

Class Ammunition

java.lang.Object

greenfoot.Actor

Ammunition

Direct Known Subclasses:

Cannonball, Fireball

public abstract class **Ammunition**

extends greenfoot.Actor

Ammunition Class

Abstract superclass of all types of ammunition, initializes basic variables and includes functions necessary for the ammunition's functions.

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Field Summary

Fields		
Modifier and Type	Field	Description
protected int	alliance	
protected int	damage	
protected int	speed	
protected int	xTarget	
protected int	yTarget	

Constructor Summary

Constructors		

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method	Description
void	<code>act()</code>	Called every method, checks if the ammunition has hit anything, and if not moves and checks if it is out of bounds.
void	<code>addedToWorld</code> (<code>greenfoot.World w</code>)	Called when ammunition is added to the world, turns towards its target.
protected void	<code>checkEdges()</code>	Checks if the ammunition has reaches the edges, and if so, removes itself from the world.
protected boolean	<code>checkHit()</code>	Checks if the ammunition has hit anything, and if so removes itself from the world.

Methods inherited from class `greenfoot.Actor`

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

Methods inherited from class `java.lang.Object`

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

Field Detail

damage

protected int damage

alliance

protected int alliance

xTarget

protected int xTarget

yTarget

protected int yTarget

Constructor Detail

Ammunition

```
public Ammunition(int speed,
                  int alliance,
                  greenfoot.Actor target)
```

Initializes the ammunition's speed, alliance, and coordinates of its target.

Parameters:

speed - The speed of the ammunition

alliance - The alliance the ammunition belongs to

target - The target of the ammunition

```
public void act()
```

Called every method, checks if the ammunition has hit anything, and if not moves and checks if it is out of bounds.

Overrides:

act in class `greenfoot.Actor`

addedToWorld

```
public void addedToWorld(greenfoot.World w)
```

Called when ammunition is added to the world, turns towards its target.

Overrides:

addedToWorld in class `greenfoot.Actor`

Parameters:

w - The World the ammunition is in

checkHit

```
protected boolean checkHit()
```

Checks if the ammunition has hit anything, and if so removes itself from the world.

Returns:

boolean If the ammunition has hit anything

checkEdges

```
protected void checkEdges()
```

Checks if the ammunition has reaches the edges, and if so, removes itself from the world.

