

LAB5 Group 1 Document

Hero Interface

- Contain base stat in begin in any hero.
- Contain attack method for attack warrior career.
- Contain overload attack method for attack archer career.
- Contain void equip_Weapon_Sword method for use ability of sword.
- Contain void equip_Weapon_Bow method for use ability of bow.
- Contain void unequipSword method for unequip Sword.
- Contain void unequipBow method for unequip Bow.
- Contain void Level_UP method for increase hero level and improve stat for each career.
- Contain void getMaxInfo method for illustrate max stat of that hero have.
- Contain void getCurrentInfo method for illustrate current stat of that hero have.
- Contain void enhance method for enhance weapon which hero used.

Weapon Interface

- Contain void enhance method is called by hero to enhance weapon.
- Contain double getAtk for get atk in weapon with deep copy.
- Contain double getReduceSpeed get reduceSpeed in weapon with deep copy.

Warrior Class implement hero

- Contain any variable of stat that depends on career.
- Contain double Crazy_Warrior method for unique skill. Warrior can use when that warrior level ≥ 5 .
- Contain void gameEnd for check HP and check game end.

Archer Class implement hero

- Contain any variable of stat that depends on career.
- Contain double Arrow_Inferno method for unique skill. Archer can use when that archer level ≥ 5 .

- Contain void gameEnd for check HP and check game end.

Sword class implement weapon

- Contain void unique_Skill method for check when that sword have level == 5 unlock 1st unique skill and when level == 10 unlock 2nd unique skill.
- Contain void getCurrentInfo for get weapon information by hero.

Bow class implement weapon

- Contain void unique_Skill method for check when that sword have level == 5 unlock 1st unique skill and when level == 10 unlock 2nd unique skill.
- Contain void getCurrentInfo for get weapon information by hero.