CS 61A Ants Project Object Map

ShortThrower [4] 1 health

* Class attributes

* Instance attributes

* Methods

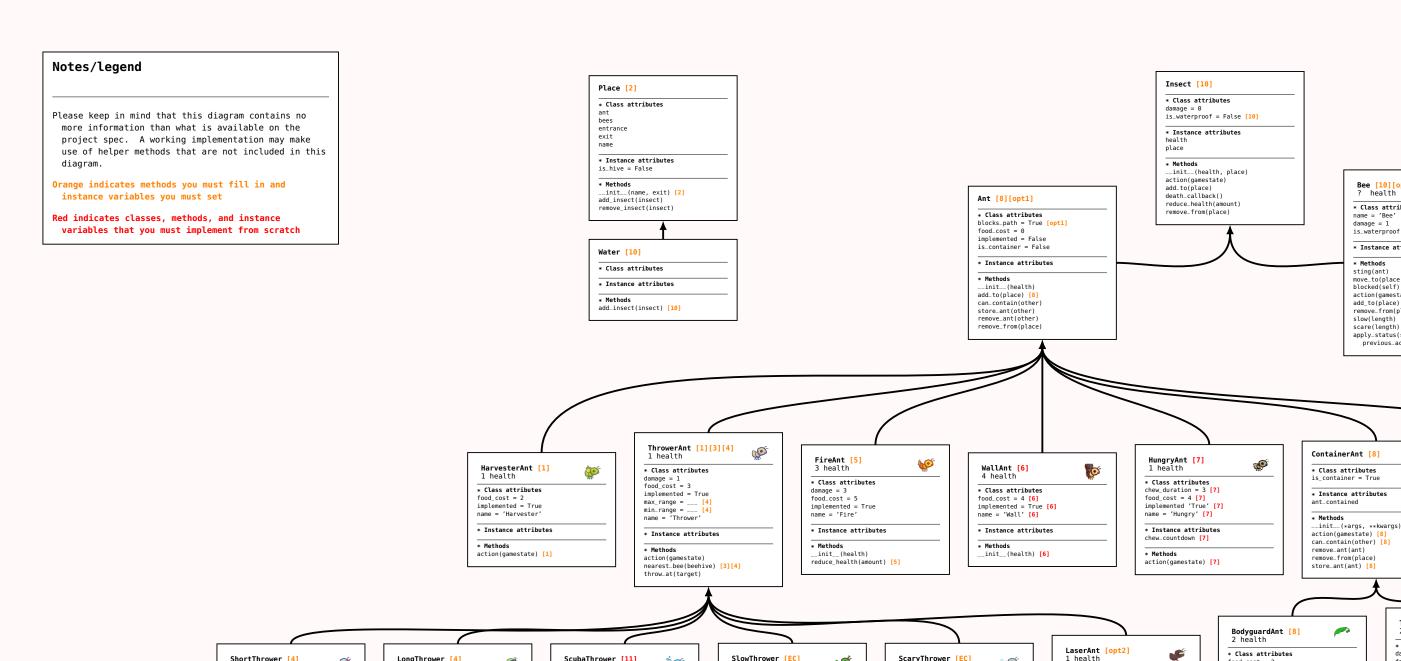
LongThrower [4] 1 health

* Class attributes

implemented = True min_range = 5 [4] name = 'Long'

* Instance attributes

* Methods



SlowThrower [EC]

* Instance attributes

* Methods throw_at(target) [EC]

* Class attributes food_cost = 4
implemented = True [EC]
name = 'Slow' [EC] ScaryThrower [EC]
1 health

* Class attributes food_cost = 6 implemented = True [EC] name = 'Scary' [EC]

* Instance attributes

* Methods throw_at(target) [EC]

* Class attributes

* Methods

food_cost = 10 implemented = True [opt2] name = 'Laser'

action(gamestate)
calculate_damage(distance) [opt2]
insects_in_front(beehive) [opt2]

Bee [10][opt1][EC]
? health

name = 'Bee' damage = 1 is_waterproof = True [10]

* Instance attributes

sting(ant)
move_to(place)
blocked(self) [opt1]
action(gamestate)

remove_from(place)
slow(length) [EC]
scare(length) [EC] apply_status(status,

previous_action, length) [EC]

TankAnt [9] 2 health

* Class attributes

food_cost = 2 implemented = True [8] name = 'Bodyguard'

* Instance attributes

* Methods
__init__(health) [8]

* Class attributes

damage = 1 [9] food_cost = 6 [9]

implemented = True [9]
name = 'Tank' [9]

* Instance attributes

* Methods
__init__(health) [9]

action(gamestate) [9]

NinjaAnt [opt1]
1 health

* Class attributes

damage = 1 food_cost = 5

implemented = True name = 'Ninja'

Instance attributes

* Methods action(gamestate) [opt1]

blocks path = False [opt1]

* Methods

add_to(place)

* Class attributes

