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## **Class GameOver**

java.lang.Object  
 extended by greenfoot.World  
 extended by **GameOver**

public class **GameOver**extends greenfoot.World

Codes for the game over screen when the player runs out of health.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **GameOver**()  Constructor for objects of class GameOver. |  |

|  |  |
| --- | --- |
| **Method Summary** | |

|  |
| --- |
| **Methods inherited from class greenfoot.World** |
| act, addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

### **GameOver**

public **GameOver**()

Constructor for objects of class GameOver. Creates the screen for the game over.

## **Class Background**

java.lang.Object  
 extended by greenfoot.World  
 extended by **Background**

public class **Background**extends greenfoot.World

The Gui for the main world

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| Battle | **bat** |
| Munchlax | **m** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Background**()  Constructor for objects of class Background. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | **act**()  this method runs the game it allows the characters to move and spawns the berries at random spots on the world it also takes collisions into account and calls the battle world if the character collides with a monster |
| greenfoot.GreenfootSound | **getBattleSound**()  returns the sound played in the battle world |
| greenfoot.GreenfootSound | **getSound**()  returns the sound played while munchlax is eating berries |

|  |
| --- |
| **Methods inherited from class greenfoot.World** |
| addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **bat**

public Battle **bat**

### **m**

public Munchlax **m**

|  |
| --- |
| **Constructor Detail** |

### **Background**

public **Background**()

Constructor for objects of class Background. Constructs a new world with 1150x700 cells with a cell size of 1x1 Displays a munchlax object in the world

|  |
| --- |
| **Method Detail** |

### **act**

public void **act**()

this method runs the game it allows the characters to move and spawns the berries at random spots on the world it also takes collisions into account and calls the battle world if the character collides with a monster

**Overrides:**

act in class greenfoot.World

### **getBattleSound**

public greenfoot.GreenfootSound **getBattleSound**()

returns the sound played in the battle world

**Returns:**

battleSound

### **getSound**

public greenfoot.GreenfootSound **getSound**()

returns the sound played while munchlax is eating berries

**Returns:**

sound

## **Class Battle**

java.lang.Object  
 extended by greenfoot.World  
 extended by **Battle**

public class **Battle**extends greenfoot.World

The gui for the battle world

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Battle**()  Constructor for objects of class Battle. |  |
| **Battle**(Background bac, Munchlax munch, Monster mons)  Constructor for objects of class Background. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | **act**()  gives the objects present in the class a chance to perform the action that they are supposed to perform has the code for instigating the battle between two different monsters |

|  |
| --- |
| **Methods inherited from class greenfoot.World** |
| addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

### **Battle**

public **Battle**()

Constructor for objects of class Battle.

### **Battle**

public **Battle**(Background bac,  
 Munchlax munch,  
 Monster mons)

Constructor for objects of class Background. Constructs a new world with 1150x700 cells with a cell size of 1x1 Displays munch and mons in the world

**Parameters:**

bac - holds an instance of the background world so that the game can return to the background world

munch - holds an instance to the munchlax object present in background

mons - holds an instance to the Monster that munchlax collided with and now has to battle

|  |
| --- |
| **Method Detail** |

### **act**

public void **act**()

gives the objects present in the class a chance to perform the action that they are supposed to perform has the code for instigating the battle between two different monsters

**Overrides:**

act in class greenfoot.World

## 

## **Class Character**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by **Character**

public class **Character**extends greenfoot.Actor

The character superclass. All the interactable objects are characters, and share these parameters.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Character**() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | **act**()  Act - do whatever the Character wants to do. |
| Position | **getPosition**()  Method that returns the position of a character in the map. |
| int | **getXp**()  Method that returns the experience value of the a certain character |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

### **Character**

public **Character**()

|  |
| --- |
| **Method Detail** |

### **act**

public void **act**()

Act - do whatever the Character wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

**Overrides:**

act in class greenfoot.Actor

### **getPosition**

public Position **getPosition**()

Method that returns the position of a character in the map.

**Returns:**

Position, in (x,y) form of the specified character.

### **getXp**

public int **getXp**()

Method that returns the experience value of the a certain character

**Returns:**

Integer value of the amount of experience a character has.

