BOARD+

feature -- set board
  make+(row:INTEGER;column:INTEGER;n1:INTEGER;n2:INTEGER;n3:INTEGER;
n4:INTEGER;n5:INTEGER;star:STARFIGHTER)
-- this function use to set up board

feature -- set game over
  set_game_over+
-- set game over

feature -- turn
  turn+(a:COMMAND)
-- do the 7 turn in order

feature -- set different action information
  set_friendly_bullet_action+(information:STRING)
--this function use to change the friendly bullet action information

set_enemy_bullet_action+(information:STRING)
--this function use to change the enemy bullet action information

set_starfighter_action+(information:STRING)
--this function use to change the starfighter action information

set_enemy_action+(information:STRING)
--this function use to change the enemy action information

set_natural_enemy_action+(information:STRING)
--this function use to change the natural enemy action information

feature -- in board
  bullet_in_board+(n:INTEGER):BOOLEAN
--this function use to test bullet is in board or not

  bullet_in_board+(n:INTEGER):BOOLEAN
--this function use to test enemy is in board or not

feature{NONE} -- action of different act
  friendly_projectiles_act+
--the action for friendly bullet

  enemy_projectiles_act+
--the action for enemy bullet

  starfighter_act+
--the action for starfighter

  enemy_vision_update+
--the action for enemy vision update

  enemy_act+
--the action for enemy

  enemy_spawn+
--the action for create enemy

feature -- information
  enemy_information+:STRING
--this function use to return enemy information

  projectiles_information+:STRING
--this function use to return bullet information

  five_action_information+:STRING
--this function use to return five different action information

feature -- insight
  in_sighte+:BOOLEAN
--this function use to test enemy is in starfighter vision or not

feature{NONE} -- score
  set_score+
--this function use to set score value

  calculate_score+:INTEGER
--this function use to calculate score

  platinum_calculate_function+:INTEGER
--this function use to calculate 3 time score

  diamond_calculate_function+:INTEGER
--this function use to calculate 4 time score

feature -- out
  out+
--return the message

STARFIGHTER+

feature -- set straighter
  make+(r:INTEGER;c:INTEGER;w:WEAPON;a:ARMOUR;e:ENGINE;p:POWER)
-- this function use set up starfighter

feature -- max health
  max_health+:INTEGER
-- this function use to calculate max health

feature -- max energy
  max_energy+:INTEGER
-- this function use to calculate max energy

feature -- armour
  value_armour+:INTEGER
-- this function use to calculate starfighter's value of armour

feature -- regen
  regen_health+:INTEGER
-- this function use to calculate starfighter's value of regen health

  regen_energy+:INTEGER
-- this function use to calculate starfighter's value of regen energy

feature -- vision
  vision_value+:INTEGER
-- this function use to calculate starfighter's value of vision

feature -- move
  move_value+:INTEGER
-- this function use to calculate starfighter's value of move

  move_cost+:INTEGER
--this function use to calculate starfighter's value of move cost

feature -- set
  set_health+(h:INTEGER)
--this function use to change current health

  set_energy+(e:INTEGER)
--this function use to change current energy

  set_move+(n_row:INTEGER;n_column:INTEGER)
--this function use to change starfighter to new position

feature -- information
  starfighter_information+:STRING
--this function use to return starfighter initial information

starfighter