

```
Welcome to the Game!
(1) Create New Hero
(2) Load Existing Hero
(3) Show Overall Stats
(4) Quit
Choose an option: 3
Choose what stats to display.
(1) Show all heroes in alphabetical order.
(2) Show how many monsters each hero has killed.
(3) Show how many monsters each weapon has killed.
(4) Show the name and ID of the hero that has killed the most monsters.
(5) Go back to menu.
Please choose an option: 1
```

The Legend of Hobbit

A Dungeon Crawler Game

August M. R. Tranberg

Eksamensopgave i Softwareudvikling
2. Semester BSc Robotteknologi – SDU
2025

Underviser:
Frederik Hagelskjær

1. Iteration

Beskrivelse af det nuværende system.

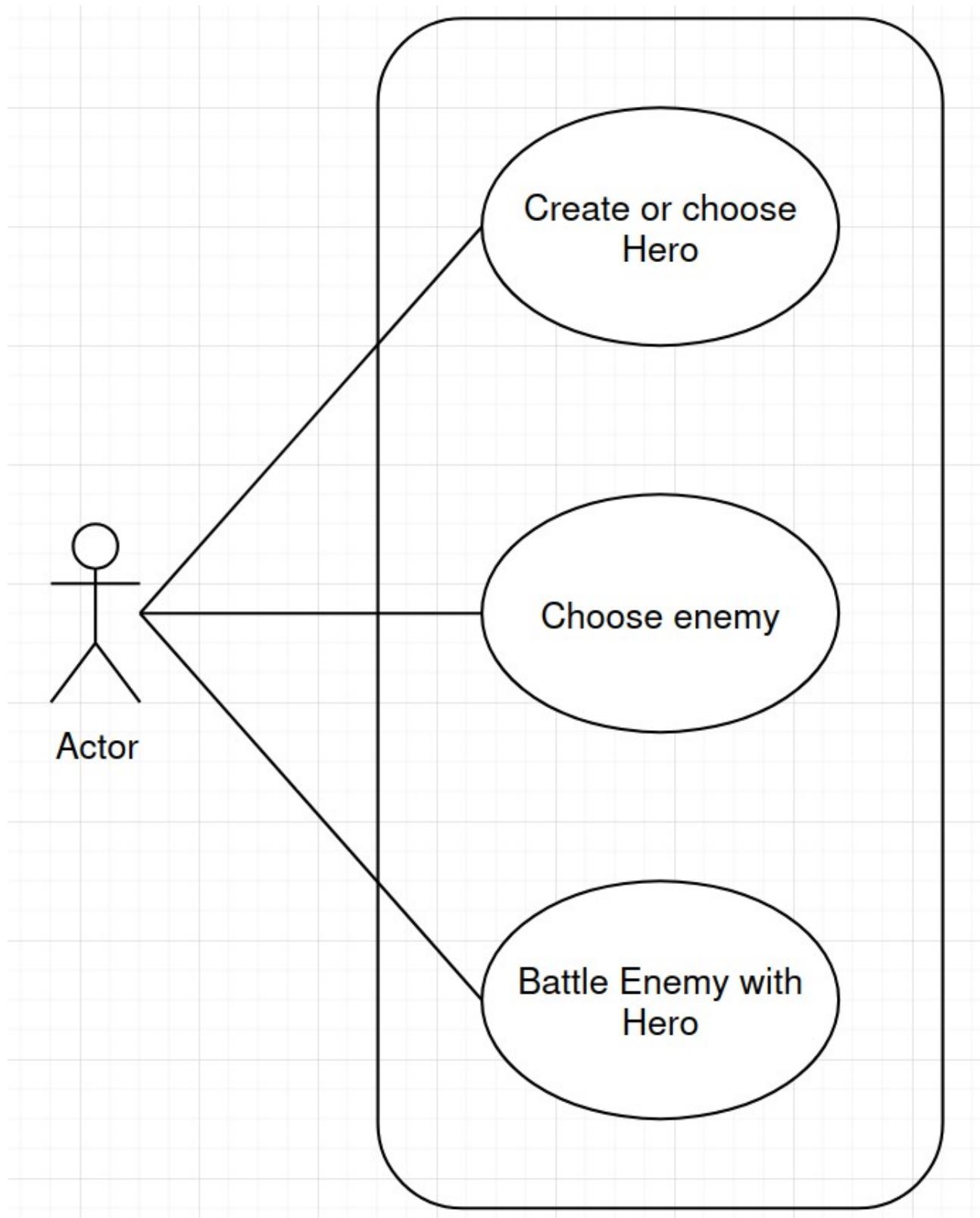
I første iteration af systemet, er der udviklet en simpel *Hero* klasse med attributerne *name*, *health*, *attackPower*, *xp* og *level*. *Hero* kan både angribe, tage skade, modtage *xp* og stige i *level*. Derudover er der oprettet en *Enemy* klasse med attributterne *name*, *health*, *attackpower* og *xp*. En *Enemy* kan ligesom *Hero* angribe og tage skade. Der er oprettet en child class af *Enemy* klassen til hver type af fjende.

Til spillet og fjendernes navne, har jeg taget inspiration fra *The Hobbit* af J. R. R. Tolkien.

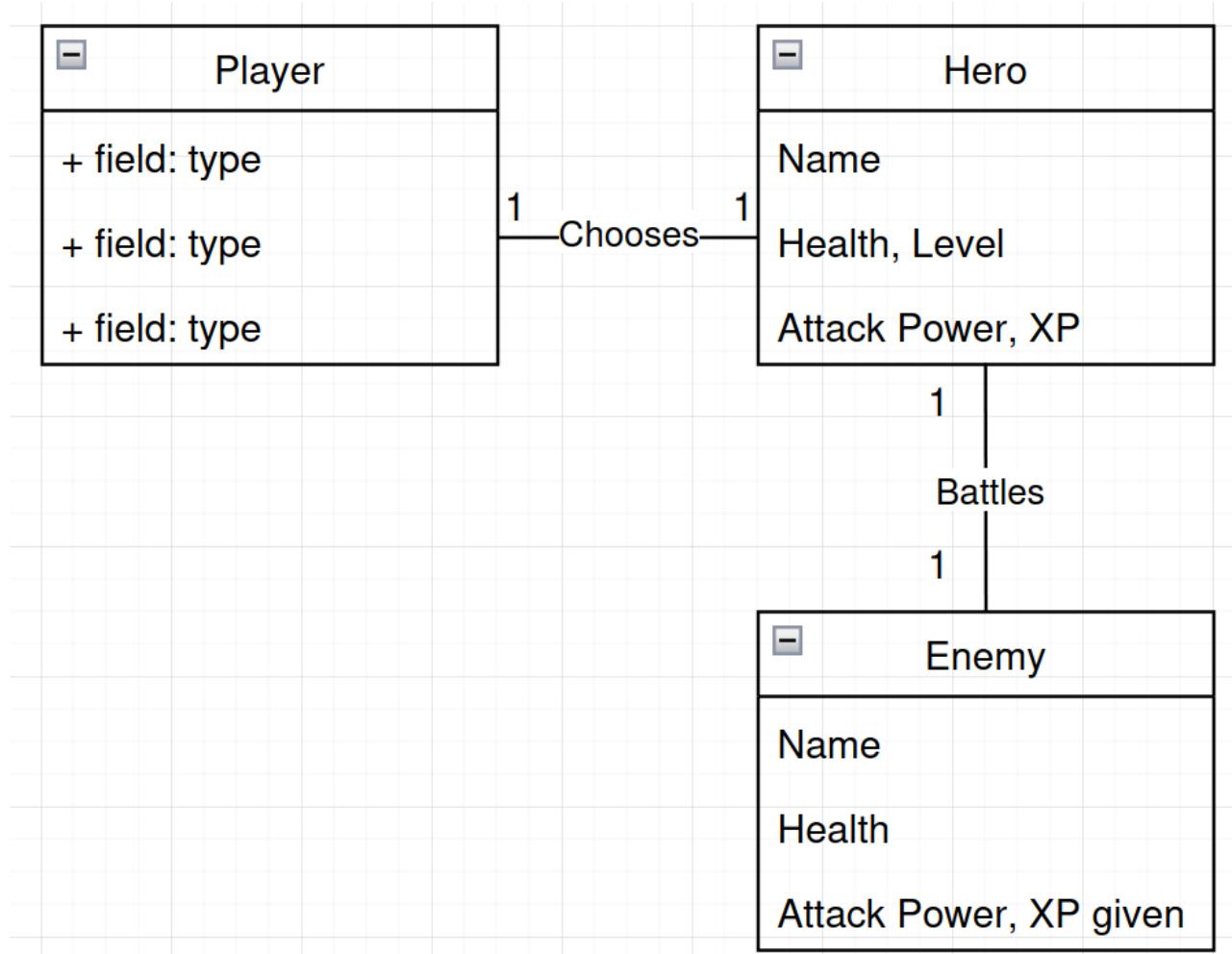
Der er desuden oprettet en *Game* klasse, der samler *Hero* og *Enemy* i én funktionalitet, så der kan kæmpes mod fjender, *Hero* kan modtage *xp*, når en fjende besejres, en eksisterende *Hero* kan loades. Hvert level har dets eget udvalg af fjender, der genererer en tilfældig liste af fjender, som *Hero* kan kæmpe imod. Når en fjende besejres, fjernes den fra listen, og når listen er tom, generes en ny.

