

Crispy Potatoes - Rap Battle RPG
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Woo.java
- Character user
- Character enemy
- Shop shop
- boolean GameOver
- int wins
- int losses

+ Woo()
+ void startGame()
+ void battle()
+ void shop()
+ static void main(String[] args)

Character.java
protected String name
protected String hometown
protected int maxHP
protected int HP
protected int defense
protected int attack

+ Character(int setHP, int setDefense, int setAttack)
+ boolean isAlive()
+ String getName()
+ String getHometown()
+ int getHP()
+ int getDefense()
+ int getAttack()
+ void setHP(int maxHP)
+ int lowerHP(int hp)
+ int addHP(int hp)
+ int addDefense(int def)
+ int addAttack(int atk)
+ abstract int attack(Character opponent)

Shop.java
- ArrayList<Item> items

+ Shop()
+ void addItems()
+ void addRecordDeal()
+ boolean hasRecordDeal()
+ String listItems()
+ void buyItem(Player user, int index)

Item.java
- String itemName
- int price
- String desc
- ArrayList<Integer> upgrades

+ Item()
+ Item(String setItemName, int setPrice, String setDesc, int setItemHP, int setItemDefense, int setItemAttack)
+ String getItemName()
+ int getPrice()
+ String getDesc()
+ ArrayList<Integer> getUpgrades()

Enemy.java
+ Enemy(String setName, String setHometown)
+ int attack(Character opponent)

Player.java
- int money
- ArrayList<Item> upgrades

+ Player(String setName, String setHometown)
+ int getMoney()
+ void addUpgrade(Item item)
+ void gainMoney(int profit)
+ void loseMoney(int loss)
+ int attack(Character opponent)
+ boolean hasRecordDeal()

RapAnalyzer.java
- static ArrayList<String> dictionary
- static double confidencerhyme
- static double notstrict
- static double strict
- static int cRhyme
- static double cRhyme2
- static double cRhyme3
+ static double fireindex
+ static double wordlength
+ static double wordvariety
+ static String lyric1
+ static String lyric2

+ RapAnalyzer()
+ static void dictionary()
+ static boolean rhymeornot(String wrd1, String wrd2)
+ static boolean rhymeornot2(String wrd1, String wrd2){
+ static double
sentenceanalyzer(String s1)
+ static double multi(String sent1, String sent2)
+ static double
getConfidenceRhyme(String word1, String word2)
+ static double getFireIndex(String sent1)
+ static double getFireIndex1(String sent1, String sent2)

RapLyrics.java
- final static String[] lyrics

+ static String[] getLyrics()