Class Dragon

java.lang.Object
    greenfoot.Actor
        Troop
            Dragon

```
public class Dragon
extends Troop
```

Dragon Class

Subclass of Troop superclass, shoots fireballs at both Troop and Establishments targets. Moves at a speed of 2, and can also move while shooting within a certain range. Shoots fireballs extremely quickly, and does splash damage to troops at the exact same position. Radius splash damage was removed as that made the troops and buildings unbalanced. Once fireballs reach a certain distance away from its dragon, they dissapear, recreating the real life effect. A sound is also played every 10 fireballs, to make sure it doesn't get hectic. Once the dragon's health reaches 0 or below, it will die, leaving behind a sound effect and 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
Dragon(int alliance,	Constructor for Dragon class, calls superclass constructor, sets starting

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
void	**act**()	Called every act, finds the closest troop and establishment of the opposite alliance and determines whether to move, shoot a fireball, or both.
void	**death** (boolean isCastleDestroyed)	Called when a troop's HP is 0 or below.
void	**setAlliance**(int alliance)	Set the alliance of the dragon.

Methods inherited from class Troop

findEstablishment, findTroop, getAlliance, getDistance, hit

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, setImage, setLocation, setRotation, turn, turnTowards

Methods inherited from class java.lang.Object

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

Constructor Detail

Dragon

```
public Dragon(int alliance,
              int level,
```

`alliance` - Alliance dragon belongs to (0 - Gold, 1 - Blue)

`level` - Level of the dragon

`chateau` - Chateau dragon belongs to

Method Detail

act

```
public void act()
```

Called every act, finds the closest troop and establishment of the opposite alliance and determines whether to move, shoot a fireball, or both.

Overrides:

`act` in class `greenfoot.Actor`

setAlliance

```
public void setAlliance(int alliance)
```

Set the alliance of the dragon.

Overrides:

`setAlliance` in class `Troop`

Parameters:

`alliance` - Alliance the dragon belongs to (0 - Gold, 1 - Blue)

death

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

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

Overrides: