ETF_MODEL+

feature -- supplier attributes

   starfighter: STARFIGHTER
   score: SCORE
   print_state: PRINT_STATE

feature -- collections
   enemy_collection: HASH_TABLE[ENEMY, INTEGER]
   enemy_proj_collection: HASH_TABLE[ENEMY_PROJECTILE, INTEGER]
   friendly_proj_collection: HASH_TABLE[FRIENDLY_PROJECTILE,
INTEGER]
   states: LIST[STATES]

feature-- ids
  projectileid_counter, enemyid_counter: INTEGER

feature -- booleans
 in_game, isin_setup, isin_debug: BOOLEAN

feature -- game commands
  play(row: INTEGER_32 ;
     column: INTEGER_32 ;
     g_threshold: INTEGER_32 ;
     f_threshold: INTEGER_32 ;
     c_threshold: INTEGER_32 ;
     i_threshold: INTEGER_32 ;
     p_threshold: INTEGER_32)
     -- Initially used to enter setup_mode and to cache the threshold value

 play_game
   -- used when in_game state

pass
  -- Starfighter passes

fire
  do
     -- fires based on weapon choice
  end

move(row: INTEGER; column: INTEGER)
   -- SF moves

special
  do
    states[power_choice].special
     -- use special based on power selection
  end

abort
  -- game aborts

preemptive_action(str: STRING)
  -- preemptive action of enemies that are alive

 action
  -- Enemy action of enemies that are alive and whose turn does not end

 feature -- enemy related
enemy_enemies
   -- reports all enemies that are still `on_board`

enemy_spawn (row: INTEGER; column: INTEGER)
   -- natural enemy spawns at location [row, column]

feature -- queries
  retrived_id_by_pos [row: INTEGER; column: INTEGER]: INTEGER
    -- returns an `id` of an on_board and alive entity at location [row, column]

feature -- projectile related
  projectile_show
    -- reports all projectiles that are `on board`

starfighter+

STARFIGHTER+

feature -- additional attributes
  id: INTEGER
  initial_pos, old_pos, pos : TUPLE[row: INTEGER; column: INTEGER]

feature -- sf_attributes
  total_health, total_energy, total_move, total_move_cost, total_vision: INTEGER
  current_health, current_energy, total_armour, total_projectile_cost : INTEGER
  total_projectile_damage: INTEGER

feature -- model access
   model_access: ETF_MODEL_ACCESS

feature -- queries
  seen_by_sf (row: INTEGER; column: INTEGER)
    -- if SF can see the position [row, column]
  can_see_starfighter(row: INTEGER; column: INTEGER)
    -- if [row, column] can see current pos

feature -- commands

  starfighter_setup
    -- loops for the current equipment selection and setup starfighter initially

  apply_health_regen
    -- health regeneration

  apply_energy_regen
    -- energy regeeration

  set_current_health (h: INTEGER)
    -- set h to current health

  set_current_energy (e: INTEGER)
    -- set e to current energy

  set_pos[row: INTEGER; column: INTEGER]
    -- updates the starfighter pos to [row, column]

  set_old_pos[row: INTEGER; column: INTEGER]
    -- updates the starfighter old_pos to [row, column]