As we discussed in class, you are to build a simulation of a warcaster-type figure from the game called 'warmachine'

We defined four phases of development that will eventually lead to the desired product.

Phase I

class modifier: the modifier class is a "base class" from which we will build other classes that contain it (composition)

this class has to be linkable and includes an array of 7 integers that represent the effect modifications exerted by spells and weapons.

(speed, strength, melee, range, defense, armor and command)

build the class and test it.

Phase II

class spell: Spells have modifiers that they apply to enemy units

in addition they have strings name and description,

boolean 'up' and boolean 'off' (for upkeep and offensive)

they also have an array of spell stats called sstat[4].

and a modifier M.

FURTHERMORE, ONE spell is the warcaster's FEAT and that is only usable once.

So we need to identify a spell as a FEAT with a bool and then keep track if it has been used yet or not.

Phase III.

class weapon (in some ways a limited spell)

Each weapon has a name and a description just like spells and also their own modifer M.

Phase IV (aka: the big kahuna)

We need a warcaster class, warcasters have

string name

int life and focus (focus is how many majic points are available to be used, the cost of spells is measured in Focus)

a pointer to an array of weapons

a linked list of spells