package fighters;

import java.util.ArrayList;

import degrossir.Main;

import items.\*;

import merchants.Marchand;

public class Conan implements IBarbarian{

static int id = 0;

private int gold;

private int life;

private int stamina;

public String name;

public Conan() {

this.setName("Conan\_"+Conan.id);

this.setLife(200);

this.setStamina(200);

this.setGold(500);

Conan.id++;

}

@Override

public void doAction() {

if( this.life < 50 ) {

Item pot = Marchand.getInstance().buy(this, "life\_potion");

if( pot != null )

pot.use(this);

}

else if( this.stamina < 50 ) {

Item pot = Marchand.getInstance().buy(this, "stam\_potion");

if( pot != null )

pot.use(this);

}

ICombattant victim = this.getWeakest();

if( this.stamina > 20 ) {

this.cut(victim);

}else {

this.attaquer(victim);

}

}

public ICombattant getWeakest() {

ArrayList<ICombattant> tab = Main.getOpponents();

int i = 0;

int max = tab.size();

int min = Integer.MAX\_VALUE;

ICombattant weakest = null;

for( i = 0; i < max; i++ ) {

if( tab.get(i).getLife() < min ) {

weakest = tab.get(i);

min = tab.get(i).getLife();

}

}

return weakest;

}

@Override

public void cut(ICombattant p\_warrior) {

double max = 30;

if( p\_warrior.getLife() < 30 ) {

max = p\_warrior.getLife();

}

if( this.stamina < max \* 2 ) {

max = this.stamina / 2;

}

p\_warrior.recevoirDegats( (int)(max) );

this.setStamina( (int)(this.stamina - (max \* 2)) );

System.out.println("-----------------------------------------------");

System.out.println("-----------------------------------------------");

System.out.println(this.getName() + " tranche "+ p\_warrior.getName() + " -> " + (int)(max) + " degats !" );

System.out.println("-----------------------------------------------");

System.out.println("-----------------------------------------------");

}

@Override

public void attaquer(ICombattant p\_opponent) {

p\_opponent.recevoirDegats(10);

System.out.println("-----------------------------------------------");

System.out.println("-----------------------------------------------");

System.out.println(this.getName() + " attaque "+ p\_opponent.getName() + " 10 degats !" );

System.out.println("-----------------------------------------------");

System.out.println("-----------------------------------------------");

}

@Override

public void recevoirDegats(int p\_degats) {

this.life = ( this.life - p\_degats < 0 ) ? 0 : this.life - p\_degats;

}

@Override

public int getLife() {

return this.life;

}

@Override

public void setLife(int p\_value) {

this.life = ( this.life + p\_value > 200 ) ? 200 : this.life + p\_value;

}

@Override

public int getGold() {

// TODO Auto-generated method stub

return this.gold;

}

@Override

public void setGold(int p\_value) {

this.gold = ( this.gold + p\_value > 500 ) ? 500 : this.gold + p\_value;

}

@Override

public String getName() {

return this.name;

}

@Override

public void setName(String p\_value) {

this.name = p\_value;

}

@Override

public void setStamina(int p\_value) {

this.stamina = ( this.stamina + p\_value > 200 ) ? 200 : this.stamina + p\_value;

}

@Override

public int getStamina() {

return this.stamina;

}

}