

Class TroopDeath

java.lang.Object
greenfoot.Actor
TroopDeath

```
public class TroopDeath  
extends greenfoot.Actor
```

TroopDeath Class

Created when a troop dies. Displays a skull that grows more and more transparent until it eventually gets removed.

Version:

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Author:

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Constructor Summary

Constructors

Constructor	Description
TroopDeath()	Constructor for TroopDeath class, creates the image of the skull.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
void	act()	Called every act, subtracts from the transparency, removes the object after the transparency reaches below 5.

Methods inherited from class greenfoot.Actor

Methods inherited from class `java.lang.Object`

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

Constructor Detail

TroopDeath

```
public TroopDeath()
```

Constructor for TroopDeath class, creates the image of the skull.

Method Detail

act

```
public void act()
```

Called every act, subtracts from the transparency, removes the object after the transparency reaches below 5.

Overrides:

act in class `greenfoot.Actor`