## **Sniper rifle**

+getRangedDamage()

<<interface>>

ActorInterface

+damaged(): Boolean

+set\_previous\_health(health: int)

+get\_lastAction(): Action

Player

-lastAction: Action

-previous\_health: int

+playTurn(actions:Actions, lastAction:

Action,map: GameMap, display: Display):

Action

+get\_lastAction(): Action

