Class Cannonball

java.lang.Object
    greenfoot.Actor
        Ammunition
            Cannonball

```
public class Cannonball
extends Ammunition
```

Cannonball Class

Cannonball ammunition, the ammunition used by Serpentine troops, deals damage to a single object. A relatively hard-hitting projectile, and its damange can be increased with an increase of troop level.

Field Summary

Fields inherited from class Ammunition

alliance, damage, speed, xTarget, yTarget

Constructor Summary

Constructors

Constructor	Description
Cannonball(int alliance, greenfoot.Actor target, int level)	Constructor for cannonball class, initalizes necessary variables

Method Summary

Methods inherited from class Ammunition

act, addedToWorld, checkEdges, checkHit

getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move,
removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards

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Methods inherited from class java.lang.Object

clone, equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

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Constructor Detail

Cannonball

```
public Cannonball(int alliance,
                  greenfoot.Actor target,
                  int level)
```

Constructor for cannonball class, initalizes necessary variables

Parameters:

alliance - The alliance of the cannonball

target - The target that the cannonball is travelling towards

level - Level of troop that the cannonball came from, determine's its damage