Please keep in mind that this diagram contains no more information than what is available on the project spec. A working implementation may make use of helper methods that are not included in this diagram.

Orange indicates methods you must fill in and instance variables you must set.

Red indicates classes, methods, and instance variables that you must implement from scratch.

Notes/legend:

*Methods
*Instance attributes
name = 'Short'
food_cost = 2
implemented = True
upper_bound = 3

*Class attributes
health
ShortThrower

*Methods
*Instance attributes
food_cost = 2
implemented = True
name = 'Harvester'

*Class attributes
health
HarvesterAnt

reduce_health(amount)
action(gamestate)
__init__(health)

*Methods
*Instance attributes
food_cost = 6
implemented = True
name = 'Queen'

*Class attributes

is_waterproof = True

1 health
QueenAnt

ScubaThrower

*Methods
*Instance attributes
food_cost = 2
implemented = True
name = 'Fire'

*Class attributes

FireAnt

damage = 3
food_cost = 5
implemented = True
upper_bound = __

*Class attributes
ThrowerAnt

damage = 1
food_cost = 3
implemented = True
lower_bound = ___

*Class attributes
ThrowerAnt

add_insect(insect)

*Methods
*Instance attributes

food_cost = 10
implemented = True

*Class attributes
LaserAnt

name = 'Laser'
food_cost = 1
implemented = True

*Class attributes
LaserAnt

action(gamestate) calculate_damage(distance)

*Methods
*Instance attributes

food_cost = 1
implemented = True

*Class attributes
LaserAnt

add_insect(insect)
remove_insect(insect)
__init__(name, exit)

*Methods
*Instance attributes

food_cost = 7
implemented = True
name = 'Wall'

*Class attributes

Can_contain(other)
store_ant(other)
remove_ant(other)
remove_from(place)
__init__(health)
add_to(place)

*Methods
*Instance attributes

blocks_path = True

*Class attributes
Ant

4 health
WallAnt

*Methods
*Instance attributes

health
place

*Instance attributes

is_hive = False

*Class attributes
Place

1 health
ScubaThrower

*Methods
*Instance attributes

add_insect(insect)
remove_insect(insect)
__init__(name, exit)

*Methods
*Instance attributes

food_cost = 0
implemented = False
is_container = False

*Class attributes
Ant

food_cost = 4
implemented = False
is_container = False

blocks_path = True

*Class attributes
Ant

1 health
HungryAnt

*Methods
*Instance attributes

food_cost = 4
implemented = True
chewing_turns = 3

*Class attributes
HungryAnt

blocks_path = False

*Class attributes
NinjaAnt

1 health
TankAnt

*Methods
*Instance attributes

food_cost = 6
implemented = True
damage = 1

*Class attributes
TankAnt

1 health
TankAnt

1 health
NinjaAnt

*Methods
*Instance attributes

food_cost = 5
implemented = True
damage = 1
blocks_path = False

*Class attributes
NinjaAnt

1 health
NinjaAnt

blocks_path = False

*Class attributes
NinjaAnt

1 health
NinjaAnt