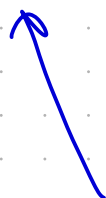


lab 04

669612151

Character



Fighter

~~Abstract class~~

Archer

~~Interface~~ Character

void levelUp () → อั ลว

~~void shopping () → อั ช้อ / มว~~

~~void drinkPattern () → ดั มว~~

void equip (weapon) → ใส่อาวุธ

interface Fighter extends Character

~~void block () → อั บล็อก~~

void ~~smash~~ (target) → กดปุ่มขวามว  
~~strike~~

void spin () → โจมตีรอบตัว  
~~attack~~

interface Archer extends Character

~~void changeArrow()~~ → ~~เปลี่ยนลูกศร~~

void shoot (target) → ยิง

void arrowPath () → วิถีลูกศร



interface Weapon

void upgrade()

~~void printStats()~~

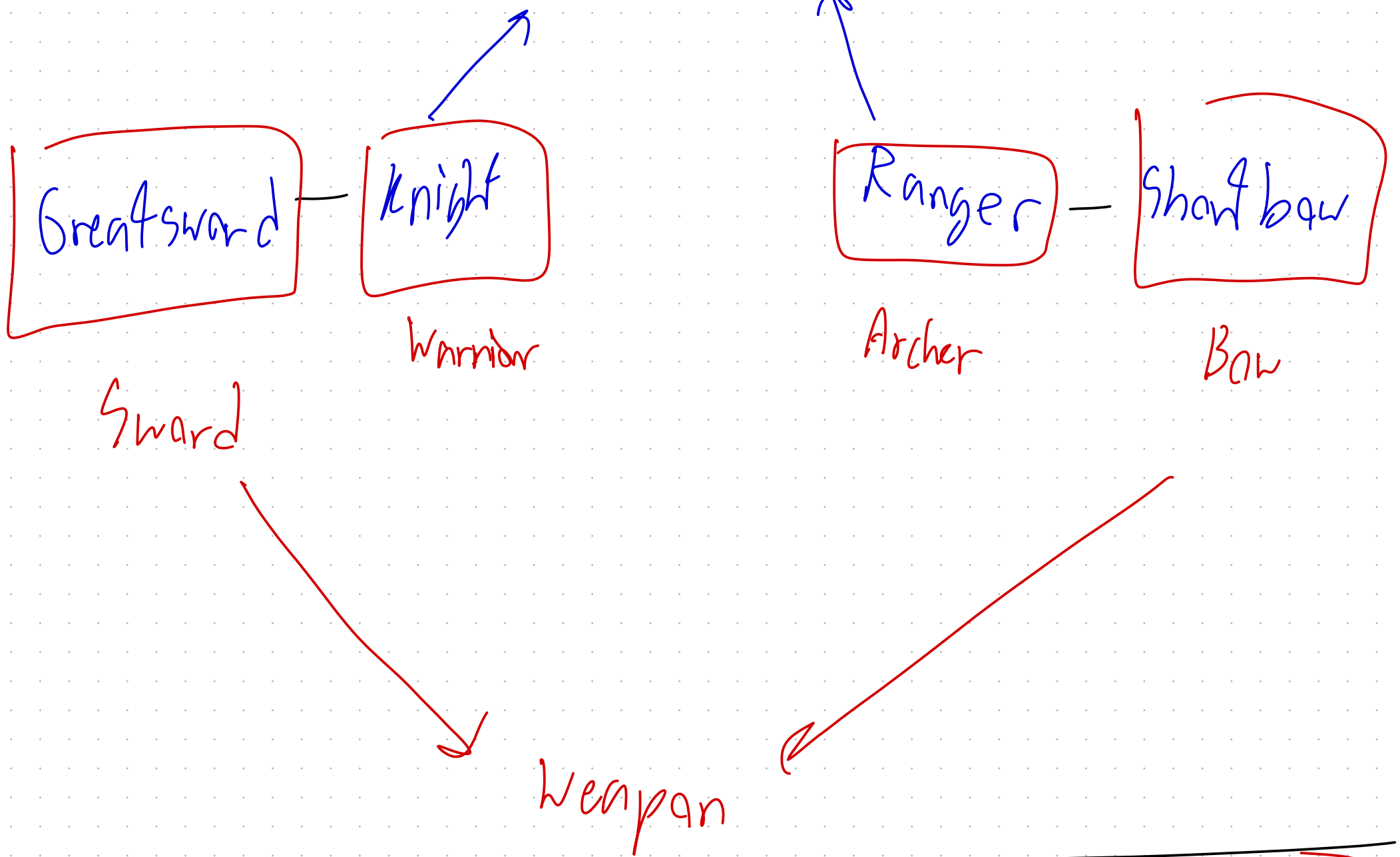
interface Sword extends Weapon

~~void attack()~~ → ~~โจมตี~~

interface Bow extends Weapon

~~void powerShot()~~ → ~~ยิงพลัง~~

# Character



Character	
name	level Up ( )
level	getExp ( )
damage	attack ( )
hp	printStats ( )
maxHp	

Warrior	
Knight	
sword	sharpenSword ( )
dmgPerLevel	strike ( )
maxHpPerLevel	spinAttack ( )
	equip (sword)

