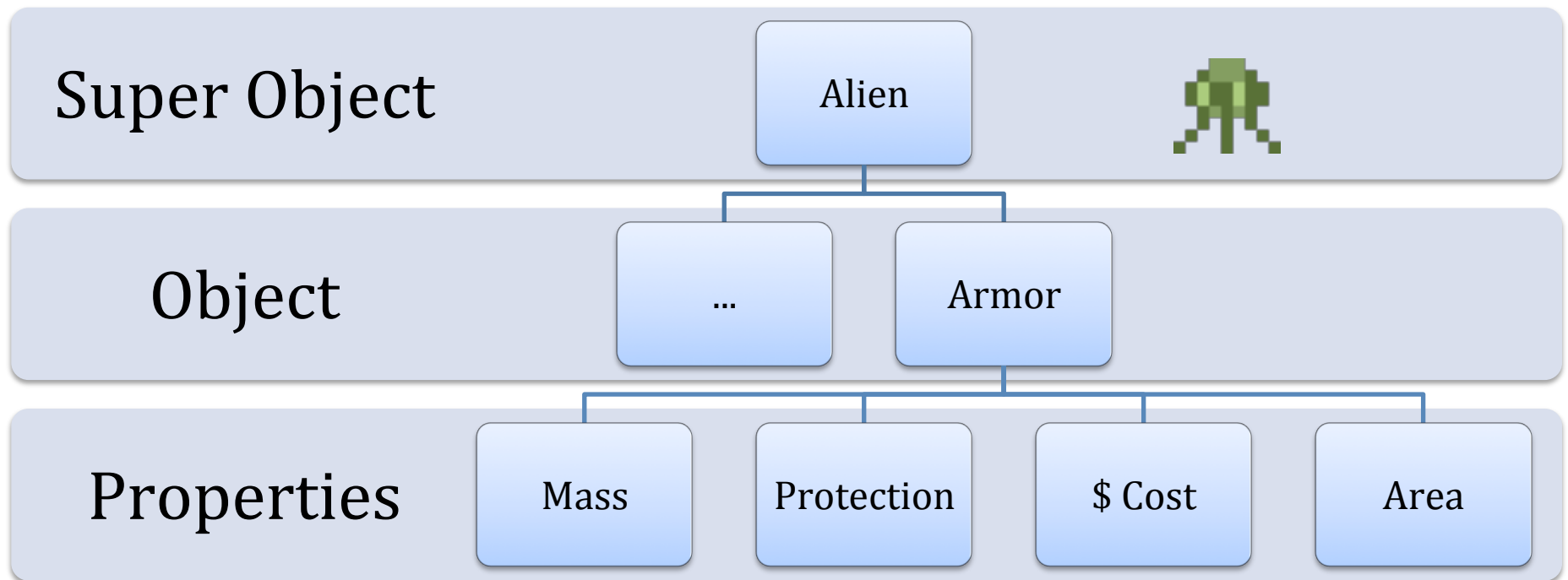


Armor Object Diagram

Armor is an opportunity for an Alien to trade Mass and Area (speed) and \$ Cost for protection against bullets.



- **Mass:** number used to calculate the overall mass of the Alien. Used when calculating speed of Alien.
- **Protection:** integer added to an Alien's base health
- **\$ Cost:** positive integer used to calculate the overall cost of the Alien
- **Area:** number used to calculate overall surface area. Used when calculating speed of Alien.