Hvis en eksisterende *Hero* loades, bliver det gjort via. et lager af .txt filer, der indeholder den nødvendige information for en *Hero*.

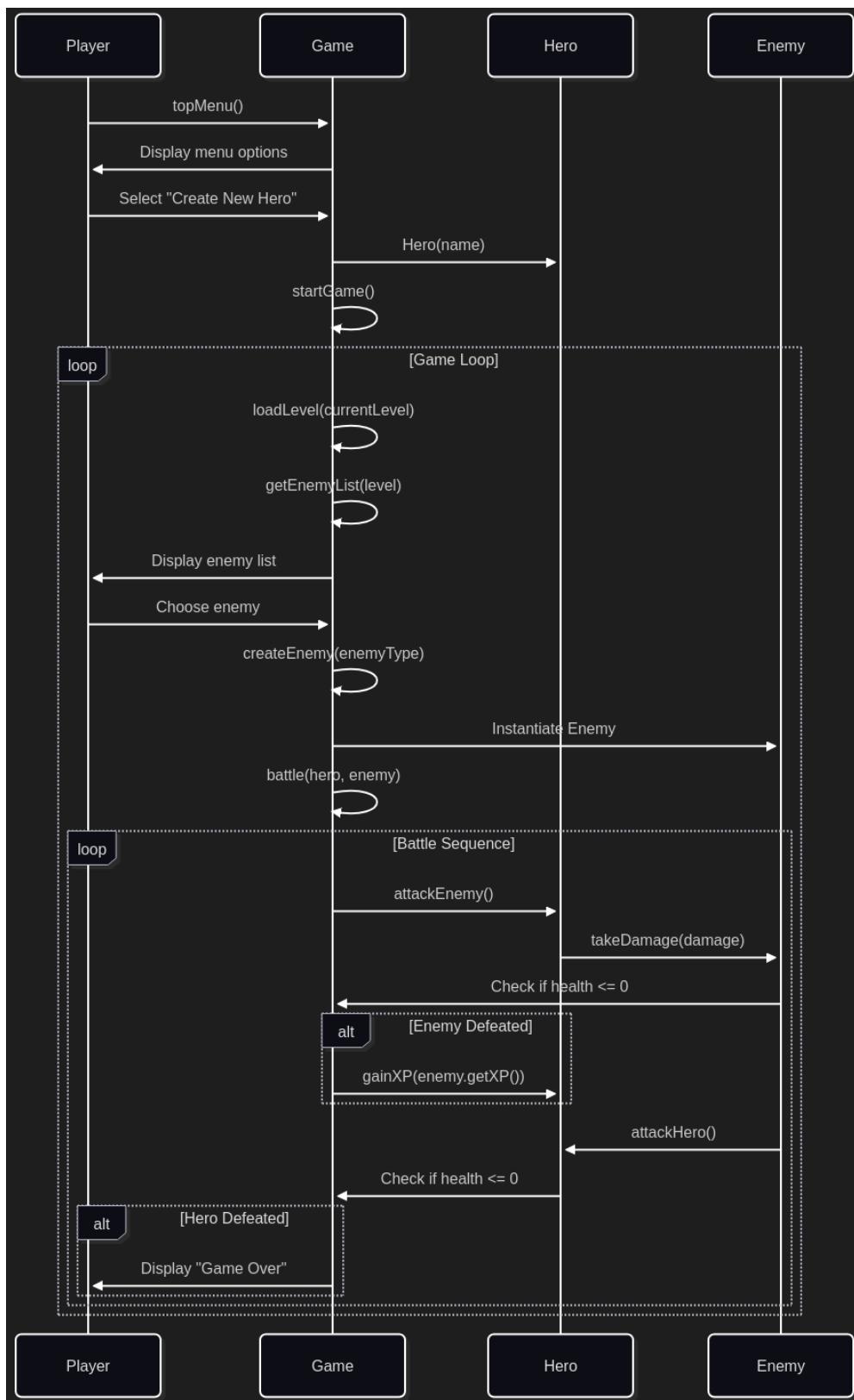
Use Case Diagram



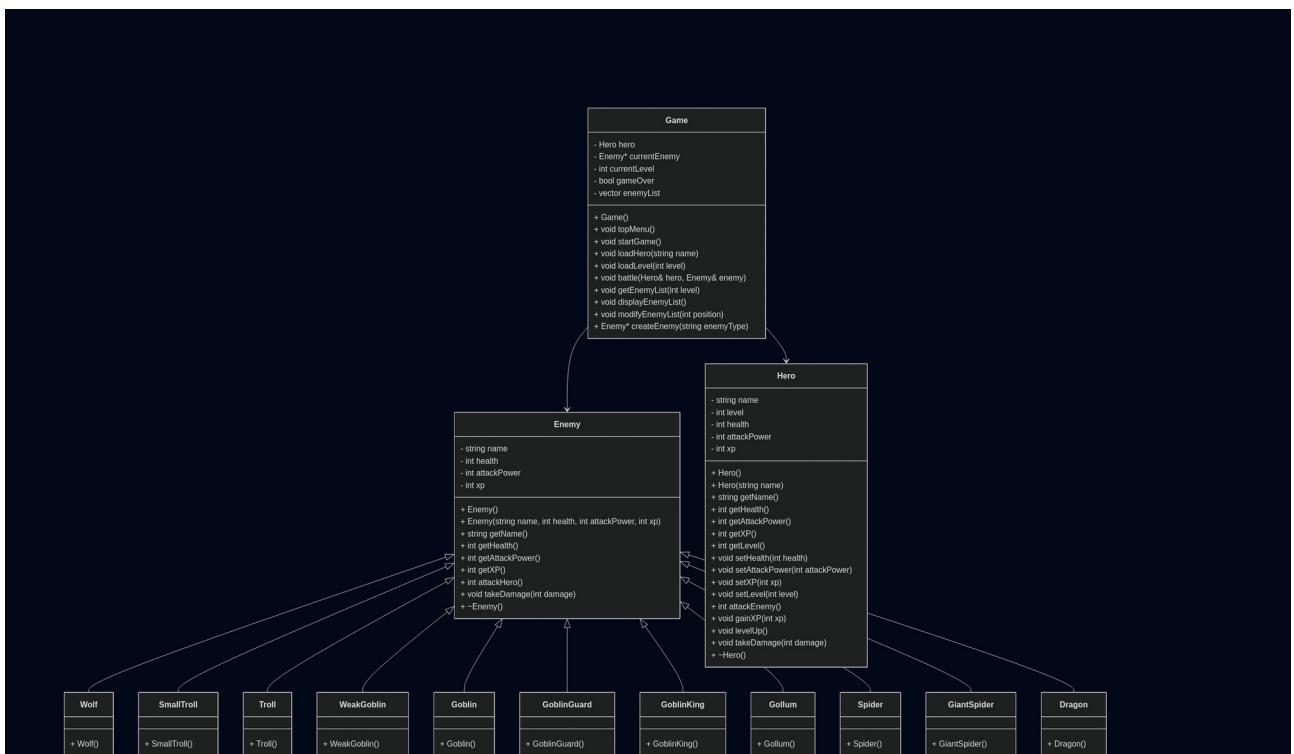
Domain Model



Udvalgte Sekvens-Diagrammer



UML - Class Diagram



Git – Log

```
* commit 717b1f14d2fd49c033f5b1037e87be890ad3f718 (HEAD -> main, origin/main, origin/HEAD)
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Sat Apr 26 09:38:02 2025 +0200

    build files and document changed

* commit 8222c510909d9d8c586281cb5d1650305c80864b (origin/bugfix/balancing, bugfix/balancing)
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Fri Apr 25 08:51:06 2025 +0200

    rebuild

* commit 3ed92bf8a0a04670dd7a3f1efd4ad624aca0a2e6
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Fri Apr 25 08:50:08 2025 +0200

    Balancing of levels and battle logic

* commit a6e04231dc928f385a523589707e1e01c3a3004f
| \ Merge: 8b080c6 101eee8
| | Author: August Tranberg <augusttranbergspam@gmail.com>
| | Date:   Fri Apr 11 10:48:09 2025 +0200

|     Merge pull request #5 from Gubi0609:bugfixes/cleanup

|     Added comments, cleaned up and added CMakeLists

* commit 101eee8ebbab4950c744e16f378bd8e2b578795
| / Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Fri Apr 11 10:47:18 2025 +0200

|     Added comments, cleaned up and added CMakeLists

* commit 8b080c6f7742780681104d1e47c7153b455978bc
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Thu Apr 3 10:50:57 2025 +0200

|     small fix

* commit 350f8252b3672844b1c82d57c8aaf56009e5e3cb
| \ Merge: 0b6cc86 255c68d
| | Author: August Tranberg <augusttranbergspam@gmail.com>
| | Date:   Thu Apr 3 10:50:19 2025 +0200

|     Merge pull request #4 from Gubi0609:feature/loadHero

|     Feature/loadHero

* commit 255c68de17620ffb01a35eeefcc2c1cb86dab107 (origin/feature/loadHero, feature/loadHero)
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Thu Apr 3 10:49:18 2025 +0200

|     Can now load heroes from files correctly

* commit 3cba34900ff2ae52a57e51f6d905f5008477970b
| / Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Thu Apr 3 10:46:58 2025 +0200

|     Functionality to load heroes from files
```

```
* commit 0b6cc86a2190e29cccd603efe51fef0b0f6c4215a
|\ Merge: c8e8fb9 68051b9
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Thu Apr 3 10:12:54 2025 +0200

|     Merge pull request #3 from Gubi0609:feature/gameClass

|     Feature/gameClass

* commit 68051b915c860b415c9938bd6a062a90ea230328 (origin/feature/gameClass, feature/gameClass)
