

# Zombie & Spider Classes

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Java

# Lab Part 1: Zombie & Spider Classes

## Implement the Zombie Class

1. implements Creature
2. Global Variables - name, health, attack
3. Constructors -
  - a. Empty (sets name to "Zack", health to rand # between 5-10, attack to rand # between 5-10)
4. Methods
  - a. Implement all Creature methods
  - b. takeDamage should take in an integer of damage to take.
    - i. Take current health, subtract the input damage, check if creature isDead, return true if dead, false if not.

Do the same for Spider Class - Name it Charlotte

# Lab Part 2

## Role Class

1. Make a new method `public boolean attack(Creature)`
2. Returns if the creature is dead or not.

## In Main

1. Create 2 Creatures
  - a. One a Spider
  - b. One a Zombie
2. Create a Role
  - a. One of your class you made
3. Have your class attack the spider and zombie till they're dead.