\

## **Class Monster**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by **Monster**

public class **Monster**extends Character

The Monster superclass that extends character. All monsters extend this superclass, and have the parameters and methods required of monsters.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Monster**()  Default Constructor of Monster. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| int | **getAttack**()  Method that returns the attack value of a the monster. |
| greenfoot.GreenfootImage | **getBigPicture**()  Method that returns the picture used for the monster in the battle screen. |
| int | **getHp**()  Method that returns the Health of the monster |
| int | **getXp**()  Method that returns the experience value of the monster. |
| void | **looseHp**(int dmg)  Method that takes in the amount of damage done, and subtracts the damage from the health. |

|  |
| --- |
| **Methods inherited from class Character** |
| act, getPosition |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

### **Monster**

public **Monster**()

Default Constructor of Monster. Creates a monster at the default position

|  |
| --- |
| **Method Detail** |

### **getAttack**

public int **getAttack**()

Method that returns the attack value of a the monster.

**Returns:**

Integer value of the attack.

### **getBigPicture**

public greenfoot.GreenfootImage **getBigPicture**()

Method that returns the picture used for the monster in the battle screen.

**Returns:**

GreenFootImage that is the picture for the battle.

### **getHp**

public int **getHp**()

Method that returns the Health of the monster

**Returns:**

Integer value of the health

### **getXp**

public int **getXp**()

Method that returns the experience value of the monster.

**Overrides:**

getXp in class Character

**Returns:**

Integer value of the experience

### **looseHp**

public void **looseHp**(int dmg)

Method that takes in the amount of damage done, and subtracts the damage from the health.

## **Class Tropius**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by Monster  
 extended by **Tropius**

public class **Tropius**extends Monster

One of the monsters in the game. This particular monster is the monster for the NabNabBerry.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| int | **attack** |
| int | **hp** |
| int | **xp** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Tropius**(int x, int y)  Constructor to create the Tropius monster at a certain position in the map. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| int | **getAttack**()  Method that returns the attack value of a the monster. |
| greenfoot.GreenfootImage | **getBigPicture**()  Method that returns the picture that is used during battles. |
| int | **getHp**()  Method that returns the amount of health that the monster has. |
| Position | **getPosition**()  Method that return the position of character, specified for Tropius. |
| int | **getXp**()  Method that returns the experience value of the monster. |
| void | **looseHp**(int dmg)  Method that takes in the amount of damage done, and subtracts the damage from the health. |

|  |
| --- |
| **Methods inherited from class Character** |
| act |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **attack**

public final int **attack**

**See Also:**

Constant Field Values

### **hp**

public int **hp**

### **xp**

public final int **xp**

**See Also:**

Constant Field Values

|  |
| --- |
| **Constructor Detail** |

### **Tropius**

public **Tropius**(int x,  
 int y)

Constructor to create the Tropius monster at a certain position in the map.

**Parameters:**

x - is the x coordinate

y - is the y coordinate

|  |
| --- |
| **Method Detail** |

### **getAttack**

public int **getAttack**()

Method that returns the attack value of a the monster.

**Overrides:**

getAttack in class Monster

**Returns:**

Integer value of the attack.

### **getBigPicture**

public greenfoot.GreenfootImage **getBigPicture**()

Method that returns the picture that is used during battles.

**Overrides:**

getBigPicture in class Monster

**Returns:**

GreenFootImage which is the image.

### **getHp**

public int **getHp**()

Method that returns the amount of health that the monster has.

**Overrides:**

getHp in class Monster

**Returns:**

Integer that is amount of health.

### **getPosition**

public Position **getPosition**()

Method that return the position of character, specified for Tropius.

**Overrides:**

getPosition in class Character

**Returns:**

Position that is given in x,y coordinates

### **getXp**

public int **getXp**()

Method that returns the experience value of the monster.

**Overrides:**

getXp in class Monster

**Returns:**

Integer value of the experience

### **looseHp**

public void **looseHp**(int dmg)

Method that takes in the amount of damage done, and subtracts the damage from the health.

**Overrides:**

looseHp in class Monster

## **Class Trubbish**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by Monster  
 extended by **Trubbish**

public class **Trubbish**extends Monster

One of the monsters in the game. This particular monster is the monster for the Rare Candy.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| int | **attack** |
| int | **hp** |
| int | **xp** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Trubbish**(int x, int y)  Constructor to create the Trubbish monster at a certain position in the map. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| int | **getAttack**()  Method that returns the attack value of a the monster. |
| greenfoot.GreenfootImage | **getBigPicture**()  Method that returns the picture that is used during battles. |
| int | **getHp**()  Method that returns the amount of health that the monster has. |
| Position | **getPosition**()  Method that return the position of character, specified for trubbish. |
| int | **getXp**()  Method that returns the experience value of the monster. |
| void | **looseHp**(int dmg)  Method that takes in the amount of damage done, and subtracts the damage from the health. |

|  |
| --- |
| **Methods inherited from class Character** |
| act |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **attack**

public final int **attack**

**See Also:**

Constant Field Values

### **hp**

public int **hp**

### **xp**

public final int **xp**

**See Also:**

Constant Field Values

|  |
| --- |
| **Constructor Detail** |

### **Trubbish**

public **Trubbish**(int x,  
 int y)

Constructor to create the Trubbish monster at a certain position in the map.

