ShipRaceFunctions

file:///C:/Romuald GRIGNON/Development/Games/codingdojo/target/site/fr/rphstudio/codingdojo/game/functions/race/ShipRaceFunctions.html

Package fr.rphstudio.codingdojo.game.functions.race

Interface ShipRaceFunctions

public interface **ShipRaceFunctions**

RACE INFO (own ship).

This module gathers all functions needed to get the progression of the current player ship in the race. You can get the number of laps already completed and the total number of laps to do.

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Method Summary

All Methods   Instance Methods   Abstract Methods

Modifier and Type	Method	Description
float	**getLapPercent**()	Gets a percentage value of the current lap completion by the current ship.
int	**getNbCompletedLaps**()	Gets the number of complete laps the current ship has done.
int	**getNbValidCheckPoints**()	Gets the number of checkpoints the current ship has went through.
int	**getNextCheckPointIndex**()	This methods returns the index of the next checkpoint for the current ship.

Method Detail

getNbValidCheckPoints

int getNbValidCheckPoints()

Gets the number of checkpoints the current ship has went through. The number returned here will be the sum of all previous validated checkpoints. Dividing this value by the returned value of MainFunctions.getNbRaceCheckPoints() will get an approximation of the global race progress (in other words, it will give the floating value of validated laps) This function is useable with any code level.

Returns:

an integer value for the number of validated checkpoints.

getNbCompletedLaps

```
int getNbCompletedLaps()
```

Gets the number of complete laps the current ship has done. This function is useable with any code level.

Returns:

an integer value for the completed laps.

getLapPercent

```
float getLapPercent()
```

Gets a percentage value of the current lap completion by the current ship. This function is useable with any code level.

Returns:

a floating value for the lap completion between 0.0 (has not started yet) and 100.0 (has completed a lap, a new lap can begin).

getNextCheckPointIndex

```
int getNextCheckPointIndex()
```

This methods returns the index of the next checkpoint for the current ship. This function is useable with any code level.

Returns:

an integer value between 0 and N-1 included (with N, a value returned by `MainFunctions.getNbRaceCheckPoints()`).