Stage 3

Model

AttackStrategy
+ domove(Property property): Property

EvadeStrategy
+ domove(Property property) : Property

DefenceStrategy
+ domove(Property property) : Property

<<interface>> Strategy
~ doMove(Property property) : Property

PlayerMove
- property : Property

+ doMove(int playerMove) : Property
+ getString(int id) : String

MonsterMove
- property : Property

+ doMove() : Property
+ get String(int id) : String

Monster
- livesRemain : int
- property : Property

~ getLivesRemain() : int
~ getProperty() : Property
~ loseLives(int num) : void

Movement
- strategy : Strategy

~ executeStrategy(Property property) : Property

<<interface>> Move
~ getString() : String
~ doMove() : Property

BattleModel
- player : Player
- monster : Monster
- moverStatus : boolean
- roundNum : int
- monsterProperty : Property
- fileSystem : FileSystem

+ battle(int playerMove) : void
+ getMonsterMove() : String
+ SaveData( ) : void
+ nextRound( ) : void
+ checkLife ( ) : int
+ getRoundNum() : int
+ getPlayerLives() : int
+ gerMonsterLives() : int
+ getPlayerAttack() : int
+ getPlayerDefence() : int
+ getPlayerFlexibility() : int
+ getPlayerLuckiness() : int
+ setMoveTrue() : void
+ setMoveFalse() : void
+ setCurStage(int stageNum) : void
+ getFileSystem() : FileSystem
+ getMoveStatus() : bolean

Round
- player : Player
- monster : Monster
- monsterProperty : Property
- monsterString : String
- damage1 : int
- damage2 : int
- movefactory : MoveFactory

- monsterDoMove() : void
~ getMonsterProperty() : Property
~ getMonsterString() : String
~ battle(int moveNum, Property property) : void
~ getDamage1() : int
~ getDamage2() : int

MoveFactory
~ getMove(String type, Player player, Monster monster) : Move

Presenter

BattlePresenter
- battleView : BattleView
- battleModel : BattleModel

+ battle() : void
+ moveOrNot() : boolean
+ update() : void
+ updateMoveStatus() : void
+ checkResult() : int
+ check() : void
+ getPlayerAttack() : int
+ getPlayerDefence() : int
+ getPlayerFlexibility() : int
+ getPlayerLuckiness() : int
+ getPlayerLives() : int
+ getMonsterLives() : int
+ saveData() : void
+ setStage(int stageNum) : void
+ setPlayerMove(int move) : void
+ getPlayerMove() : int

View

<<interface>> BattleView
~ update(int roundNum, int playerLives, int monsterLives) : void
~ getPlayerMove() : int
~ check() : void
~ updateMonsterMove(String move) : void

BattleActivity
~ checkBtn, attackBtn, defenceBtn, evadeBtn : Button
- monsterMove, lifeView, monsterLifeView, roundView : TextView
- battlePresenter : BattlePresenter

+ onCreate(Bundle savedInstanceState) : void
+ onClick(View v) : void
# onResume() : void
# onPause() : void
+ getPlayerMove() : int
+ updateMonsterMove(String move) : void
+ check() : void
+ update(int roundNum, int playerLives, int monsterLives) : void
+ init() : void

use

Text