**Parameters:**

x - is the x coordinate

y - is the y coordinate

|  |
| --- |
| **Method Detail** |

### **getAttack**

public int **getAttack**()

Method that returns the attack value of a the monster.

**Overrides:**

getAttack in class Monster

**Returns:**

Integer value of the attack.

### **getBigPicture**

public greenfoot.GreenfootImage **getBigPicture**()

Method that returns the picture that is used during battles.

**Overrides:**

getBigPicture in class Monster

**Returns:**

GreenFootImage which is the image.

### **getHp**

public int **getHp**()

Method that returns the amount of health that the monster has.

**Overrides:**

getHp in class Monster

**Returns:**

Integer that is amount of health.

### **getPosition**

public Position **getPosition**()

Method that return the position of character, specified for trubbish.

**Overrides:**

getPosition in class Character

**Returns:**

Position that is given in x,y coordinates

### **getXp**

public int **getXp**()

Method that returns the experience value of the monster.

**Overrides:**

getXp in class Monster

**Returns:**

Integer value of the experience

### **looseHp**

public void **looseHp**(int dmg)

Method that takes in the amount of damage done, and subtracts the damage from the health.

**Overrides:**

looseHp in class Monster

## **Class Exeggutor**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by Monster  
 extended by **Exeggutor**

public class **Exeggutor**extends Monster

One of the monsters in the game. This particular monster is the monster for the PinapBerry.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| int | **attack** |
| int | **hp** |
| int | **xp** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Exeggutor**(int x, int y)  Constructor to create the Exeggutor monster at a certain position in the map. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| int | **getAttack**()  Method that returns the attack value of a the monster. |
| greenfoot.GreenfootImage | **getBigPicture**()  Method that returns the picture that is used during battles. |
| int | **getHp**()  Method that returns the amount of health that the monster has. |
| Position | **getPosition**()  Method that return the position of character, specified for Exeggutor. |
| int | **getXp**()  Method that returns the experience value of the monster. |
| void | **looseHp**(int dmg)  Method that takes in the amount of damage done, and subtracts the damage from the health. |

|  |
| --- |
| **Methods inherited from class Character** |
| act |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **attack**

public final int **attack**

**See Also:**

Constant Field Values

### **hp**

public int **hp**

### **xp**

public final int **xp**

**See Also:**

Constant Field Values

|  |
| --- |
| **Constructor Detail** |

### **Exeggutor**

public **Exeggutor**(int x,  
 int y)

Constructor to create the Exeggutor monster at a certain position in the map.

**Parameters:**

x - is the x coordinate

y - is the y coordinate

|  |
| --- |
| **Method Detail** |

### **getAttack**

public int **getAttack**()

Method that returns the attack value of a the monster.

**Overrides:**

getAttack in class Monster

**Returns:**

Integer value of the attack.

### **getBigPicture**

public greenfoot.GreenfootImage **getBigPicture**()

Method that returns the picture that is used during battles.

**Overrides:**

getBigPicture in class Monster

**Returns:**

GreenFootImage which is the image.

### **getHp**

public int **getHp**()

Method that returns the amount of health that the monster has.

**Overrides:**

getHp in class Monster

**Returns:**

Integer that is amount of health.

### **getPosition**

public Position **getPosition**()

Method that return the position of character, specified for Exeggutor.

**Overrides:**

getPosition in class Character

**Returns:**

Position that is given in x,y coordinates

### **getXp**

public int **getXp**()

Method that returns the experience value of the monster.

**Overrides:**

getXp in class Monster

**Returns:**

Integer value of the experience

### **looseHp**

public void **looseHp**(int dmg)

Method that takes in the amount of damage done, and subtracts the damage from the health.

