## Class Invader

java.lang.Object

public class **Invader**extends Fighter

Invaders search for target planets to conquer. If they hit a target planet, they will increase the population there. Some invaders' goal is to reach the nearest planet; others try to reach the nearest planet that is not conquered by their team yet.

**Version:** April 6 2018 **Author:** Shivani Chidella, Amber Chen, Kyle Chan

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| **Field Summary** | |

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| **Fields inherited from class** |
| health, isHuman, movingSpeed, myWidth, onHealPlanet, removeMe, 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. |
| protected  void | [**moveTowards**](http://docs.google.com/Invader.html#moveTowards())()            Allows Invaders to move towards the closest planet. |
| protected  void | [**targetClosestPlanet**](http://docs.google.com/Invader.html#targetClosestPlanet())()            Will find planet closest to it in the world that they are looking for. |

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| **Methods inherited from class** |
| atWorldEdge, getTeam, isOnHealPlanet, saveMyWidth, 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 greenfoot.Actor

### moveTowards

protected void **moveTowards**()

Allows Invaders to move towards the closest planet. If Invader touches a planet, remove the Invader and tell the Planet class that either an Alien or Human has removed at the planet to keep track of the population score.

**Specified by:**moveTowards in class Fighter

### targetClosestPlanet

protected void **targetClosestPlanet**()

Will find planet closest to it in the world that they are looking for.

**Specified by:**targetClosestPlanet in class Fighter