CS 61A Ants Project Object Map

implemented = True upper_bound = 3 [4] name = 'Short'

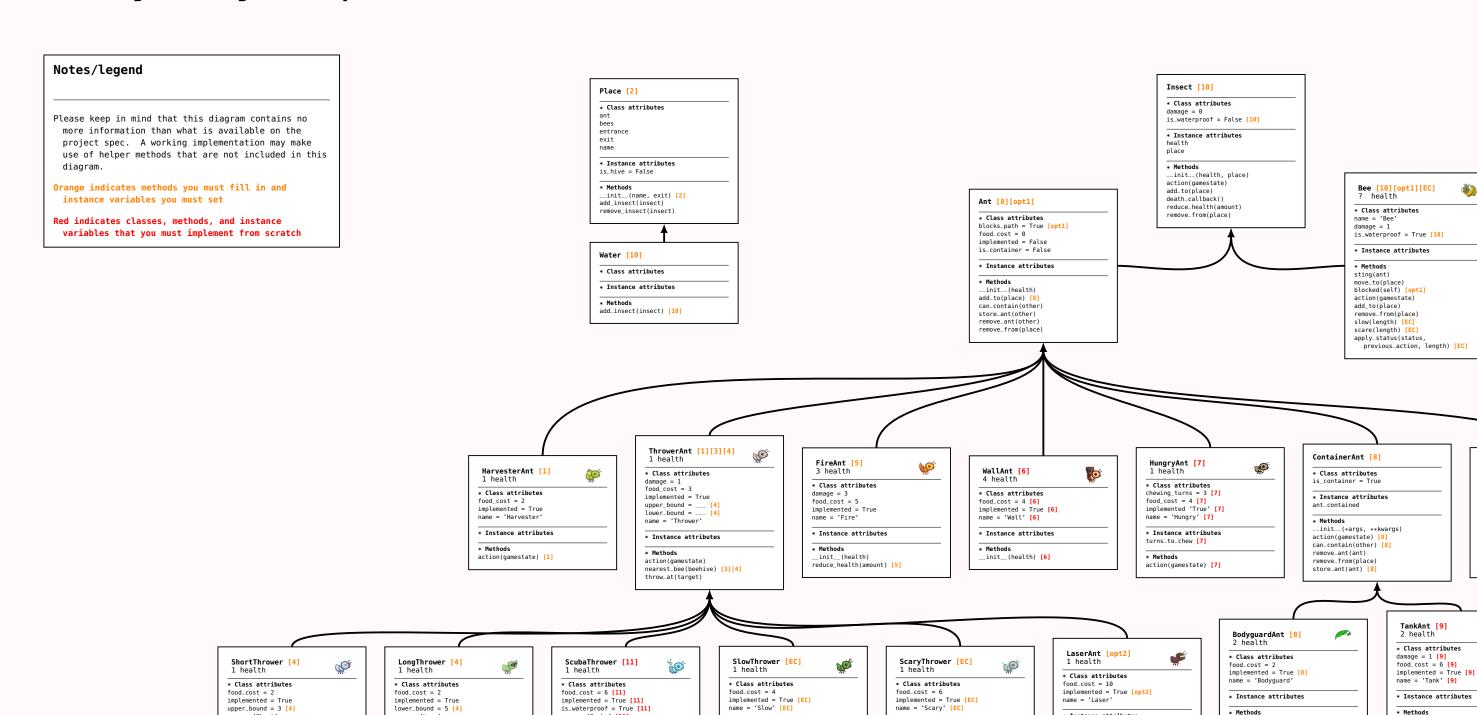
* Instance attributes

* Methods

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

* Instance attributes

* Methods



* Instance attributes

* Methods throw_at(target) [EC]

* Instance attributes

* Methods throw_at(target) [EC]

* Methods

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

implemented = True [11]

* Instance attributes

QueenAnt [12] 1 health * Class attributes food_cost = 7 implemented = True name = 'Queen' * Instance attributes * Methods
__init__(health) [12] action(gamestate) [12]
reduce_health(amount) [12]

* Methods

NinjaAnt [opt1]
1 health

* Class attributes

damage = 1 food_cost = 5

implemented = True name = 'Ninja'

* Instance attributes

* Methods
__init__(health) [9]

action(gamestate) [9]

* Instance attributes

* Methods
__init__(health) [8]

Instance attributes

* Methods action(gamestate) [opt1]

blocks path = False [opt1]