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RevisedTimSim.java (Factory Class)

main method()

DohNat.java

- districts : District[][]
- height : int
- width : int

+ doBattlePhase()
+ doDefensePhase()
+ doFirePhase()
+ doHarvestPhase()
+ doMovePhase()
+ doSensePhase()
+ getDistrict()
+ newRound()
+ setTimBot()
+ toString()

ChickenBot.java (factory patterned)

+ getNextMove()

<<extend>>

BullyBot.java (factory patterned)

+ FireCannon()

Timbot.java

botsSensed : boolean[]
energyLevel : int
personality : char
spressoSensed : int[]

- myId : int
+ fireCannon()
+ getID()
+ getNextMove()
+ harvestSpresso()
+ isFunctional()
+ senseDistricts()
+ startRound()
+ toString()
+ useShield()
- useJolt()

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<<extend>>

<<extend>> <<extend>>

plantDistricts.java

personality : char

plantSpecies.java

parameters

SpressoBot.java (factory patterned)

+ getNextMove()

<<extend>>

AngryBot.java (factory patterned)

+ getNextMove()

<<extend>>

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District.java

{static} + CURRENT_DISTRICT : int
{static} + EAST : int
{static} + NORTH : int
{static} + SOUTH : int
{static} + WEST : int
- incomingFire : int
- invaderBots : TimBot[]
- myX : int
- myY : int
- numInvaders : int
- spressoCount : int
- spressoGrowth : int
- spressoJolts : int

+ doBattlePhase()
+ doDefensePhase()
+ doFirePhase()
+ doHarvestPhase()
+ doMovePhase()
+ doSensePhase()
+ fireAtDistrict()
+ hasSpresso()
+ hasTimBot()
+ moveTimBot()
+ setTimBot()
+ startNewRound()
+ toString()
- getAdjoiningDistrict()
- senseDistrict()