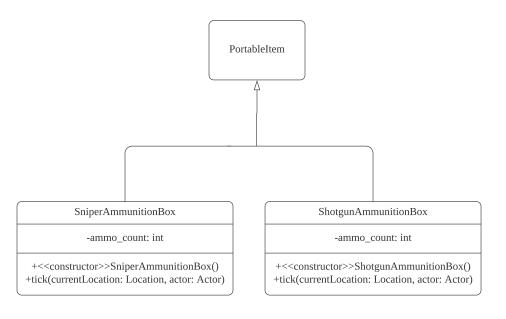
## **Ammunition**

Song Tan | June 9, 2020



## <<interface>> ActorInterface +set\_sniper\_ammo(count: int) +get\_sniper\_ammo() +set\_shotgun\_ammo(count: int) +get\_shotgun\_ammo() Human -sniper\_ammo: int -shotgun\_ammo: int +set\_sniper\_ammo(count: int) +get\_sniper\_ammo() +set\_shotgun\_ammo(count: int) +get\_shotgun\_ammo() Player +playTurn(actions: Actions, lastAction:

Action, map: GameMap, display: Display)