

Package fr.rphstudio.codingdojo.game.functions.checkpoints

Interface CodeLevelCheckpointFunctions

public interface **CodeLevelCheckpointFunctions**



CHECKPOINTS (code level).

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Method Summary

All Methods **Instance Methods** **Abstract Methods**

Modifier and Type	Method	Description
float	getNextCheckpointDistance()	Gets the distance between the current ship and the next checkpoint.
float	getNextCheckpointX()	Gets the X position of the next checkpoint.
float	getNextCheckpointY()	Gets the Y-axis position of the next checkpoint.
float	getPreviousCheckpointDistance()	Gets the distance between the current ship and the last checkpoint your ship went through.
float	getPreviousCheckpointX()	Gets the X-axis position of the checkpoint that comes just before the next one.
float	getPreviousCheckpointY()	Gets the Y-axis position of the checkpoint that comes just before the next one.
float	getSecondCheckpointDistance()	Gets the distance between the current ship and the checkpoint that comes just after the next one.
float	getSecondCheckpointX()	Gets the X-axis position of the checkpoint that comes just after the next one.
float	getSecondCheckpointY()	Gets the Y-axis position of the checkpoint that comes just after the next one.
boolean	isNextCheckpointCharging()	Gives information about the charge ability of the next checkpoint.

Method Detail

getNextCheckpointDistance

float getNextCheckpointDistance()

Gets the distance between the current ship and the next checkpoint. This method is useable until code level #2

Returns:

a floating value for the next checkpoint distance.

getPreviousCheckPointDistance

```
float getPreviousCheckPointDistance()
```

Gets the distance between the current ship and the last checkpoint your ship went through. This method is useable until code level #2.

Returns:

a floating value for the previous target distance.

getSecondCheckPointDistance

```
float getSecondCheckPointDistance()
```

Gets the distance between the current ship and the checkpoint that comes just after the next one. This method is useable until code level #2

Returns:

a floating value for the second target distance.

getNextCheckPointX

```
float getNextCheckPointX()
```

Gets the X position of the next checkpoint. This method is useable until code level #3.

Returns:

a floating value for the X-axis position.

getNextCheckPointY

```
float getNextCheckPointY()
```

Gets the Y-axis position of the next checkpoint. This method is useable until code level #3.

Returns:

a floating value for the Y-axis position.

isNextCheckPointCharging

```
boolean isNextCheckPointCharging()
```

Gives information about the charge ability of the next checkpoint. This method is useable until code level #3

Returns:

a boolean value to indicate if the next checkpoint is a charging one (true) or not (false).

getPreviousCheckPointX

```
float getPreviousCheckPointX()
```

Gets the X-axis position of the checkpoint that comes just before the next one. In other words, the last checkpoint your ship went through. This method is useable until code level #4.

Returns:

a floating value for the X-axis position.

getPreviousCheckPointY

```
float getPreviousCheckPointY()
```

Gets the Y-axis position of the checkpoint that comes just before the next one. In other words, the last checkpoint your ship went through. This method is useable until code level #4.

Returns:

a floating value for the Y-axis position.

getSecondCheckPointX

```
float getSecondCheckPointX()
```

Gets the X-axis position of the checkpoint that comes just after the next one. This method is useable until code level #4.

Returns:

a floating value for the X-axis position.

getSecondCheckPointY

```
float getSecondCheckPointY()
```

Gets the Y-axis position of the checkpoint that comes just after the next one. This method is useable until code level #4.

Returns:

a floating value for the Y-axis position.