IT5001-L2M Assignment 8
Object-Oriented Programming in Scala

The assignment is exactly the same as Assignment 7, except in Scala. The goal is to get you to try writing OO programs in a typed environment.

This assignment is compulsory for MComp General Track students and is a replacement for Assignment 1. Submit your solutions to Coursemology by **26 Mar 2359hrs**. Late submissions will be penalized 33% per late day or part thereof.

1   Instructions

Please refer to Assignment 7 to observe how the RPG works and the requirements of each character.

Then, you are given five files:

1. `Main.scala`. This file contains the main (driver) class and methods that facilitate character selection and gameplay.

2. `Team.scala`. This file contains the `Team` class which contains helper methods in support of teams in the RPG.

3. `Character.scala`. This file contains the `Character` base class which defines the attributes and methods of all characters in the game, some of which have concrete implementations

4. `Fighter.scala`. This file contains the `Fighter` class to create fighter characters as described in the game

5. `Mage.scala`. This file contains the `Mage` class to create mage characters as described in the game

Your task is to create and complete `Berserker.scala`, `ArchMage.scala` and `Necromancer.scala` which will contain the `Berserker`, `ArchMage` and `Necromancer` classes respectively.

Commands for compiling and running your code:

```
scala3-compiler *.scala
scala3 Main
```

For submission, please zip the three files and name your zip folder as `<your name>.zip`. Upload this zip file to Coursemology. Your zip file should look like

```
Foo_Yong_Qi.zip
|-- Berserker.scala
|-- ArchMage.scala
|-- Necromancer.scala
```