## Class Weapon

java.lang.Object

public class **Weapon**extends greenfoot.Actor

Shoots from an attacker to deal damage to members of the enemy team.

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| **Constructor Summary** | |
| [**Weapon**](http://docs.google.com/Weapon.html#Weapon(boolean))(boolean isHumanWeapon)            Constructs weapons and gives the bullet and laser to its' respective Attackers |

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| **Method Summary** | |
| void | [**act**](http://docs.google.com/Weapon.html#act())()            Act - do whatever the Weapon wants to do. |
| boolean | [**atWorldEdge**](http://docs.google.com/Weapon.html#atWorldEdge())()            Determines if the Weapon is at the edge of the world. |

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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** |

### Weapon

public **Weapon**(boolean isHumanWeapon)

Constructs weapons and gives the bullet and laser to its' respective Attackers

**Parameters:**isHumanWeapon - determines if the Attacker is Alien or Human

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| **Method Detail** |

### act

public void **act**()

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

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

### atWorldEdge

public boolean **atWorldEdge**()

Determines if the Weapon is at the edge of the world. If so, remove the weapon.