

Class Serpentine

```
java.lang.Object
  greenfoot.Actor
    Troop
      Serpentine
```

```
public class Serpentine
  extends Troop
```

Serpentine Class

Subclass of Troop superclass, shoots cannonballs at Establishment targets. Moves at a speed of 1, shoots hard-hitting cannonballs, but takes a while to reload. Only targets establishments, but can hit troops that are in its way. A cannonball sound effect is also played every shot. When the serpentine's health reaches 0 or below an explosion sound effect will be played, along with a disappearing skull.

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Field Summary

Fields inherited from class Troop

```
actCount, alliance, chateau, closestEstablishment, closestTroop, establishments,
healthBar, hp, level, maxHP, reloadCounter, reloadTime, speed, targetEstablishment,
targetTroop, troops
```

Constructor Summary

Constructors

Constructor	Description
<code>Serpentine(int alliance, int level, Chateau chateau)</code>	Constructor for Serpentine class, calls superclass constructor and sets properties for the Serpentine.

All methods		
Instance methods		
Concrete methods		
Modifier and Type	Method	Description
void	<code>act()</code>	Called every act, determines the closest establishment and moves, reloads, or shoots accordingly.
void	<code>death</code> (boolean isCastleDestroyed)	Called when a troop's HP is 0 or below.
protected void	<code>shoot</code> (greenfoot.Actor a)	Called to shoot a cannonball.

Methods inherited from class **Troop**

`findEstablishment, findTroop, getAlliance, getDistance, 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

Serpentine

```
public Serpentine(int alliance,
                  int level,
                  Chateau chateau)
```

Constructor for Serpentine class, calls superclass constructor and sets properties for the Serpentine.

act

```
public void act()
```

Called every act, determines the closest establishment and moves, reloads, or shoots accordingly.

Overrides:

act in class `greenfoot.Actor`

shoot

```
protected void shoot(greenfoot.Actor a)
```

Called to shoot a cannonball.

Parameters:

a - Target to shoot cannonball at.

death

```
public void death(boolean isCastleDestroyed)
```

Called when a troop's HP is 0 or below.

Overrides:

death in class `Troop`

Parameters:

isCastleDestroyed - If the castle has been destroyed