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Thu Apr 3 10:12:30 2025 +0200

|     Small bugfixes

* commit 55026fe1dfb82687ac3cfbdee7156a6ec2263803
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Thu Apr 3 10:09:50 2025 +0200

|     Made Game class and bugfixes

* commit c8e8fb96aa86882fda0f8e0de6c1c1b362f4a1d7
|\ Merge: 1c9b404 ce1e6ac
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Sat Mar 29 15:40:40 2025 +0100

|     Merge pull request #2 from Gubi0609:feature/hero

|     Added hero functionality and enemy improvements

* commit ce1e6ac1710791c3656ee39460cf567a0bd0303 (origin/feature/hero, feature/hero)
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Sat Mar 29 15:39:44 2025 +0100

|     Added hero functionality and enemy improvements

* commit 1c9b404059b5a49e4bc86f794a0eb53adc6bfaa
|\ Merge: a463b22 6f39fac
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Sat Mar 29 15:24:00 2025 +0100

|     Merge pull request #1 from Gubi0609:feature/enemies

|     Added functionality and test of enemies

* commit 6f39fac098b4b58703cf5b97b10fe70eab8df550 (origin/feature/enemies, feature/enemies)
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Sat Mar 29 15:23:01 2025 +0100

|     Added functionality and test of enemies

* commit a463b2250167d0ca7b42c751d366709a3f18daaf
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Sat Mar 29 14:55:36 2025 +0100

|     Added basic enemy and hero classes and checklist

* commit 8bbfd29fd9c92e364094015019b63c3a44f22b66
| Author: August Tranberg <69582676+Gubi0609@users.noreply.github.com>
| Date: Fri Mar 28 12:06:59 2025 +0100

|     Initial commit
```

2. Iteration

Beskrivelse af det nuværende system.

I anden iteration af systemet, er der bygget ovenpå funktionaliteten fra først iteration, men nu med nye ændringer.

Før blev der genereret 4 tilfældige *Enemies*, der passede til *Heros* nuværende level, og som *Hero* kunne kæmpe mod. Nu er systemet ændret, så der generes 4 tilfældige *Dungeons*, som *Hero* kan gå ind i. I en *Dungeon* er der 4 tilfældige *Enemies* som passer både til *Dungeons* tema samt *Heros* nuværende level. *Dungeons* genereres ud fra en liste af "mulige *Dungeons*". I denne liste er der mulighed for at oprette en *Forest*-, *Plains*-, og *CaveDungeon*, såfremt *Hero* ikke har nået et level, der passer til *DragonDungeon* (level 11).

Til at oprette *Dungeons* og *Enemies* har jeg kigget på Factory pattern, og der er derfor oprettet en *DungeonFactory* og *EnemyFactory*.