**Overrides:**

looseHp in class Monster

## **Class Oddish**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by Monster  
 extended by **Oddish**

public class **Oddish**extends Monster

One of the monsters in the game. This particular monster is the monster for the OranBerry.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| int | **attack** |
| int | **hp** |
| int | **xp** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Oddish**(int x, int y)  Constructor to create the Oddish monster at a certain position in the map. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| int | **getAttack**()  Method that returns the attack value of a the monster. |
| greenfoot.GreenfootImage | **getBigPicture**()  Method that returns the picture that is used during battles. |
| int | **getHp**()  Method that returns the amount of health that the monster has. |
| Position | **getPosition**()  Method that return the position of character, specified for Exeggutor. |
| int | **getXp**()  Method that returns the experience value of the monster. |
| void | **looseHp**(int dmg)  Method that takes in the amount of damage done, and subtracts the damage from the health. |

|  |
| --- |
| **Methods inherited from class Character** |
| act |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **attack**

public final int **attack**

**See Also:**

Constant Field Values

### **hp**

public int **hp**

### **xp**

public final int **xp**

**See Also:**

Constant Field Values

|  |
| --- |
| **Constructor Detail** |

### **Oddish**

public **Oddish**(int x,  
 int y)

Constructor to create the Oddish monster at a certain position in the map.

**Parameters:**

x - is the x coordinate

y - is the y coordinate

|  |
| --- |
| **Method Detail** |

### **getAttack**

public int **getAttack**()

Method that returns the attack value of a the monster.

**Overrides:**

getAttack in class Monster

**Returns:**

Integer value of the attack.

### **getBigPicture**

public greenfoot.GreenfootImage **getBigPicture**()

Method that returns the picture that is used during battles.

**Overrides:**

getBigPicture in class Monster

**Returns:**

GreenFootImage which is the image.

### **getHp**

public int **getHp**()

Method that returns the amount of health that the monster has.

**Overrides:**

getHp in class Monster

**Returns:**

Integer that is amount of health.

### **getPosition**

public Position **getPosition**()

Method that return the position of character, specified for Exeggutor.

**Overrides:**

getPosition in class Character

**Returns:**

Position that is given in x,y coordinates

### **getXp**

public int **getXp**()

Method that returns the experience value of the monster.

**Overrides:**

getXp in class Monster

**Returns:**

Integer value of the experience

### **looseHp**

public void **looseHp**(int dmg)

Method that takes in the amount of damage done, and subtracts the damage from the health.

**Overrides:**

looseHp in class Monster

## **Class Cherubi**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by Monster  
 extended by **Cherubi**

public class **Cherubi**extends Monster

One of the monsters in the game. This particular monster is the monster for the RazzBerry.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| int | **attack** |
| int | **hp** |
| int | **xp** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Cherubi**(int x, int y)  Constructor to create the Cherubi monster at a certain position in the map. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| int | **getAttack**()  Method that returns the attack value of a the monster. |
| greenfoot.GreenfootImage | **getBigPicture**()  Method that returns the picture that is used during battles. |
| int | **getHp**()  Method that returns the amount of health that the monster has. |
| Position | **getPosition**()  Method that return the position of character, specified for Cherubi. |
| int | **getXp**()  Method that returns the experience value of the monster. |
| void | **looseHp**(int dmg)  Method that takes in the amount of damage done, and subtracts the damage from the health. |

|  |
| --- |
| **Methods inherited from class Character** |
| act |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **attack**

public final int **attack**

**See Also:**

Constant Field Values

### **hp**

public int **hp**

### **xp**

public final int **xp**

**See Also:**

Constant Field Values

|  |
| --- |
| **Constructor Detail** |

### **Cherubi**

public **Cherubi**(int x,  
 int y)

Constructor to create the Cherubi monster at a certain position in the map.

**Parameters:**

x - is the x coordinate

y - is the y coordinate

|  |
| --- |
| **Method Detail** |

### **getAttack**

public int **getAttack**()

Method that returns the attack value of a the monster.

**Overrides:**

getAttack in class Monster

**Returns:**

Integer value of the attack.

### **getBigPicture**

public greenfoot.GreenfootImage **getBigPicture**()

Method that returns the picture that is used during battles.

**Overrides:**

getBigPicture in class Monster

**Returns:**

GreenFootImage which is the image.

### **getHp**

public int **getHp**()

Method that returns the amount of health that the monster has.

**Overrides:**

getHp in class Monster

**Returns:**

Integer that is amount of health.

### **getPosition**

public Position **getPosition**()

Method that return the position of character, specified for Cherubi.

