

```

public interface GameVisualisation {

//-----TANK-----
/**
 * show tank with ID = tankID on field position (x,y) and tank * direction = angle
 *
 * @param tankID ID of the tank
 * @param posX x-coordinate position in fields
 * @param posY y-coordinate position in fields
 * @param angle the direction of the tank {0,90,180,270}
 */
void addTank(int tankID, int posX, int posY, int angle);

/**
 * rotate tank with ID = tankID in direction = angle
 *
 * @param tankID ID of the tank
 * @param angle the direction of the tank {0,90,180,270}
 */
void rotateTank(int tankID, int angle);

/**
 * move tank with ID = tankID in direction = angle
 *
 * @param tankID ID of the tank
 * @param angle the direction of the tank {0,90,180,270}
 */
void moveTank(int tankID, int angle);

/**
 * remove tank with ID = tankID
 *
 * @param tankID ID of the tank
 */
void removeTank(int tankID);

/**
 * Method destroyTank starts the animation of tank distraction.
 *
 * @param tankID ID of the tank
 */
}

```

```
void destroyTank(int tankID);
```

```
//-----MISSILE-----
```

```
/**
 * show missile with ID = missileID on field position (x,y) and      * missile direction =
angle
 *
 * @param missileID ID of the missile
 * @param posX x-coordinate position in fields
 * @param posY y-coordinate position in fields
 * @param angle the direction of the missile {0,90,180,270}
 */
void addMissile(int missileID,int posX, int posY, int angle);

/**
 * move missile with ID = missileID in direction = angle
 *
 * @param missileID ID of the missile
 * @param angle the direction of the missile {0,90,180,270}
 */
void moveMissile(int missileID, int angle);

/**
 * remove missile with ID = missileID
 *
 * @param tankID ID of the tank
```

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    */
    void removeMissile(int missileID);

    /**
     * Method explodeMissile starts the animation of missile explosin.
     *
     * @param missileID ID of the missile
     */
    void explodeMissile(int missileID);

//-----POWERUP-----

    /**
     * show powerUp with ID = powerUpID on field position (x,y) and          * picture = parPowerUp
     *
     * @param powerUpID number of the powerUp
     * @param parPowerUp name of the powerUp as String
     * @param posX x-coordinate position in fields
     * @param posY y-coordinate position in fields
     */
    void addPowerUp(int powerUpID, String parPowerUp, int posX, int posY);

    /**
     * remove powerUp with ID = powerUpID
     *
     * @param powerUpID the ID of the powerUp
     */
    void removePowerUp(int powerUpID);
}

```