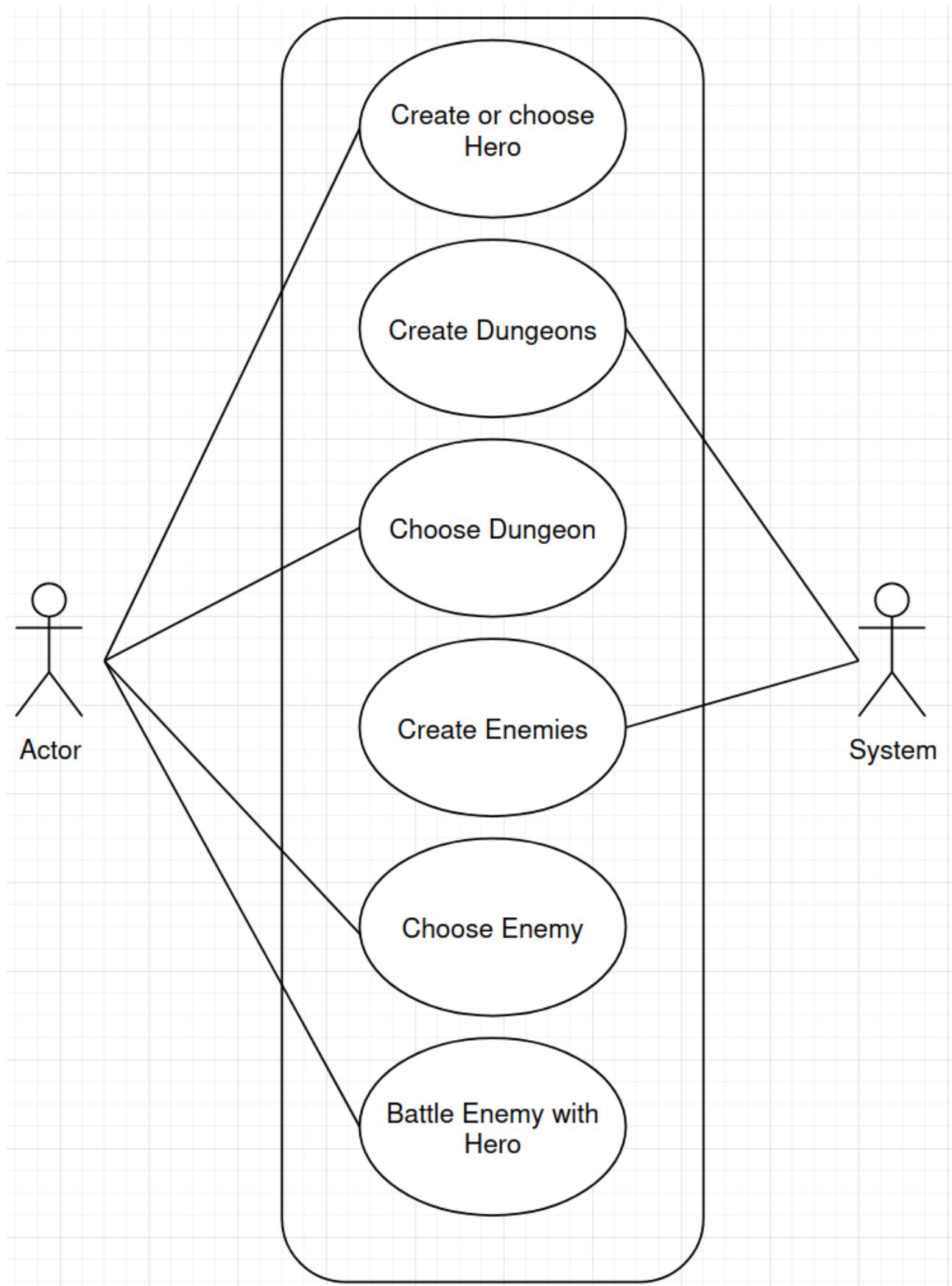
Udover at *Dungeons* indeholder *Enemies*, får man også en hvis mængde *Gold* for at besejre en *Dungeon*. *Gold* er beregnet ud fra summen af *Enemies* XP divideret med 10.

Der er desuden 2 levels med *Mini-Bosses*. *Dragon* er den endelige boss, men undervejs er der på level 4 og 6 mulighed for at bekæmpe en *Mini-Boss*. Ligesom ved normale *Enemies* er en *Mini-Boss* tilpasset dens *Dungeons* tema. Når et *Mini-Boss* level nås, generes der ikke 4 tilfældige *Dungeons*, men derimod én af hver type *Dungeon*.

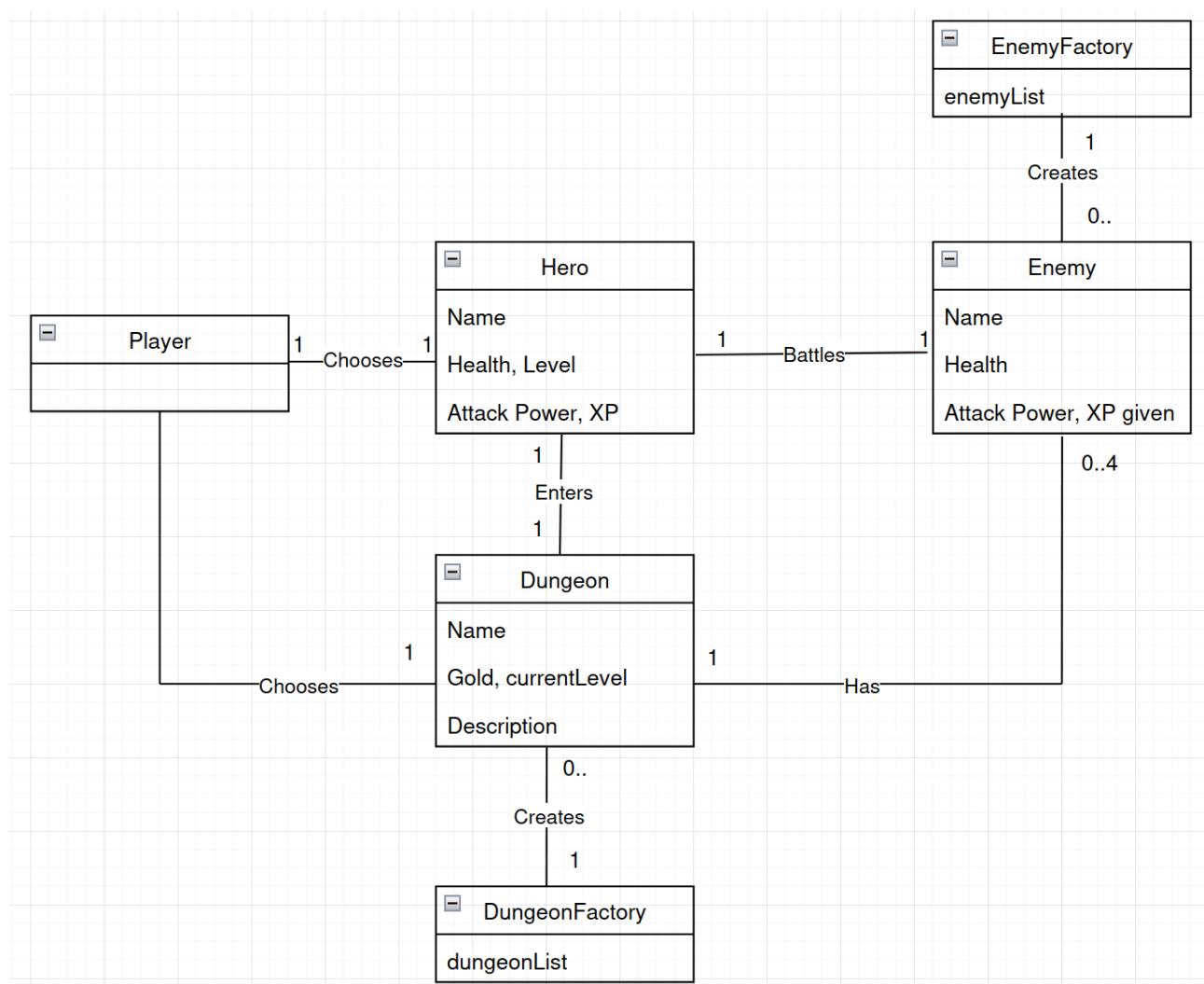
Hver *Dungeon* og *Enemy* type har desuden fået en beskrivelse, der hjælper med at øge spillerens fordybelse i spillet og dets tilhørende verden.

Der er til sidst også lavet to *cheatcodes* til hurtigt at kunne komme i højere level, så man kan teste systemets senere niveau af.

Use Case Diagram

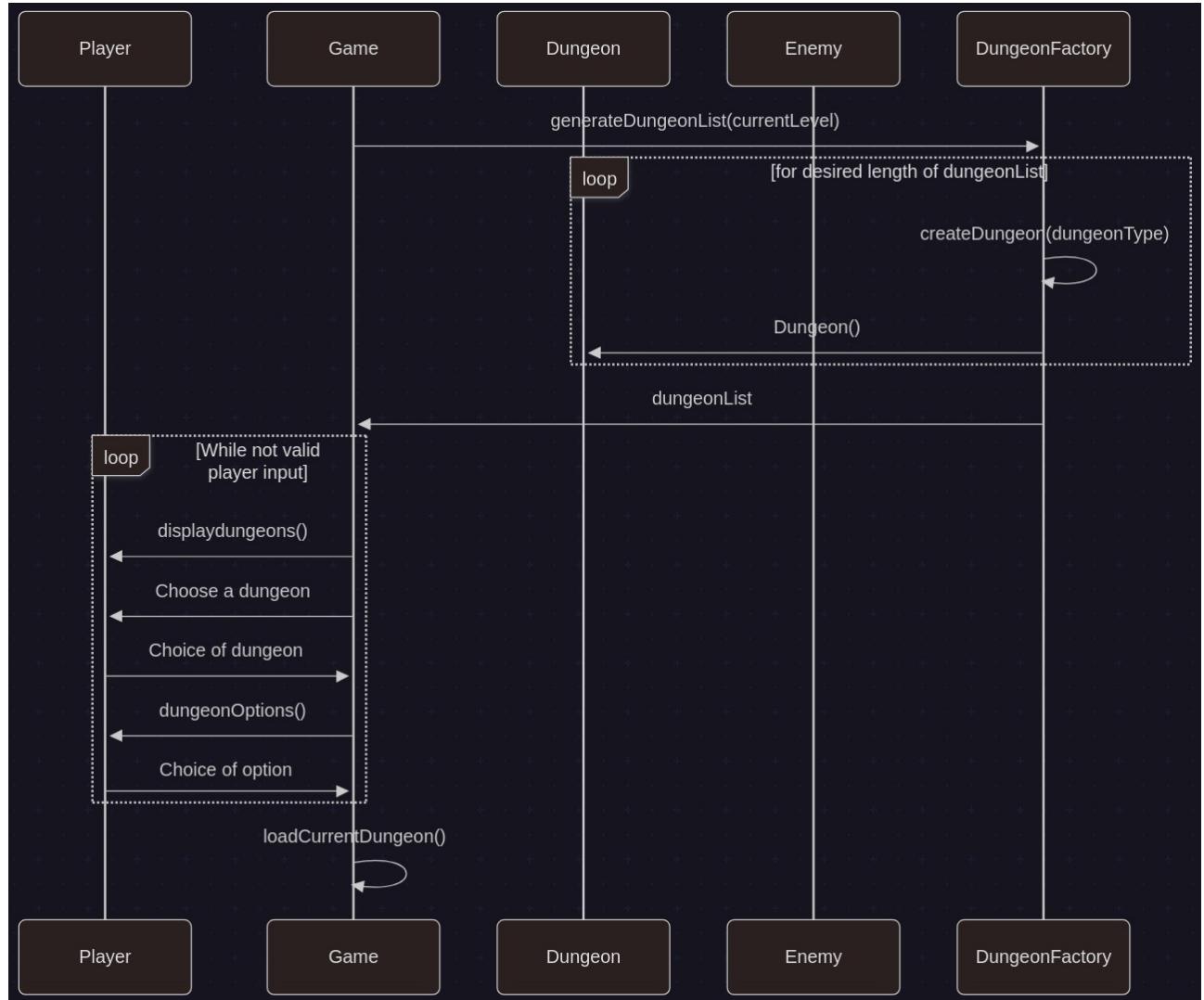


Domain Model

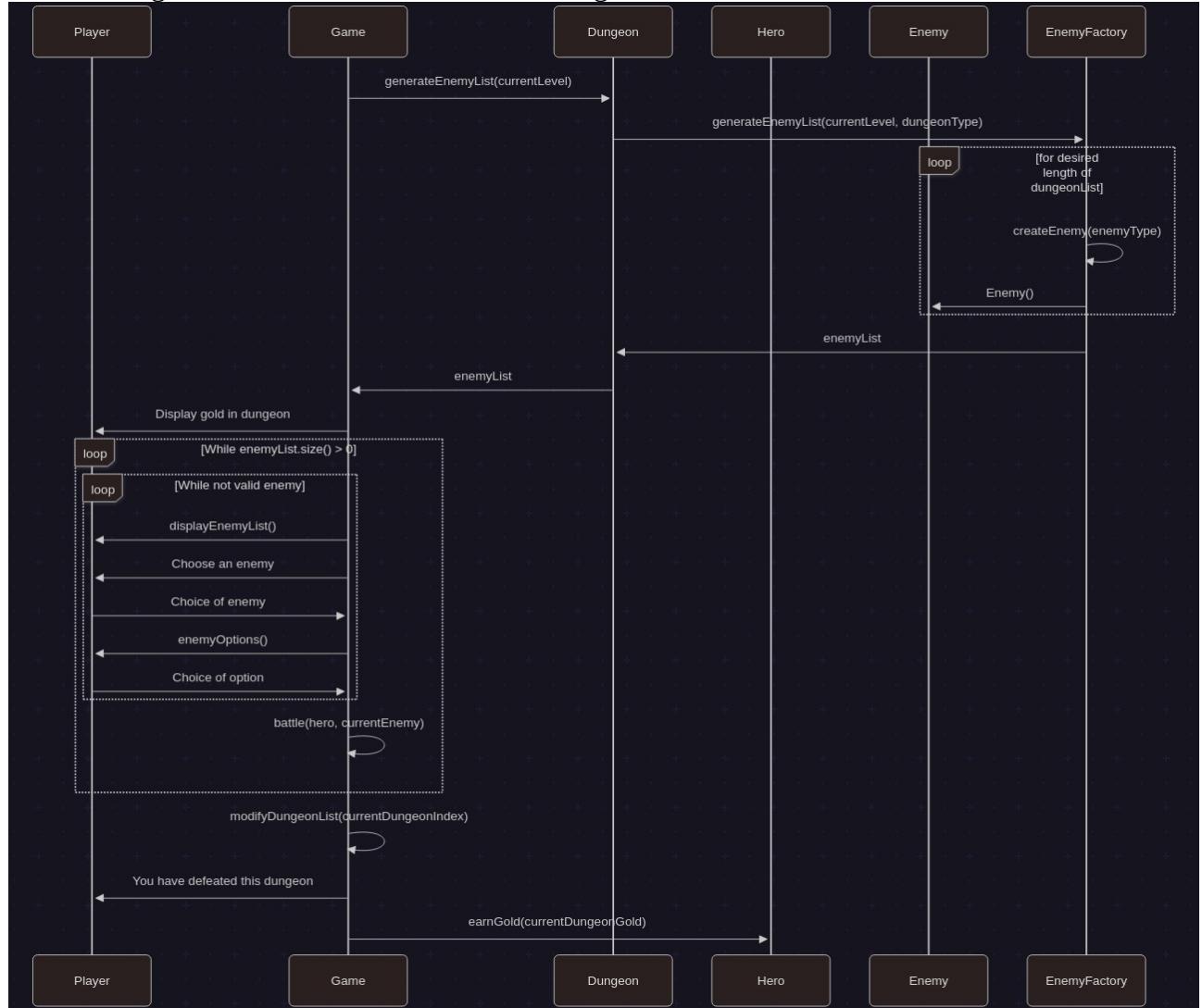