**Overrides:**

getPosition in class Character

**Returns:**

Position that is given in x,y coordinates

### **getXp**

public int **getXp**()

Method that returns the experience value of the monster.

**Overrides:**

getXp in class Monster

**Returns:**

Integer value of the experience

### **looseHp**

public void **looseHp**(int dmg)

Method that takes in the amount of damage done, and subtracts the damage from the health.

**Overrides:**

looseHp in class Monster

## **Class Berry**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by **Berry**

public class **Berry**extends Character

The berry superclass. All berries extend this. In this class, there are methods that are all shared within the berries.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Berry**()  Default constructor for the Berry class. |  |
| **Berry**(int x, int y)  Constructor for the Berry. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | **act**()  Act - do whatever the Berry wants to do. |
| int | **getXp**()  Method that give the experience amount for the particular berry. |

|  |
| --- |
| **Methods inherited from class Character** |
| getPosition |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

### **Berry**

public **Berry**()

Default constructor for the Berry class. Creates a berry at the default position.

### **Berry**

public **Berry**(int x,  
 int y)

Constructor for the Berry. This one constructs a berry at the specified coordinates.

**Parameters:**

x - is the x coordinate

y - is the y coordinate

|  |
| --- |
| **Method Detail** |

### **act**

public void **act**()

Act - do whatever the Berry wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

**Overrides:**

act in class Character

### **getXp**

public int **getXp**()

Method that give the experience amount for the particular berry. Every berry is different.

**Overrides:**

getXp in class Character

**Returns:**

Integer value that is the experience value.

## **Class Oran**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by Berry  
 extended by **Oran**

public class **Oran**extends Berry

A berry in the game. Eating the berry gains xp.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| int | **xp** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Oran**(int x, int y)  Constructor to create the Oran berry at a certain position in the map. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| Position | **getPosition**()  Method that return the position of character, specified for the Oran berry. |
| int | **getXp**()  Method that returns the experience value of the monster. |

|  |
| --- |
| **Methods inherited from class Berry** |
| act |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **xp**

public final int **xp**

**See Also:**

Constant Field Values

|  |
| --- |
| **Constructor Detail** |

### **Oran**

public **Oran**(int x,  
 int y)

Constructor to create the Oran berry at a certain position in the map.

**Parameters:**

x - is the x coordinate

y - is the y coordinate

|  |
| --- |
| **Method Detail** |

### **getPosition**

public Position **getPosition**()

Method that return the position of character, specified for the Oran berry.

**Overrides:**

getPosition in class Character

**Returns:**

Position that is given in x,y coordinates

### **getXp**

public int **getXp**()

Method that returns the experience value of the monster.

**Overrides:**

getXp in class Berry

**Returns:**

Integer value of the experience

## **Class Razz**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by Berry  
 extended by **Razz**

public class **Razz**extends Berry

A berry in the game. Eating the berry gains xp.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Razz**(int x, int y)  Constructor to create the Razz berry at a certain position in the map. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| Position | **getPosition**()  Method that return the position of character, specified for the Razz berry. |
| int | **getXp**()  Method that returns the experience value of the monster. |

|  |
| --- |
| **Methods inherited from class Berry** |
| act |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

### **Razz**

public **Razz**(int x,  
 int y)

Constructor to create the Razz berry at a certain position in the map.

**Parameters:**

x - is the x coordinate

y - is the y coordinate

|  |
| --- |
| **Method Detail** |

### **getPosition**

public Position **getPosition**()

Method that return the position of character, specified for the Razz berry.

**Overrides:**

getPosition in class Character

**Returns:**

Position that is given in x,y coordinates

### **getXp**

public int **getXp**()

Method that returns the experience value of the monster.

**Overrides:**

getXp in class Berry

**Returns:**

Integer value of the experience

**Class RareCandy**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by Berry  
 extended by **RareCandy**

public class **RareCandy**extends Berry

A berry in the game. Eating the berry gains xp.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| int | **xp** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **RareCandy**(int x, int y)  Constructor to create the Rare candy at a certain position in the map. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| Position | **getPosition**()  Method that return the position of character, specified for the Rare Candy berry. |
| int | **getXp**()  Method that returns the experience value of the monster. |

|  |
| --- |
| **Methods inherited from class Berry** |
| act |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **xp**

public final int **xp**

**See Also:**

Constant Field Values

|  |
| --- |
| **Constructor Detail** |

### **RareCandy**

public **RareCandy**(int x,  
 int y)

Constructor to create the Rare candy at a certain position in the map.

