



Name : Faatihurrizki Prasajo

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Class : TI_1H

Link GitHub : <https://github.com/FaatPrasajo/PBO/tree/main/Praktikum>

Laporan Kuis 1

Pemrograman Berorientasi Objek (PBO)

Implementasikan kode di atas (pisah tiap class menjadi masing-masing 1 file), lalu modifikasi agar:

1. Menambahkan subclass baru BossMonster dengan serangan spesial (damage 2x lipat).

```
3 public class BossMonster extends Character {
4     private String type;
5
6     public BossMonster(String name, int health, int attackPower, String type) {
7         super(name, health, attackPower);
8         this.type = type;
9     }
10
11     @Override
12     public void attack(Character target) {
13         // Serangan spesial dengan damage 2x lipat dari attackPower
14         int damage = getAttackPower() * 2;
15         System.out.println(getName() + " (" + type + ") uses DEVASTATING STRIKE on " + target.getName() + "! Damage: " + damage);
16         target.takeDamage(damage);
17     }
18 }
```

2. Ganti nama objek player dengan nama anda.

```
Player p1 = new Player(name:"Prasajo", health:150, attackPower:40, level:65);
```

3. Menambahkan fitur healing pada Player.

```
22 public void heal(){
23     if (getHealth() <= 0) return;
24     int healAmount = 25; // Jumlah HP yang dipulihkan
25     int newHealth = getHealth() + healAmount;
26     if (newHealth > maxHealth) {
27         setHealth(maxHealth);
28     } else {
29         setHealth(newHealth);
30     }
31     System.out.println(getName() + " uses Heal! Restores " + healAmount + " HP. Current health : " + getHealth());
32 }
```

4. Buat simulasi pertarungan sampai salah satu karakter kalah

```
15 System.out.println(x:"----- PERTARUNGAN DIMULAI -----");
16
17 int round = 1;
18
19 while (p1.getHealth() > 0 && (m1.getHealth() > 0 || m2.getHealth() > 0)) {
20     System.out.println("\n--- Ronde " + round + " ---");
21
22     // Player menyerang monster
23     if (m1.getHealth() > 0) {
24         p1.attack(m1);
25     } else if (m2.getHealth() > 0) {
26         p1.attack(m2);
27         p1.attack(m2);
28     }
29
30     // Player diserang monster
31     if (m1.getHealth() > 0) {
32         m1.attack(p1);
33     }
34     if (m2.getHealth() > 0) {
35         m2.attack(p1);
36     }
37
38     if (p1.getHealth() < 50 && p1.getHealth() > 0) {
39         p1.heal();
40     }
41
42     System.out.println(x:"Status HP Saat Ini:");
43     System.out.println("-> " + p1.getName() + ": " + p1.getHealth());
44     System.out.println("-> " + m1.getName() + ": " + m1.getHealth());
45     System.out.println("-> " + m2.getName() + ": " + m2.getHealth());
46 }
```



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```
42 System.out.println(x:"Status HP Saat Ini:");
43 System.out.println("-> " + p1.getName() + ": " + p1.getHealth());
44 System.out.println("-> " + m1.getName() + ": " + m1.getHealth());
45 System.out.println("-> " + m2.getName() + ": " + m2.getHealth());
46
47 if (p1.getHealth() <= 0) {
48     System.out.println(x:"\n----- PERTARUNGAN SELESAI -----");
49     System.out.println("Maaf, " + p1.getName() + " telah dikalahkan!");
50 } else if (m1.getHealth() <= 0 && m2.getHealth() <= 0){
51     System.out.println(x:"\n----- PERTARUNGAN SELESAI -----");
52     System.out.println("Selamat, " + p1.getName() + " berhasil mengalahkan semua monster!");
53 }
54 round++;
55 }
```

----- PERTARUNGAN DIMULAI -----

--- Ronde 1 ---

Prasajo attacks Baby Dragon with sword! Damage: 170

Baby Dragon took 170 damage! Remaining health : 5

Baby Dragon (Dragon) attacks ferociously! Damage: 8

Prasajo took 8 damage! Remaining health : 142

Toothless (Dragon) uses DEVASTATING STRIKE on Prasajo! Damage: 70

Prasajo took 70 damage! Remaining health : 72

Status HP Saat Ini:

-> Prasajo: 72

-> Baby Dragon: 5

-> Toothless: 350

--- Ronde 2 ---

Prasajo attacks Baby Dragon with sword! Damage: 170

Baby Dragon took 170 damage! Remaining health : 0

Toothless (Dragon) uses DEVASTATING STRIKE on Prasajo! Damage: 70

Prasajo took 70 damage! Remaining health : 2

Prasajo uses Heal! Restores 25 HP. Current healrt : 27

Status HP Saat Ini:

-> Prasajo: 27

-> Baby Dragon: 0

-> Toothless: 350

----- PERTARUNGAN SELESAI -----

Selamat, Prasajo berhasil mengalahkan semua monster!

--- Ronde 3 ---

Prasajo attacks Toothless with sword! Damage: 170

Toothless took 170 damage! Remaining health : 180

Prasajo attacks Toothless with sword! Damage: 170

Toothless took 170 damage! Remaining health : 10

Toothless (Dragon) uses DEVASTATING STRIKE on Prasajo! Damage: 70

Prasajo took 70 damage! Remaining health : 0

Status HP Saat Ini:

-> Prasajo: 0

-> Baby Dragon: 0

-> Toothless: 10

----- PERTARUNGAN SELESAI -----

Maaf, Prasajo telah dikalahkan!