

ASS2

Description

For the construction of spaceships, first we randomly initialize 10 spaceships, and select 1 of them to start the journey. The HP range of the spaceship is (100, 500), the capacity range is (200, 500), the attack ability value range is (50, 200), and the defense ability value range is (80, 300).

For the construction of officer, first we randomize the name of each crew, the length is 8. Secondly, the age range of the captain is (30, 60), the ability range is (10, 25); the age range of the pilot is (18, 60), the ability range is (5, 25); the age range of the engineer is (18, 60), the range of ability is (10, 25); the age range of weaponsmith is (18, 60), the ability range is (1, 20); the age range of miner is (18, 60), and the ability range is (1, 20).)

For the type of alien civilization, the value range is (2200, 8800) to represent a huge and unknown civilization.

Output

```
20:17:18 🤖 in ~/Desktop/ASS2
→ ./JSE 22
The chosen spaceship is:
Name Capacity Health Attach Value Defense Value
NO.5 CHINA Galacticos 268 279 80 124
*****
Captain: 1. Name -> Ovkmzpbv 2. Age -> 36 3. Ability -> 19
Pilot: 1. Name -> Avnenweo 2. Age -> 18 3. Ability -> 20
Engineer: 1. Name -> Dijfdnls 2. Age -> 24 3. Ability -> 21
Weaponsmith: 1. Name -> Cqabbcet 2. Age -> 21 3. Ability -> 6
Miner: 1. Name -> Txggsrme 2. Age -> 51 3. Ability -> 14
The core stats now have:
crew: 14
food: 134
fuel: 134
money: 256
*****
34 kg food consumed !
34 kg fules consumed !

*****
Sector 1: Spaceship encounter !
Encounter the spaceship and Fire.....
Civilization type: 4542
*****
The core stats now have:
crew: 14
food: 100
fuel: 100
```

Interactions

Encounter spaceship

Win:

```
Sector 1: Spaceship encounter !
Encounter the spaceship and Fire.....
Civilization type: 4897
Epoch 1: Our ship HP -> 257; Encounter ship HP -> 109
Epoch 2: Our ship HP -> 234; Encounter ship HP -> 80
Epoch 3: Our ship HP -> 211; Encounter ship HP -> 51
Epoch 4: Our ship HP -> 188; Encounter ship HP -> 22
Epoch 5: Our ship HP -> 165; Encounter ship HP -> 0
Win and gain materials
Gaining materials
Add 6 kg foods
Add 7 kg fules
```

Lose:

```
Sector 3: Spaceship encounter !
Encounter the spaceship and Fire.....
Civilization type: 5892
Epoch 1: Our ship HP -> 36; Encounter ship HP -> 62
Epoch 2: Our ship HP -> 28; Encounter ship HP -> 53
Epoch 3: Our ship HP -> 20; Encounter ship HP -> 44
Epoch 4: Our ship HP -> 12; Encounter ship HP -> 35
Epoch 5: Our ship HP -> 4; Encounter ship HP -> 26
Epoch 6: Our ship HP -> 0; Encounter ship HP -> 17
=====NO HEALTH=====
Fight 7 epochs, journey ends!
Total 21 of crews died !
*****
Captain: 1. Name -> Ftunpzvr 2. Age -> 41 3. Ability -> 24
Pilot: 1. Name -> Xfrddyzyj 2. Age -> 35 3. Ability -> 10
Engineer: 1. Name -> Xcuggnjp 2. Age -> 34 3. Ability -> 19
Weaponsmith: 1. Name -> Xcijnjmf 2. Age -> 59 3. Ability -> 2
Miner: 1. Name -> Mtanolai 2. Age -> 51 3. Ability -> 17
=====
```

Encounter planet

```
+++++
Sector 4: Planet encounter !
You arrive in the planet.....
Start mining raw ...
Add 70 kg raw
+++++
The core stats now have:
crew: 25
food: 49
fuel: 62
money: 416
*****
Recover HP: 422
26 kg food consumed !
26 kg fules consumed !
```

Encounter trading station

```
+++++
Sector 6: Trading station encounter!
You arrive in the trading station ...
Start buying resource ...
Own money: 0
Not enough money, cannot make trade !
+++++
The core stats now have:
crew: 16
food: 42
fuel: 20
money: 0
*****
Recover HP: 132
4 kg food consumed !
4 kg fules consumed !
```

Black hole

```

+++++
Sector 7: Other.
=====BLACK HOLE=====
Journey ends because of black hole.
There are 26 of crews died !
*****
Captain: 1. Name -> Ojglfiwn 2. Age -> 59 3. Ability -> 15
Pilot: 1. Name -> Fmsfzyoo 2. Age -> 46 3. Ability -> 20
Engineer: 1. Name -> Eyotozzy 2. Age -> 49 3. Ability -> 22
Weaponsmith: 1. Name -> Bwygpmvo 2. Age -> 27 3. Ability -> 17
Miner: 1. Name -> Ghkqocgt 2. Age -> 19 3. Ability -> 1
=====

```

UML Design