**Parameters:**

x - is the x coordinate

y - is the y coordinate

|  |
| --- |
| **Method Detail** |

### **getPosition**

public Position **getPosition**()

Method that return the position of character, specified for the Rare Candy berry.

**Overrides:**

getPosition in class Character

**Returns:**

Position that is given in x,y coordinates

### **getXp**

public int **getXp**()

Method that returns the experience value of the monster.

**Overrides:**

getXp in class Berry

**Returns:**

Integer value of the experience

## **Class Pinap**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by Berry  
 extended by **Pinap**

public class **Pinap**extends Berry

A berry in the game. Eating the berry gains xp.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| int | **xp** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Pinap**(int x, int y)  Constructor to create the Pinap berry at a certain position in the map. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| Position | **getPosition**()  Method that return the position of character, specified for the Pinap berry. |
| int | **getXp**()  Method that returns the experience value of the monster. |

|  |
| --- |
| **Methods inherited from class Berry** |
| act |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **xp**

public final int **xp**

**See Also:**

Constant Field Values

|  |
| --- |
| **Constructor Detail** |

### **Pinap**

public **Pinap**(int x,  
 int y)

Constructor to create the Pinap berry at a certain position in the map.

**Parameters:**

x - is the x coordinate

y - is the y coordinate

|  |
| --- |
| **Method Detail** |

### **getPosition**

public Position **getPosition**()

Method that return the position of character, specified for the Pinap berry.

**Overrides:**

getPosition in class Character

**Returns:**

Position that is given in x,y coordinates

### **getXp**

public int **getXp**()

Method that returns the experience value of the monster.

**Overrides:**

getXp in class Berry

**Returns:**

Integer value of the experience

Class NabNab  
java.lang.Object  
 greenfoot.Actor  
 Character  
 Berry  
 NabNab  
  
   
  
public class NabNabextends Berry  
A berry in the game. Eating the berry gains xp.  
  
  
Version:  
May 29, 2017  
Author:  
Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A  
   
   
Field Summary  
 int  
xp   
   
Constructor Summary  
NabNab(int x, int y) Constructor to create the Nabnab berry at a certain position in the map.  
   
Method Summary  
 Position  
getPosition() Method that return the position of character, specified for the Nabnab berry.  
 int  
getXp() Method that returns the experience value of the monster.  
   
Methods inherited from class Berry  
act  
   
Methods inherited from class greenfoot.Actor  
addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards  
   
Methods inherited from class java.lang.Object  
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait  
   
   
Field Detail  
   
xp  
public final int xp  
See Also:  
Constant Field Values  
   
Constructor Detail  
   
NabNab  
public NabNab(int x,  
 int y)  
Constructor to create the Nabnab berry at a certain position in the map.  
  
Parameters:  
x - is the x coordinate  
y - is the y coordinate  
   
Method Detail  
   
getPosition  
public Position getPosition()  
Method that return the position of character, specified for the Nabnab berry.  
  
Overrides:  
getPosition in class Character  
Returns:  
Position that is given in x,y coordinates  
   
getXp  
public int getXp()  
Method that returns the experience value of the monster.  
  
Overrides:  
getXp in class Berry  
Returns:  
Integer value of the experience

## **Class Munchlax**

java.lang.Object  
 extended by greenfoot.Actor  
 extended by Character  
 extended by **Munchlax**

public class **Munchlax**extends Character

Munchax, a character. This is the player, and it runs across the map while collecting berries. The player can control the movement. Just like all other characters, munchlax has health and experience, but that influences his health for battles.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| int | **xpNeeded** |

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| **Constructor Summary** | |
| **Munchlax**()  Default constructor for munchlax. |  |
| **Munchlax**(int x, int y)  Constructor for munchlax. |  |

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| **Method Summary** | |
| void | **act**()  Act - do whatever the Munchlax wants to do. |
| void | **addXp**(int xp)  Method: Adds the amount of xp that Munchlax gains from either eating berries or winning battles |
| greenfoot.GreenfootImage | **getBigPicture**()  Method that returns the picture that is used during battles. |
| int | **getHp**()  Method that returns the amount of health that munchlax has. |
| int | **getLevel**()  Method that returns the level for munchlax |
| Position | **getPosition**()  Method that return the position of character, specified for munchlax. |
| int | **getXp**()  Method that returns the attack value of munchlax. |
| void | **increaseLvl**()  Method that increase your level for every time you gain enough xp |
| void | **looseHp**(int att)  Method that takes in the amount of damage done, and subtracts the damage from the health. |
| void | **removeLvl**()  Method that codes for losing experience when you fight a trubbish |
| void | **useMove**(Move m, Monster mon)  Allows Munchlax to use moves in the game |

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| --- |
| **Field Detail** |

### **xpNeeded**

public int **xpNeeded**

|  |
| --- |
| **Constructor Detail** |

### **Munchlax**

public **Munchlax**()

Default constructor for munchlax.

