

Class Fireball

java.lang.Object

greenfoot.Actor

Ammunition

Fireball

```
public class Fireball
extends Ammunition
```

Fireball Class

Fireball ammunition, ammunition used by the Dragon troop, deals limited splash damage. The damage per fireball is quite low, and can be increased by leveling up barracks. Limited splash damage means if multiple troops are at the exact location, they will all be hit. Splash damage within a radius was originally used, but that produced an unbalance in the simulation.

Field Summary

Fields inherited from class Ammunition

alliance, damage, speed, xTarget, yTarget

Constructor Summary

Constructors

Constructor	Description
Fireball (int alliance, greenfoot.Actor target, int level, Dragon dragon)	Constructor for Fireball ammunition, initializes its variables and objects.

Method Summary

protected boolean	checkHit() Checks if anything has been hit by the fireball, and returns a boolean accordingly.
----------------------	---

Methods inherited from class `Ammunition`

addedToWorld, checkEdges

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
```

Constructor Detail

Fireball

```
public Fireball(int alliance,
                greenfoot.Actor target,
                int level,
                Dragon dragon)
```

Constructor for Fireball ammunition, initializes its variables and objects.

Parameters:

alliance - The alliance it belongs to

target - The target of the fireball

level - The level of the fireball

dragon - The dragon the fireball belongs to

act

```
public void act()
```

Called every act, checks if anything has been hit, and if not, moves and checks its position in the world.

Overrides:

[act](#) in class [Ammunition](#)

checkHit

```
protected boolean checkHit()
```

Checks if anything has been hit by the fireball, and returns a boolean accordingly. If it has hit anything on the opposite alliance, it will remove itself.

Overrides:

[checkHit](#) in class [Ammunition](#)

Returns:

boolean If the ammunition has hit anything