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CS 383

9/21/2021

Class Diagrams Enemy Feature

```
┌─────────────────────────────┐
│           Enemy             │
├─────────────────────────────┤
│ health : int                │
│ speed : int                 │
├─────────────────────────────┤
│ Initialize()                │
│ SetType()                   │
└─────────────────────────────┘
```

```
┌─────────────────────────┐          ┌─────────────────────────┐
│       NormalEnemy       │          │       MagicEnemy        │
├─────────────────────────┤          ├─────────────────────────┤
│ health : int            │          │ health : int            │
│ damage :int             │          │ magic_damage :int       │
│ speed :int              │          │ speed :int              │
├─────────────────────────┤          ├─────────────────────────┤
│ Start()                 │          │ Start()                 │
└─────────────────────────┘          └─────────────────────────┘
```
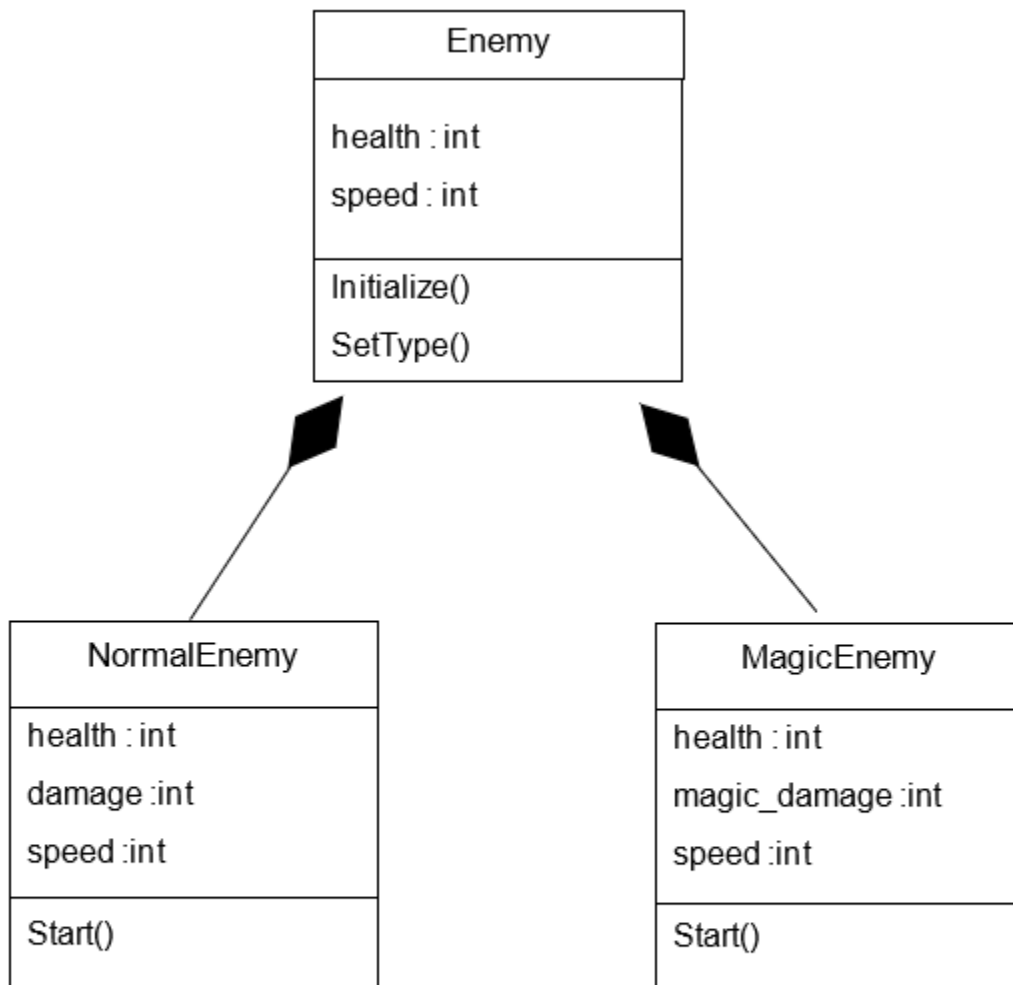
*NormalEnemy and
MagicEnemy subclasses
are on next page.

NormalEnemy

NormalEnemy
- health : int
- damage : int
- speed : int

- Start()

GoblinGrunt
- Initialize()
- Target()
- Movement()
- Damage()

GoblinGiant
- Initialize()
- Target()
- Movement()
- Damage()
- SpecialAbility()

GoblinWarrior
- Initialize()
- Target()
- Movement()
- Damage()
- SpecialAbility()

GoblinArcher
- Initialize()
- Target()
- Movement()
- Damage()
- Range()

GoblinAssassin
- Initialize()
- Target()
- Movement()
- Damage()
- SpecialAbility()

MagicEnemy

MagicEnemy
- health : int
- magic_damage : int
- speed : int

- Start()

GoblinSlime_Caster
- Initialize()
- Target()
- Movement()
- MagicDamage()
- SpecialAbility()

GoblinAlchemist
- Initialize()
- Target()
- Movement()
- MagicDamage()
- SpecialAbility()

GoblinPriest
- Initialize()
- Target()
- Movement()
- Heal()
- SpecialAbility()