### **Munchlax**

public **Munchlax**(int x,  
 int y)

Constructor for munchlax. Creates a munchlax and places it on the map

**Parameters:**

x - is the x coordinate

y - is the y coordinate

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| **Method Detail** |

### **act**

public void **act**()

Act - do whatever the Munchlax wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

**Overrides:**

act in class Character

### **addXp**

public void **addXp**(int xp)

Method: Adds the amount of xp that Munchlax gains from either eating berries or winning battles

**Parameters:**

xp - Integer value of the experience gained

### **getBigPicture**

public greenfoot.GreenfootImage **getBigPicture**()

Method that returns the picture that is used during battles.

**Returns:**

GreenFootImage which is the image.

### **getHp**

public int **getHp**()

Method that returns the amount of health that munchlax has.

**Returns:**

Integer that is amount of health.

### **getLevel**

public int **getLevel**()

Method that returns the level for munchlax

**Returns:**

Integer value of munchlax level.

### **getPosition**

public Position **getPosition**()

Method that return the position of character, specified for munchlax.

**Overrides:**

getPosition in class Character

**Returns:**

Position that is given in x,y coordinates

### **getXp**

public int **getXp**()

Method that returns the attack value of munchlax.

**Overrides:**

getXp in class Character

**Returns:**

Integer value of the attack.

### **increaseLvl**

public void **increaseLvl**()

Method that increase your level for every time you gain enough xp

### **looseHp**

public void **looseHp**(int att)

Method that takes in the amount of damage done, and subtracts the damage from the health.

### **removeLvl**

public void **removeLvl**()

Method that codes for losing experience when you fight a trubbish

### **useMove**

public void **useMove**(Move m,  
 Monster mon)

Allows Munchlax to use moves in the game

## **Class Move**

java.lang.Object  
 extended by **Move**

public class **Move**extends java.lang.Object

The moves superclass. All moves that munchlax can use extend this class. All needed parameters and methods are defined here.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Move**() |  |

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| --- | --- |
| **Method Summary** | |
| int | **getDamage**()  Method that returns the amount of damage that the move does. |
| java.lang.String | **getName**()  Method that returns the name of the move. |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| --- |
| **Constructor Detail** |

### **Move**

public **Move**()

|  |
| --- |
| **Method Detail** |

### **getDamage**

public int **getDamage**()

Method that returns the amount of damage that the move does.

**Returns:**

Integer value of the damage.

### **getName**

public java.lang.String **getName**()

Method that returns the name of the move.

**Returns:**

String that is name of the move

## **Class Metronome**

java.lang.Object  
 extended by Move  
 extended by **Metronome**

public class **Metronome**extends Move

One of the moves in the game. This particular move that used does a variable amount of damage, from 5-40.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

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| --- | --- |
| **Field Summary** | |
| java.lang.String | **name** |

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| --- | --- |
| **Constructor Summary** | |
| **Metronome**()  Default constructor for Metronome |  |

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| --- | --- |
| **Method Summary** | |
| int | **getDamage**()  Method that returns the amount of damage that the move does. |
| java.lang.String | **getName**()  Method that returns the name of the move. |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **name**

public final java.lang.String **name**

**See Also:**

Constant Field Values

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| --- |
| **Constructor Detail** |

### **Metronome**

public **Metronome**()

Default constructor for Metronome

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| **Method Detail** |

### **getDamage**

public int **getDamage**()

Method that returns the amount of damage that the move does.

**Overrides:**

getDamage in class Move

**Returns:**

Integer value of the damage.

### **getName**

public java.lang.String **getName**()

Method that returns the name of the move.

