Joey Cook Gallardo and Carlos Garcia

Game Description: A 3x6 grid-based battle system. The grid is split in half and neither team can cross over to the other side. Both teams in battle use moves that have distance and damage properties to attack enemies on the other side of the grid.

MVC would be the appropriate model for this project because a user's input affects the models of the Player models (models and views below) and those changes then alter the display for the user at the given moment.

Model Core Classes:

Player:

- Public move()
- Public attack()
- Public spAttack()
- Public getHp()
- Public takeDamage()
- Public canMove()

Player Instance Variables:
- Public int hp
- Private int row
- Private int column
- Private boolean dead

Stage:
- Public startNewGame()
- Public getCharacterPosition()
- Public updateHpBar()
- Public moveCharacter()
- Private initiliaze()

Stage Instance Variables:
- Public int playerHp
- Public int enemyHp
- Public arrayList moveable
- Public boolean gameOver

View:
- Public View()
- Private void int getRowCount
- getColumnCount
- setColumnCount
- initializerPlayer
- intilializerGrid
- updateStage
- updateCharacters

View Instance Variables:
- Private int rowCount

- Private int columnCount
- Private ImageView[][] cellviews

Mockup: