## Class Invader

java.lang.Object

public class **Invader**extends Fighter

Write a description of class Invader here.

**Version:** (a version number or a date) **Author:** (your name)

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| **Field Summary** | |

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| **Fields inherited from class** |
| direction, fade, health, healthy, isHuman, myWidth, onHealPlanet, speed, transparency |

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

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| **Method Summary** | |
| void | [**act**](http://docs.google.com/Invader.html#act())()            Act - do whatever the Invader wants to do. |

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| **Methods inherited from class** |
| atWorldEdge, isOnHealPlanet, takeDamage |

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| **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 |

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

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| **Constructor Detail** |

### Invader

public **Invader**(boolean isHuman)

Constructs an Invader and determines if the Invader is Human or Alien. If Human, change the image and move to the left. If Alien, move to the right.

**Parameters:**isHuman - determines if the Invader is an Alien or Human

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| **Method Detail** |

### act

public void **act**()

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

**Overrides:**act in class Fighter