Udvalgte Sekvens Diagrammer

Sekvens diagram for at loade det nuværende level

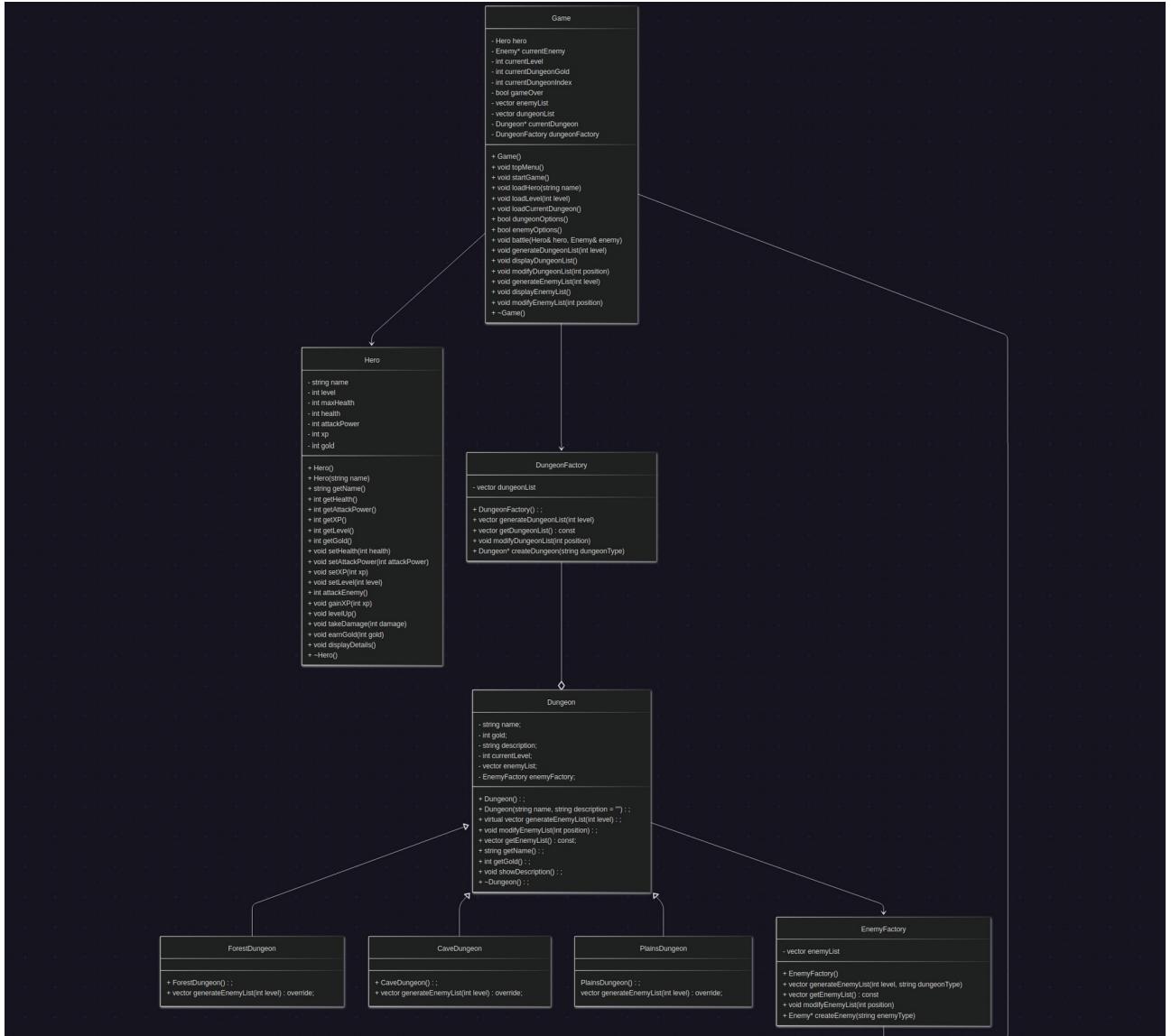


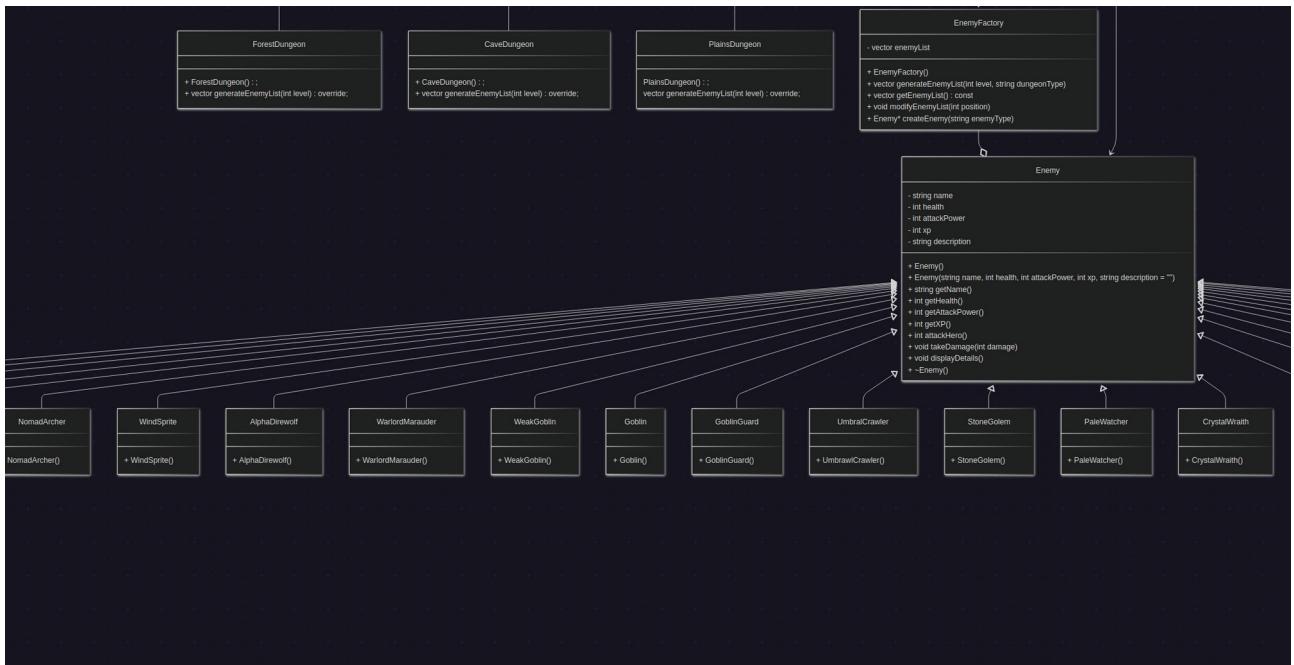
Sekvensdiagram for at loade den nuværende dungeon



