



OBJECT : FIGHTERINLOAD

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

WANHAMMER

CLASS

Here is the Fighter Class organisation

OC IOS DEVELOPPER FORMATION

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

OC IOS DEVELOPPER FORMATION

GAME

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

```
VAR STAYINPROGRAM  
VAR DEMO  
VAR BONUSZONE  
VAR BONUSISLUCK  
VAR FIRSTUI
```

```
PRIVATE FUNC  
START  
CREATEPLAYERSANDFIGHTERS  
ASKFORREVENGE  
PRINTFINALSORE
```

```
FUNC  
FIGHT  
PRINTACTION  
MAKEPAUSE  
CHECKINT
```

INSTANCE :
GAME

WANHAMMER

CLASS

Here is the Game Class organisation

OC IOS DEVELOPPER FORMATION

MAIN

LET GAME

LOOP

BONUS

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

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

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"

ENUM CATEGORY

CASE WARRIOR = "COMBATTANT"
CASE DWARF = "NAIN"
CASE COLOSSUS = "COLOSSE"
CASE WIZARD = "MAGICIEN"

WANHAMMER

OTHERS CLASS & ENUM

OC IOS DEVELOPPER FORMATION