#### **FIGHTER**

VAR NAME
VAR NUMBERFETICH
VAR CATEGORY
VAR WEAPON
VAR SPECIAL
VAR LIFEPOINT
VAR BONUSZONE
VAR FIRSTUI

STATIC VAR ALLFIGHTERNAME = [STRING]()

FUNC
NAMEOFTHEFIGHTER
ISFIGHTERALREADYEXIST
SETNUMBERFETICH
FIGHTERSSETTINGS

OPENRANDOMCHEST CHANGEWEAPON COMPARENEWANDOLDWEAPONSTRENGTH

> USEFETICHNUMBER SPECIALATTACK

TAKEBONUSZONE TAKEUNLUCKZONE

UPDATECAREORDAMAGE

#### WARRIOR

OVERRIDE INIT FOR NORMAL MODE OVERRIDE INIT FOR DEMO MODE

SELF.WEAPON SELF.SPECIAL SELF.LIFEPOINT SELF.STERNGHT SELF.CATEGORY (VALUE OF WARRIOR)

OVERRIDE FUNC SPECIALATTACK

#### **DWARF**

OVERRIDE INIT FOR NORMAL MODE OVERRIDE INIT FOR DEMO MODE

SELF.WEAPON SELF.SPECIAL SELF.LIFEPOINT SELF.STRENGHT SELF.CATEGORY VALUE OF DWARF)

OVERRIDE FUNC SPECIALATTACK

#### **COLOSSUS**

OVERRIDE INIT FOR NORMAL MODE OVERRIDE INIT FOR DEMO MODE

SELF.WEAPON SELF.SPECIAL SELF.LIFEPOINT SELF.STRENGHT SELF.CATEGORY (VALUE OF DWARF)

OVERRIDE FUNC SPECIALATTACK

#### **WIZARD**

OVERRIDE INIT FOR NORMAL MODE OVERRIDE INIT FOR DEMO MODE

SELF.WEAPON SELF.SPECIAL SELF.LIFEPOINT SELF.STRENGHT SELF.CATEGORY (VALUE OF DWARF)

OVERRIDE FUNC SPECIALATTACK

#### **OBJECT:**

### FIGHTERINLOAD

DEPENDING OF THE SWITCH USER CHOICE, FIGHTERINLOAD = WARRIOR/DWARF/WIZARD/COLOSSUS CLASS (NAME: XXXXX, NUMBERFETICH: XXXXXX). AND ADDED TO A FIGHTERARRAY: [FIGHTER]

WANHAMMER

**CLASS** 

# **PLAYERS**

VAR GAMERNAME
VAR TEAMNAME
LET MAXFIGHTERS
VAR WINCOUNTER
VAR LOOSECOUNTER
VAR LIFETEAM
VAR SYMBOL
VAR FIGHTERSARRAY = [FIGHTER]()
VAR FIGHTERSARRAYSAVED = [FIGHTER]()
VAR NUMBEROFWIZARD
VAR FIRSTUI

FUNC SETPLAYERNAME SETTEAMNAME

INITIALIZEFIGHTER ADDFIGHTERINARRAY INITIALIZEFIGHTERDEMO1 INITIALIZEFIGHTERDEMO2

CHOOSEFIGHTERATTACK PRINTLISTOFATTACKER CHOOSEFIGHTERDEFEND PRINTLISTOFDEFENDER

UPDATETEAMLIFEPOINTANDARRAY CHECKTEAMAREALIVE UPDATECOUNTERLOOSEANDWIN RESETTEAMFORREVENGE

#### **OBJECT:**

# **PLAYER**

PLAYER = TEAM (GAMERNAME: XXXX, TEAMNAME: XXXXX). AND ADDED TO A PLAYERSARRAY: [PLAYER]

WANHAMMER

CLASS

Here is the Players Class organisation



VAR PLAYERS //VAR PLAYERSARRAY : [PLAYERS] VAR PLAYERSARRAY = [PLAYERS]()

> VAR STAYINPROGRAM VAR DEMO VAR BONUSZONE VAR BONUSISLUCK VAR FIRSTUI

PRI VATE FUNC START CREATEPLAYERSANDFIGHTERS ASKFORREVENGE PRINTFINALSCORE

> FUNC FIGHT PRINTACTION MAKEPAUSE CHECKINT

INSTANCE:

**GAME** 

WANHAMMER

CLASS

Here is the Game Class organisation



# **ENUM WEAPON**

CASE SWORD, AXE, WAND, FIST, GOLDSWORD, RAHANAXE, GRENADE, WEAPONFLAIL, CORKSCREW, BROCCOLI, PROTEINBAR, BANANAWHEY, RASPBERRY, BIGMAC, CHESTSURPRISE

INIT(NAMEOFWEAPON: STRING, POWEROFWEAPON:INT, WEAPONTYPE: WEAPONTYPE)

# **ENUM SPECIAL**

CASE DOUBLEATTACK = "DOUBLE ATTAQUE"
CASE DOUBLEDAMAGE = "DOUBLE DÉGÂTS"
CASE FEAR = "FRAYEUR"
CASE FIREBALL = "FIREBALL"

# **BONUS**

CASE FBONUS1, FBONUS2, FBONUS3, FBONUS4, FBONUS5, WBONUS1, WBONUS2, WBONUS3, RANDOMBONUSZONE

INIT(HISTORYOFBONUS: STRING, POWEROFBONUS :INT, BONUSTYPE: BONUSTYPE) {

# **ENUM CATEGORY**

CASE WARRIOR = "COMBATTANT"

CASE DWARF = "NAIN"

CASE COLOSSUS = "COLOSSE"

CASE WIZARD = "MAGICIEN"

WANHAMMER

# OTHERS CLASS & ENUM

**OC IOS DEVELOPPER FORMATION**