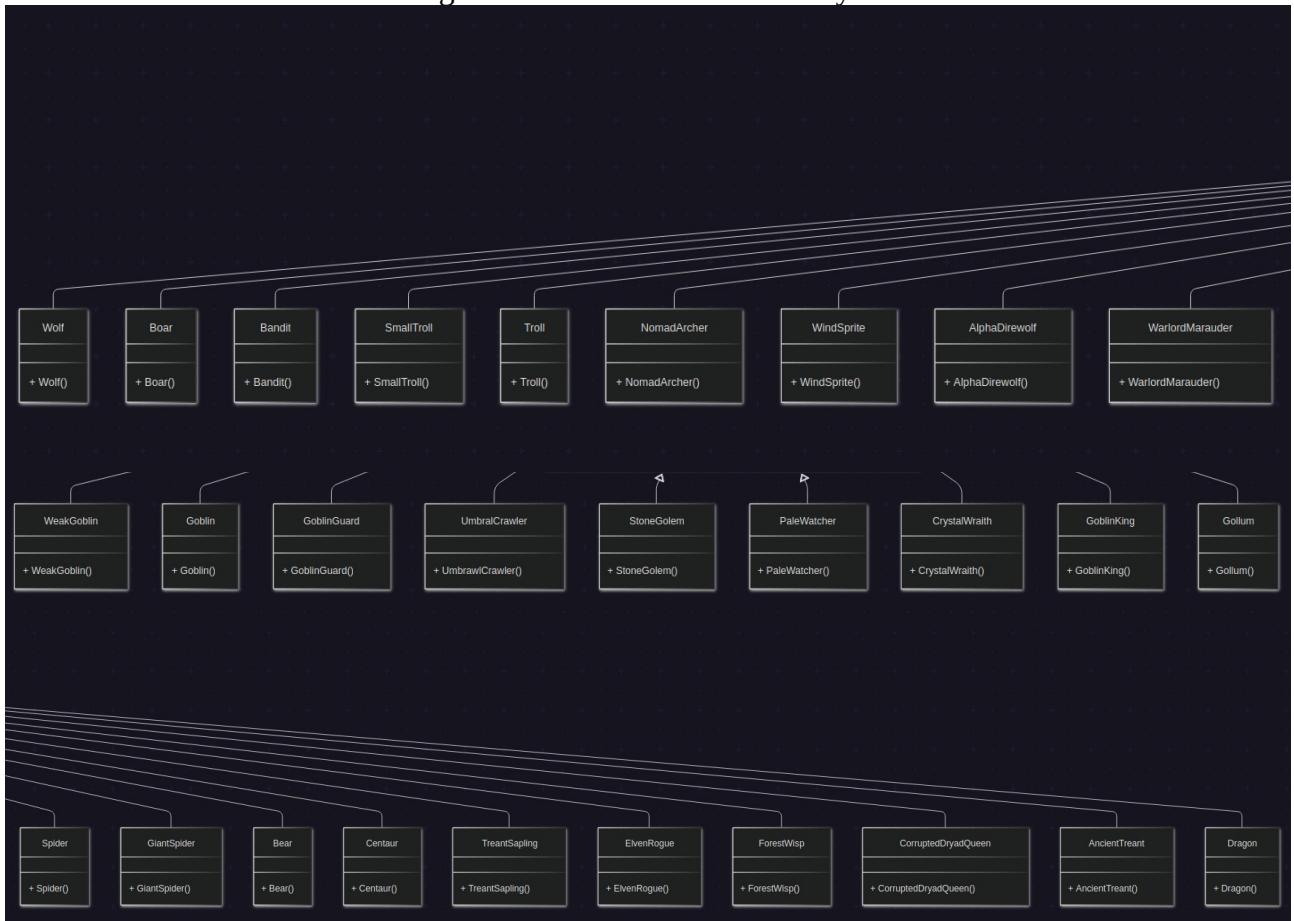
UML - Class Diagram

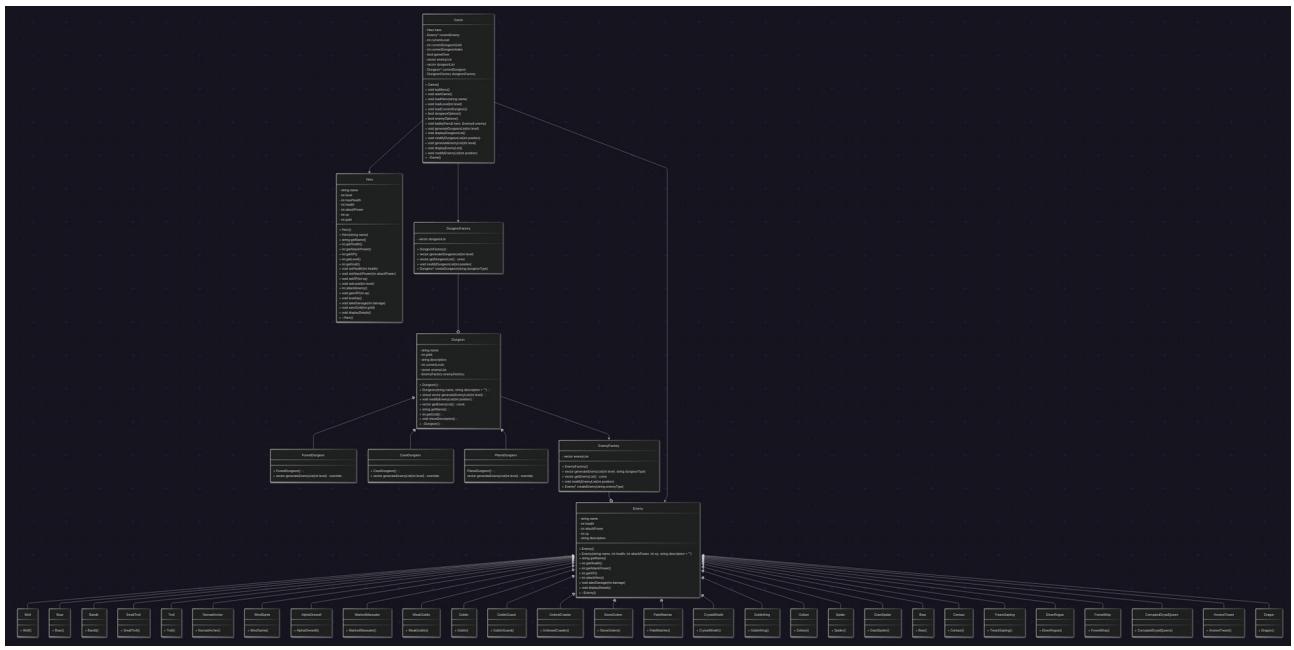
Da mit klasse diagram er blevet meget stort, bliver der lagt flere billeder ind, hvor der er zoomet ind på forskellige dele, og til sidst ét samlet overblik.





