ENEMY*

attributes: ATTRIBUTE VALUES + -- original values current attributes: ATTRIBUTE VALUES -- current values

feature -- Deferred

execute * preemptive aciton * seen *

feature -- Commands

not seen *

regen +

feature -- Attributes

require enemy still alive: Current.alive = True

Current.current attributes.health > 0

-- regens current enemy move (distance: INTEGER) +

require enemy not outside board: Current.outside board = False

-- moves <distance> to the left from current location collision ++ -- redefined from ENTITY, used for collision checking

modify collision +

-- effective method, inherited from ENTITY, used for modifying collision values

feature {NONE} -- Hidden

can see starfighter: BOOLEAN + -- returns true if current enemy can see starfighter, else false

seen by starfighter: BOOLEAN+ -- returns true if starfighter can see current enemy, else false

feature -- Queries

stats out: STRING +

-- returns string of current enemies stats

GRUNT+

feature -- Commands

execute -- Executes grunt actions

preemptive action -- Does grunt's preemptive actions

feature {NONE}-- Hidden

seen +

require else

starfigher_is_visible : can_see_starfighter = true -- Helper method for execute, does action when can see starfighter not seen +

require else

starfigher is not visible : not can see starfighter = true -- Helper method for execute, does action when cannot see starfighter