Beginning Plan for the Azur Lane calculator

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# Goal

Build a calculator to calculate Azur Lane oil consumption and total needed run to finish PR ships

Program should work as a .exe file with user input and it have a GUI

Variables needed to be in the program:

1. Every ship in the game
   1. Make a different text file for this, probably
2. Dorm percentage
   1. Need user input
3. Map level and cost
   1. Calculation for the story chapters only
   2. Take the average exp earn from enemy based on the triangle mark plus boss to get average exp earn in that round
4. PR ship percentage
   1. Ask if user want to do calculation for both or single
   2. Subtract the amount of percentage that user already completed

# Skeleton planning

This here show what class is going to be in the program, will need to put each parent class as packages

# Ship

This here is the main hierarchy, might be an abstract

Methods

1. Limit Break
2. Oil Cost
   1. The calculation is on the wiki: https://azurlane.koumakan.jp/Oil\_Cost#6-Cost
3. Happiness
   1. Dorm or not

## Subclass

This is to split up the different type of ships

Note: Submarine, Submarine Carrier are not needed here

Destroyer

Light Cruiser

Heavy Cruiser

Large Cruiser

Monitor

Battleship

Battlecruiser

Aviation Battleship

Aircraft Carrier

Light Aircraft Carrier

Repair Ship

# Calculation

This is the calculation

Methods

1. Constructor
2. The oil calculation
   1. Minimum to boss or every enemy
3. The total run needed
4. PR ships required exp
   1. Asked if the user want calculation for part 1, part 2 or both

# Reader

This here is to read the ships description from a txt file, or an excel file

Note: Could possibly be the driver, depending on how this setup

Methods

1. Read txt files
2. Binary search for the ship
3. Save the ship as objects and store them

# Driver

This class should run everything, and should create a user GUI