

Class Treasury

java.lang.Object

greenfoot.Actor

Establishment

Treasury

public class Treasury

extends Establishment

Treasury Class

Subclass of Establishment superclass, creates money for the kingdom. Every two seconds is a cycle, when money will be added. Has three levels, can be upgraded by the Chateau. Once upgraded, more money will be produced every cycle.

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Author:

Andrew Qiao

Field Summary

Fields inherited from class Establishment

alliance, healthBar, hp, maxHP

Constructor Summary

Constructors

Constructor	Description
Treasury(int hp, int alliance, Chateau chateau)	Constructor for Treasury class, calls its superclass constructor, sets the image, sets instance variables, and starts the timer.

and Type

void	act()	Called ever act, determines if a cycle is complete, if so, adds money to the chateau.
protected void	castleDestroyed()	Called when the castle that the treasury belongs to has been destroyed, does mostly the same thing as the explode() method except it doesn't remove the treasury from the ArrayList of treasuries, as the chateau does that.
protected void	explode()	Called when the HP of thre treasury reaches below 0, adds rubble, removes the treasury from the ArrayList of treasuries, and removes the treasury from the world.
int	getLevel()	Returns the current level of the Treasury.
void	levelUp()	Called to level up the treasury and change its image accordingly.

Methods inherited from class Establishment

getAlliance, hit, setAlliance

Methods inherited from class greenfoot.Actor

addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setLocation, setRotation, turn, turnTowards

Methods inherited from class java.lang.Object

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

Constructor Detail

Treasury

SUMMARY: [NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#) DETAIL: [FIELD](#) | [CONSTR](#) | [METHOD](#)
and starts the timer.

Method Detail

act

```
public void act()
```

Called ever act, determines if a cycle is complete, if so, adds money to the chateau.

Overrides:

act in class `greenfoot.Actor`

levelUp

```
public void levelUp()
```

Called to level up the treasury and change its image accordingly.

explode

```
protected void explode()
```

Called when the HP of thre treasury reaches below 0, adds rubble, removes the treasury from the ArrayList of treasures, and removes the treasury from the world.

Specified by:

`explode` in class `Establishment`

castleDestroyed

```
protected void castleDestroyed()
```

Called when the castle that the treasury belongs to has been destroyed, does mostly the same thing as the `explode()` method except it doesn't remove the treasury from the ArrayList of treasures, as the chateau

ALL CLASSES

SEARCH:

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```
public int getLevel()
```

Returns the current level of the Treasury.

Returns:

int The current level of the treasury

ALL CLASSES

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