## Class Fighter

java.lang.Object

public abstract class **Fighter**extends greenfoot.Actor

Fighters are alien and human ships that can take damage and enter the world with the same level of health. Their goal is to fight and conquer planets.

When they get hit by a laser, they will take damage. When they get hit by a laser, they will take damage. When health reaches 0 for any fighter, they will be removed from the world. They can be killed by being hit by comets and by being sucked into black holes.

**Version:** March 2018 **Author:** Amber Chen, Shivani Chidella, Kyle Chan

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| **Field Summary** | |
| protected  int | [**health**](http://docs.google.com/Fighter.html#health) |
| protected  boolean | [**isHuman**](http://docs.google.com/Fighter.html#isHuman) |
| protected  int | [**movingSpeed**](http://docs.google.com/Fighter.html#movingSpeed) |
| protected  int | [**myWidth**](http://docs.google.com/Fighter.html#myWidth) |
| protected  boolean | [**onHealPlanet**](http://docs.google.com/Fighter.html#onHealPlanet) |
| protected  boolean | [**removeMe**](http://docs.google.com/Fighter.html#removeMe) |
| protected  int | [**speed**](http://docs.google.com/Fighter.html#speed) |
| protected  int | [**transparency**](http://docs.google.com/Fighter.html#transparency) |

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| **Constructor Summary** | |
| [**Fighter**](http://docs.google.com/Fighter.html#Fighter(boolean))(boolean isHuman)            Constructs a fighter that will move through the world. |

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| **Method Summary** | |
| boolean | [**atWorldEdge**](http://docs.google.com/Fighter.html#atWorldEdge())()            Handy method that checks if this object is at the edge of the World |
| boolean | [**getTeam**](http://docs.google.com/Fighter.html#getTeam())()            Find if fighter is on human or alien team. |
| protected  boolean | [**isOnHealPlanet**](http://docs.google.com/Fighter.html#isOnHealPlanet())()            Checks if fighter is on heal planet. |
| protected abstract  void | [**moveTowards**](http://docs.google.com/Fighter.html#moveTowards())()            Moves to the planet is targetting. |
| protected  void | [**saveMyWidth**](http://docs.google.com/Fighter.html#saveMyWidth())()            Initializes value of myWidth. |
| void | [**takeDamage**](http://docs.google.com/Fighter.html#takeDamage(int))(int healthDecrease)            When hit by another Fighter, take the value of damage and subtract it from the Fighter's health. |
| protected abstract  void | [**targetClosestPlanet**](http://docs.google.com/Fighter.html#targetClosestPlanet())()            Finds the closest planet fighter is aiming to reach. |

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

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

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| **Field Detail** |

### health

protected int **health**

### isHuman

protected boolean **isHuman**

### movingSpeed

protected int **movingSpeed**

### myWidth

protected int **myWidth**

### onHealPlanet

protected boolean **onHealPlanet**

### removeMe

protected boolean **removeMe**

### speed

protected int **speed**

### transparency

protected int **transparency**

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| **Constructor Detail** |

### Fighter

public **Fighter**(boolean isHuman)

Constructs a fighter that will move through the world.

**Parameters:**isHuman - true if fighter is human, false if fighter is alien

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| **Method Detail** |

### atWorldEdge

public boolean **atWorldEdge**()

Handy method that checks if this object is at the edge of the World

**Returns:**boolean true if at or past the edge of the World, otherwise false

### getTeam

public boolean **getTeam**()

Find if fighter is on human or alien team.

**Returns:**boolean true if human team, false for alien

### isOnHealPlanet

protected boolean **isOnHealPlanet**()

Checks if fighter is on heal planet.

**Returns:**boolean true if fighter is on heal planet, otherwise false

### moveTowards

protected abstract void **moveTowards**()

Moves to the planet is targetting.

### saveMyWidth

protected void **saveMyWidth**()

Initializes value of myWidth.

### takeDamage

public void **takeDamage**(int healthDecrease)

When hit by another Fighter, take the value of damage and subtract it from the Fighter's health. If Fighter's health reaches zero, remove the Fighter from the world.

**Parameters:**healthDecrease - takes in the value of the damage done by the weapon

### targetClosestPlanet

protected abstract void **targetClosestPlanet**()

Finds the closest planet fighter is aiming to reach.