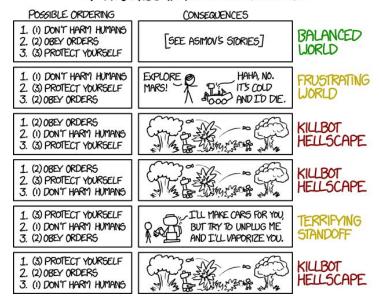
## Attack Robots: Part 2

## WHY ASMOV PUT THE THREE LAWS OF ROBOTICS IN THE ORDER HE DID:



For this second part of the Attack Robots project, you will create three "specialty" robots that can be used in place of a normal robot. All other rules (4 teams, attack stage, health disqualifications, etc...) still apply.

## **Specialty Robots**

These three kinds of robots will all *inherit* (*hint hint*) the characteristics of the basic robot class. However, each will have unique properties that can help them in a battle. For example, an "armored" robot could only lose 1 health point per turn, regardless of how much damage the attacking robot inflicts.

There are no requirements to the type of robots that you may create - use your creativity to come up with three different speciality robots. The only restriction, however, is that they behave differently than the basic robot class in some manner.

## Cost

The user will have the option of selecting each type of robot. However, each team will have a price limit of \$40. A basic robot will cost \$5 to "purchase" and add to a team, and the speciality robots should be priced accordingly. If the user spends more than \$40 to purchase a team, that team will be disqualified.