## Class Weapon

java.lang.Object

public class **Weapon**extends greenfoot.Actor

Human and Alien attackers shoot laser weapons at the opposing team. Being hit by a weapon from the opposite team forces a Fighter to take damage and reduces their health.

**Version:** April 9, 2018 **Author:** Shivani Chidella, Amber Chen, Kyle Chan

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

|  |  |
| --- | --- |
| **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. |

|  |
| --- |
| **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** |

### Weapon

public **Weapon**(boolean isHumanWeapon)

Constructs weapons and gives certain lasers to its' respective Attackers.

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

|  |
| --- |
| **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.