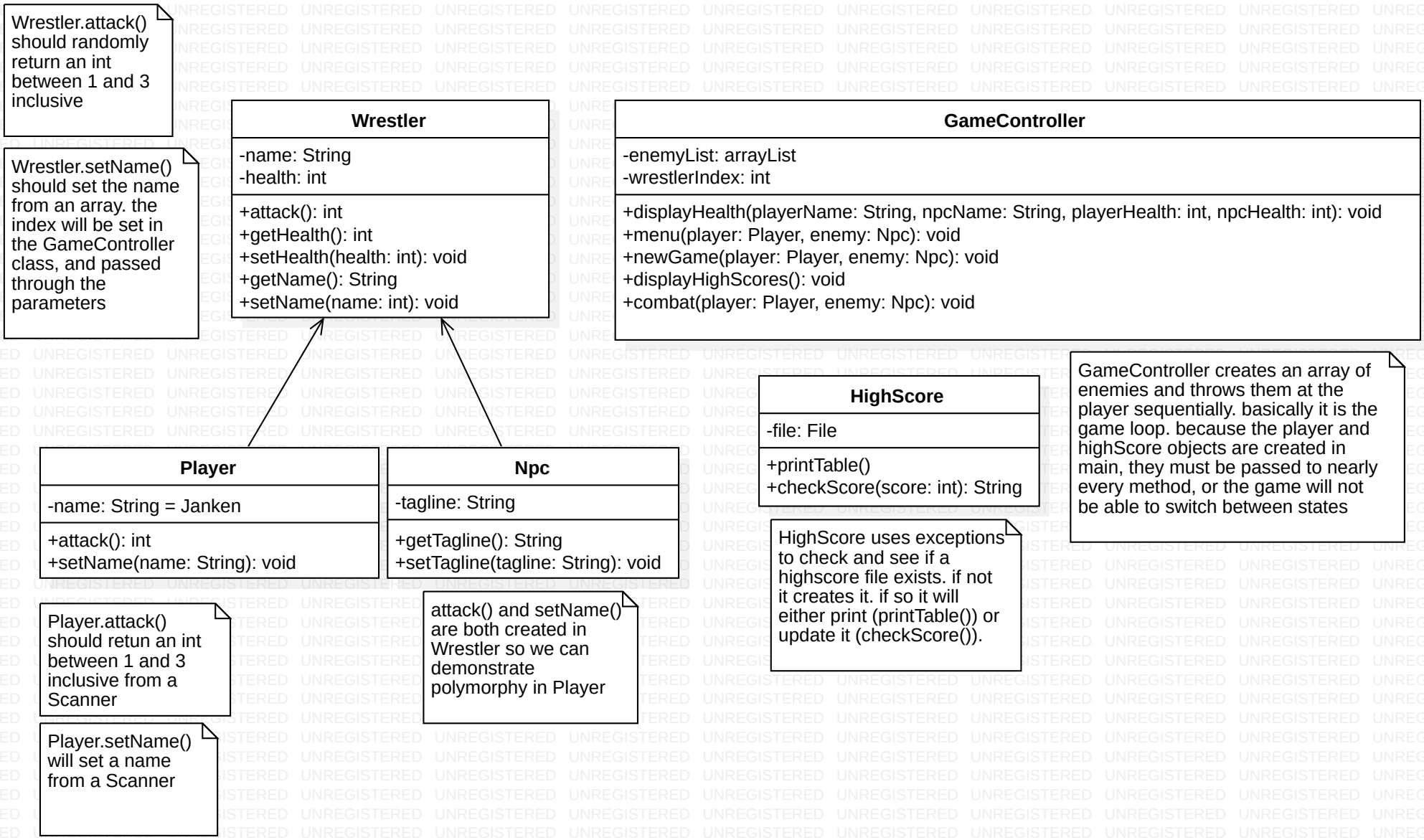
Wrestler.attack() should randomly return an int between 1 and 3 inclusive
Wrestler.setName() should set the name from an array. the index will be set in the GameController class, and passed through the parameters
Wrestler
-name: String
-health: int
+attack(): int
+getHealth(): int
+setHealth(health: int): void
+getName(): String
+setName(name: int): void
GameController
-enemyList: arrayList
-wrestlerIndex: int
+displayHealth(playerName: String, npcName: String, playerHealth: int, npcHealth: int): void
+menu(player: Player, enemy: Npc): void
+newGame(player: Player, enemy: Npc): void
+displayHighScores(): void
+combat(player: Player, enemy: Npc): void
GameController creates an array of enemies and throws them at the player sequentially. basically it is the game loop. because the player and highScore objects are created in main, they must be passed to nearly every method, or the game will not be able to switch between states
HighScore
-file: File
+printTable()
+checkScore(score: int): String
HighScore uses exceptions to check and see if a highscore file exists. if not it creates it. if so it will either print (printTable()) or update it (checkScore()).
Player
-name: String = Janken
+attack(): int
+setName(name: String): void
Npc
-tagline: String
+getTagline(): String
+setTagline(tagline: String): void
attack() and setName() are both created in Wrestler so we can demonstrate polymorphy in Player
Player.attack() should retun an int between 1 and 3 inclusive from a Scanner
Player.setName() will set a name from a Scanner