# Fighting Game Projet 3

Character

#### Game

- + playerFactory = PlayerFactory()
- +players = [Player]()
- + principalMenu()
- + fight()
- + fightDetails()
- + userChoice()

#### **BONUS**

+ misteryBox()

# Player

- + name: String
- + characters = [Character]()
- + isLoser: Bool
- + descriptionCharacters()

# + enum characterType

- + name: String
- + characterType: characterType
- + lifePoints: Int
- + maxLife: Int
- + weapons: Weapons
- + init(all proprieties)

#### Magus: Character

- + Character proprieties
- + init(name: String)
- + super.init(all proprieties)

#### **Colossus: Character**

- + Character proprieties
- + init(name: String)
- + super.init(all proprieties)

## **PlayerFactory**

- + maxPlayer = 2
- + maxCharacters = 3
- + characterNames =n [String]()
- + playerNames = [String]()
- + players [Player]()
- + createPlayers()
- + createPlayer
- + createCharacters()
- + createCharacter()
- + uniqueCharacterName()
- + uniquePlayerName()

# Weapon

- + enum weaponsType
- + damage: Int
- + init(all proprieties)

### CrossBow: Weapon

- + enum weaponsType
- + damage: Int
- + init(all proprieties)

# **Sword: Weapon**

**Warrior: Character** 

+ super.init(all proprieties)

+ Character proprieties

+ init(name: String)

- + enum weaponsType
- + damage: Int
- + init(all proprieties)

#### MagusStick: Weapon

- + enum weaponsType
- + damage: Int
- + init(all proprieties)

#### SpikedShield: Weapon

- + enum weaponsType
- + damage: Int
- + init(all proprieties)

## **AngelStick: Weapon**

- + enum weaponsType
- + damage: Int
- + init(all proprieties)