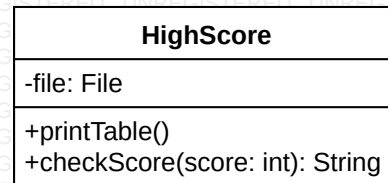
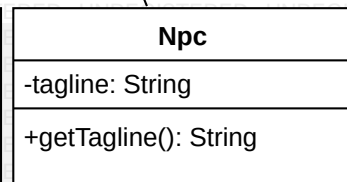
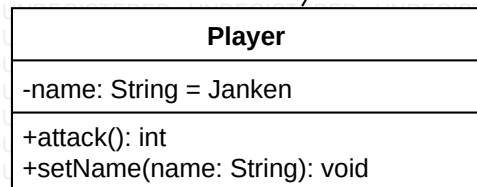
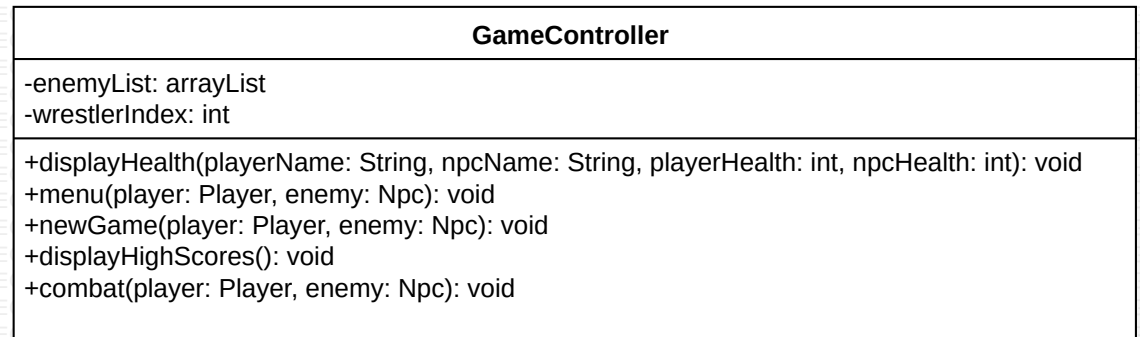
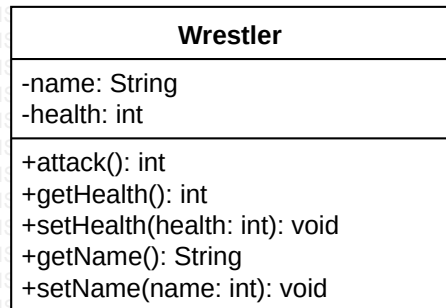


Model

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



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

Player.attack()
should return an int
between 1 and 3
inclusive from a
Scanner

Player.setName()
will set a name
from a Scanner

attack() and setName()
are both created in
Wrestler so we can
demonstrate
polymorphy in Player

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()).