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.