## Class Attacker

java.lang.Object

public class **Attacker**extends Fighter

Attackers shoot the enemy fighters. If their health is low, they search for a heal planet they can land on to revive.

**Version:** April 6 2018 **Author:** Kyle Chan, Shivani Chidella, Amber Chen, Maggie Lin, Catherine Lee

|  |  |
| --- | --- |
| **Field Summary** | |

|  |
| --- |
| **Fields inherited from class** |
| health, isHuman, movingSpeed, myWidth, onHealPlanet, removeMe, speed, transparency |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Attacker**](http://docs.google.com/Attacker.html#Attacker(boolean))(boolean isHuman)            Constructs and determines if the Fighter is Alien or Human. |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](http://docs.google.com/Attacker.html#act())()            Act - do whatever the Attacker wants to do. |
| static void | [**changeWeaponFrequency**](http://docs.google.com/Attacker.html#changeWeaponFrequency(int,%20boolean))(int change, boolean isHuman)            Changes the weapon frequency on either team. |
| protected  void | [**moveTowards**](http://docs.google.com/Attacker.html#moveTowards())()            Allows Attackers to move towards the closest healing planet. |
| void | [**shoot**](http://docs.google.com/Attacker.html#shoot())()            Attacker spawns laser (depending on if they are alien or human). |
| protected  void | [**targetClosestPlanet**](http://docs.google.com/Attacker.html#targetClosestPlanet())()            Finds the nearest Heal Planet available when its health is low. |

|  |
| --- |
| **Methods inherited from class** |
| atWorldEdge, getTeam, isOnHealPlanet, saveMyWidth, takeDamage |

|  |
| --- |
| **Methods inherited from class** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getX, getY, intersects, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

### Attacker

public **Attacker**(boolean isHuman)

Constructs and determines if the Fighter is Alien or Human. If Alien, spawn from the left and move towards the positive x-axis. If Human, spawn from the right and move towards the negative x-axis.

**Parameters:**isHuman - true = human, false = alien

|  |
| --- |
| **Method Detail** |

### act

public void **act**()

Act - do whatever the Attacker wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

**Overrides:**act in class greenfoot.Actor

### changeWeaponFrequency

public static void **changeWeaponFrequency**(int change,  
 boolean isHuman)

Changes the weapon frequency on either team.

**Parameters:**change - difference in weapon frequencyisHuman - true if human, otherwise false; determines which team's weapon frequency will change

### moveTowards

protected void **moveTowards**()

Allows Attackers to move towards the closest healing planet. If the Attacker reaches the healing planet, stop for 5 intervals, then continue moving.

**Specified by:**moveTowards in class Fighter

### shoot

public void **shoot**()

Attacker spawns laser (depending on if they are alien or human).

### targetClosestPlanet

protected void **targetClosestPlanet**()

Finds the nearest Heal Planet available when its health is low.

**Specified by:**targetClosestPlanet in class Fighter