**Overrides:**

getName in class Move

**Returns:**

String that is name of the move

## **Class Rest**

java.lang.Object  
 extended by Move  
 extended by **Rest**

public class **Rest**extends Move

One of the moves in the game. This particular move heals munchlax for 20 health

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| java.lang.String | **name** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Rest**()  Default constructor for Rest |  |

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| --- | --- |
| **Method Summary** | |
| int | **getDamage**()  Method that returns the amount of damage that the move does. |
| java.lang.String | **getName**()  Method that returns the name of the move. |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **name**

public final java.lang.String **name**

**See Also:**

Constant Field Values

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| --- |
| **Constructor Detail** |

### **Rest**

public **Rest**()

Default constructor for Rest

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| **Method Detail** |

### **getDamage**

public int **getDamage**()

Method that returns the amount of damage that the move does.

**Overrides:**

getDamage in class Move

**Returns:**

Integer value of the damage.

### **getName**

public java.lang.String **getName**()

Method that returns the name of the move.

**Overrides:**

getName in class Move

**Returns:**

String that is name of the move

## **Class SolarBeam**

java.lang.Object  
 extended by Move  
 extended by **SolarBeam**

public class **SolarBeam**extends Move

One of the moves in the game. This particular move does 80 Damage.

**Version:**

May 29, 2017

**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| java.lang.String | **name** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **SolarBeam**()  Default constructor for SolarBeam |  |

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| --- | --- |
| **Method Summary** | |
| int | **getDamage**()  Method that returns the amount of damage that the move does. |
| java.lang.String | **getName**()  Method that returns the name of the move. |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **name**

public final java.lang.String **name**

**See Also:**

Constant Field Values

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| --- |
| **Constructor Detail** |

### **SolarBeam**

public **SolarBeam**()

Default constructor for SolarBeam

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| **Method Detail** |

### **getDamage**

public int **getDamage**()

Method that returns the amount of damage that the move does.

**Overrides:**

getDamage in class Move

**Returns:**

Integer value of the damage.

### **getName**

public java.lang.String **getName**()

Method that returns the name of the move.

**Overrides:**

getName in class Move

**Returns:**

String that is name of the move

## **Class Tackle**

java.lang.Object  
 extended by Move  
 extended by **Tackle**

public class **Tackle**extends Move

One of the moves in the game. This particular move does 10 damage

**Version:**

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**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

|  |  |
| --- | --- |
| **Field Summary** | |
| java.lang.String | **name** |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| **Tackle**()  Default constructor for Tackle |  |

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| --- | --- |
| **Method Summary** | |
| int | **getDamage**()  Method that returns the amount of damage that the move does. |
| java.lang.String | **getName**()  Method that returns the name of the move. |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

### **name**

public final java.lang.String **name**

**See Also:**

Constant Field Values

|  |
| --- |
| **Constructor Detail** |

### **Tackle**

public **Tackle**()

Default constructor for Tackle

|  |
| --- |
| **Method Detail** |

### **getDamage**

public int **getDamage**()

Method that returns the amount of damage that the move does.

**Overrides:**

getDamage in class Move

**Returns:**

Integer value of the damage.

### **getName**

public java.lang.String **getName**()

Method that returns the name of the move.

**Overrides:**

getName in class Move

**Returns:**

String that is name of the move

## **Class Position**

java.lang.Object  
 extended by **Position**

public class **Position**extends java.lang.Object

The position class. This codes for all the the position that characters will use within the map.

**Version:**

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**Author:**

Keontrye Hsieh, Vikram Miryala, Richard Ma, Period: 3, Assignment: Pokenom, Sources: N/A

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| --- | --- |
| **Constructor Summary** | |
| **Position**()  Default constructor. |  |
| **Position**(int x, int y)  Constructor for position. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | **changePosition**(int newX, int newY)  Method that changes the position of a certain character |
| int | **getX**()  Method that returns the x coordinate |
| int | **getY**()  Method that returns the y coordinate |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

### **Position**

public **Position**()

Default constructor. Sets the position at 0,0

### **Position**

public **Position**(int x,  
 int y)

Constructor for position. sets the position to x,y

**Parameters:**

x - the x coordinate

y - the y coordinate

|  |
| --- |
| **Method Detail** |

### **changePosition**

public void **changePosition**(int newX,  
 int newY)

Method that changes the position of a certain character

**Parameters:**

newX - the new x coordinate

newY - the new y coordinate

### **getX**

public int **getX**()

Method that returns the x coordinate

**Returns:**

Integer of the x coordinate

### **getY**

public int **getY**()

Method that returns the y coordinate

**Returns:**

Integer of the y coordinate