**Design Document**

**Team5-1106**

**Choose Your Own Adventure**

**Team Responsibilities**

Jessica Velez:

* Header files

Grant Davis

* Source files, Makefile

Aaron Ramirez:

* Header files, Source files

**Timeline**

1. Jessica Velez

2. Creating header files: linkedList.h, node.h, shield.h

3. Dec 5th

1. Aaron Ramirez

2. Creating Source files: and creating header files:

3. Dec 7th

1. Grant Davis

2. Creating Source files and makefile

3. Dec 9th

**Header files**

*LinkedList.h*

* *head, tail*

*Node.h*

* *data, next*

*Orc.h*

* *name, health, sword*

*Player.h*

* *name, sword, health, shield*

*Shield.h*

* *name, block*

*Sword.h*

* *Name, attack, parry*

**Source files**

*Adventure.cpp*

*main()*

**Functionality:** The main function should prompt the user for their choice, then proceed to the next choice. After asking each choice it should display the final outcome.

*Orc.cpp*

*display()*

**Input Parameters:** none

**Returned Output:** none

**Functionality:** Display combat data to the screen.

*Player.cpp*

*attack()*

**Input Parameters:** Orc class object

**Returned Output:** integer orc health

**Functionality:** Input the orc class object**,** subtract the player attack value, and return the remaining orc health.

*damage()*

**Input Parameters:** integer attack value

**Returned Output:** none

**Functionality:** The total player health value minus the attack value.

*block()*

**Input Parameters:** integer block value

**Returned Output:** integer block value

**Functionality:** Reduce the attack damage.

*display()*

**Input Parameters:** none

**Returned Output:** none

**Functionality:** Display sword and shield data to the screen

*Shield.cpp*

*display()*

**Input Parameters:** none

**Returned Output:** none

**Functionality:** Display shield data to the screen

*Sword.cpp*

*display()*

**Input Parameters:** none

**Returned Output:** none

**Functionality:** Display sword data to the screen