Sniper rifle

Song Tan | June 6, 2020

<<interface>> Action

+isSniperAction():Boolean

Action

<<interface>> ActorInterface

+damaged(): Boolean
+set_previous_health(health: int)
+get_lastAction(): Action

<<interface>> ItemInterface

+changeMap(map: GameMap)
+setTarget(actor: int)
+getTarget()
+set_aim_turns(count: int)
+get_aim_turns()
+reset()
+getRangedDamage()

AimAction

-target: Actor
-sniper: WeaponItem

<<Constructor>> +AimAction(actor: Actor, sniper: WeaponItem)
+execute(actor: Actor, map: GameMap)
+menuDescription(actor: Actor)

SnipeAction

-target: Actor
-sniper: WeaponItem
-random: Random

<<Constructor>> +SnipeAction(actor: Actor,sniper: WeaponItem)
+execute(actor: Actor, map: GameMap)
+menuDescription(actor: Actor)

WeaponItem

SnipeAimMenuAction

-actions: Actions
-display: Display
-sniper: WeaponItem
-menu: Menu

<<Constructor>> +TargetMenuAction(sniper: WeaponItem)

creates

has   1

has   1

Menu   1   1

Display   1   1   1

Class   1   1

SniperRifle

-int aim_turns
-target: Actor
-map :GameMap
-ranged_damage: int

<<constructor>> +SniperRifle()
+tick(currentLocation: Location, actor: Actor)
+tick(currentLocation: Location)
+changeMap(map: GameMap)
+setTarget(actor: int)
+getTarget()
+set_aim_turns(count: int)
+get_aim_turns()
+reset()
+getRangedDamage()

has   1   1

TargetMenuAction

-actions: Actions
-display: Display
-sniper: WeaponItem
-menu: Menu

<<Constructor>> +TargetMenuAction(sniper: WeaponItem)
+execute(actor: Actor, map: GameMap)
+menuDescription(actor: Actor)
+isSniperAction():Boolean

creates

has   1

Player

-lastAction: Action
-previous_health: int

+playTurn(actions:Actions, lastAction: Action,map: GameMap, display: Display): Action
+get_lastAction(): Action