Her ses flere udsnit af de forskellige Enemies der arver fra Enemy





Git – Log

```
* commit 6c6f2c07653fc1515c0b01b14494fdeec3c0a1ee (HEAD -> main, origin/main, origin/HEAD)
|\ \
| Merge: 4822834 0cd95ca
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Fri May 9 11:28:08 2025 +0200
|
|       Merge pull request #10 from Gubi0609:bugfix/bossLevel
|
|       Cheatcode to lvlup to bossLevels
|
* commit 0cd95cab8632cd49b10afa072986c8ea1e66c058 (origin/bugfix/bossLevel, bugfix/bossLevel)
|/ \
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Fri May 9 11:27:36 2025 +0200
|
|       Cheatcode to lvlup to bossLevels
|
* commit 4822834e3ad97cebf1d7314c1bdd94b1adefde43
|\ \
| Merge: 2918836 e6ac1e7
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Fri May 9 11:20:45 2025 +0200
|
|       Merge pull request #9 from Gubi0609:feature/EnemyFactory
|
|       Feature/EnemyFactory
|
* commit e6ac1e7d04567dce4c066c48c25cd7b3c22bee7e (origin/feature/EnemyFactory, feature/EnemyFactory)
|/ \
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Fri May 9 11:19:34 2025 +0200
|
|       Created EnemyFactory and implemented
|
* commit a19db252550d31252af57fef1224a2f0ce95dc68
|/ \
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Thu May 1 13:53:01 2025 +0200
|
|       Created EnemyFactory
|
* commit 291883697bb83185c2b50d788cd0139e32b68e18
|/ \
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Thu May 1 13:26:45 2025 +0200
|
|       Added DungeonFactory forgot to change branch again
|
* commit eb9d08178c6b9fdc87e70531de99ce609820860
|\ \
| Merge: 2692ed7 20c8592
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Mon Apr 28 14:25:48 2025 +0200
|
|       Merge pull request #8 from Gubi0609:bugfixes/revert_memory
|
|       Bugfixes/revert_memory
|
* commit 20c85923e3268c54d8ae2c732edc022442856cc3 (origin/bugfixes/revert_memory, bugfixes/revert_memory)
|/ \
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Mon Apr 28 14:24:46 2025 +0200
|
|       Fixed possible memory leak in dungeonList
|
* commit b12d93cf6c5d8299591c6bfc6730dad40cc5105d
|/ \
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date:   Mon Apr 28 13:58:53 2025 +0200
|
|       Fixed memory in enemyList. TODO dungeonList
```

```

| *
| * commit dd760b77a270615d7713451b4559fcdb54283588
| / Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Mon Apr 28 13:23:48 2025 +0200

|     Reverted back to raw pointers

* commit 2692ed749eddd22b7dae1b29a43e81f386ed0d61
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Sun Apr 27 12:53:15 2025 +0200

|     Folders for classes and git issues resolved

* commit a6a1a99d543c05fb156e1bc12a851e7c229830ba (origin/bugfixes/cleanup, bugfixes/cleanup)
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Sun Apr 27 12:51:12 2025 +0200

|     Merge branch 'main' into bugfixes/cleanup

* commit c2f04080fb99c4fbpcf45ab18a240565ea0cc04c
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Sun Apr 27 12:50:34 2025 +0200

|     Add build dir to .gitignore

* commit 8952b202f4baeec6bd1042771a4423071b2500aa
| \ Merge: 38c46e1 5a57d02
| | Author: August Tranberg <augusttranbergspam@gmail.com>
| | Date: Sun Apr 27 12:49:51 2025 +0200

| |     Remove auto-generated CMake files from Git tracking

* commit 5a57d027ac2b7f0bf33652d0b982c1812f1d7290
| | Author: August Tranberg <augusttranbergspam@gmail.com>
| | Date: Sat Apr 26 14:08:13 2025 +0200

| |     Added DragonDungeon class. Forgot to change branch

* commit ac8497072f29866776e16d72573779cc891769ef
| \ Merge: 6020934 cd8679b
| | Author: August Tranberg <augusttranbergspam@gmail.com>
| | Date: Sat Apr 26 13:24:27 2025 +0200

| |     Merge pull request #7 from Gubi0609:feature/stats

| |     Added stats and descriptions to the game

| * commit cd8679b41511f9059cb76995f84dbd7f080a3737 (origin/feature/stats, feature/stats)
| / Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Sat Apr 26 13:23:55 2025 +0200

| |     Added stats and descriptions to the game

| * commit 6020934a9704faf6b715ec66a1a4afdf424ca23
| \ Merge: 4e40556 d8212ad
| | Author: August Tranberg <augusttranbergspam@gmail.com>
| | Date: Sat Apr 26 13:09:48 2025 +0200

| |     Merge pull request #6 from Gubi0609:feature/gold

| |     Added gold to Hero class

| * commit d8212ad3febab6d4b454c25e650bac6d64dd18a7 (origin/feature/gold, feature/gold)
| / Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Sat Apr 26 13:09:23 2025 +0200

| |     Added gold to Hero class

| * commit 4e40556de5b3b318c885dc54a797f3029291e083 (origin/feature/dungeon, feature/dungeon)
| | Author: August Tranberg <augusttranbergspam@gmail.com>
| | Date: Sat Apr 26 12:56:32 2025 +0200

| |     Added dungeon functionality to Game class

| * commit be7e49ce8cb88d2b0233aee337241dae6728e7f5
| | Author: August Tranberg <augusttranbergspam@gmail.com>
| | Date: Sat Apr 26 11:37:40 2025 +0200

| |     Added different dungeons and respective enemies.

```

3. Iteration

Beskrivelse af det nuværende system.

I tredje iteration af systemet er der bygget ovenpå funktionaliteten fra forrige iterationer, i det at der er tilføjet en våbenklasse med en child-class for hver type våben (8 i alt). Der er derudover blevet tilføjet en Merchant hvor man kan købe våbene, hvis man har nok guld, hvilket man får fra dungeons. Merchant er omrejsende og er derfor altid til stede med samme lagreholdning til hver en tid, hvor spilleren skal vælge hvilken dungeon de vil ind i.

I den sammenhæng, er det nu også ændret, så *hver* gang man løber fra en dungeon/er færdig med en dungeon, generes 4 nye, og deres indhold genereres derfor også på ny. Det er gjort, så spilleren kan undgå fjender, de ikke vil kæmpe i mod.

Hero bliver nu også fuldt helbredt, når Hero stiger i level. På den måde, har spilleren mulighed for at komme længere i gennem spillet uden at dø.

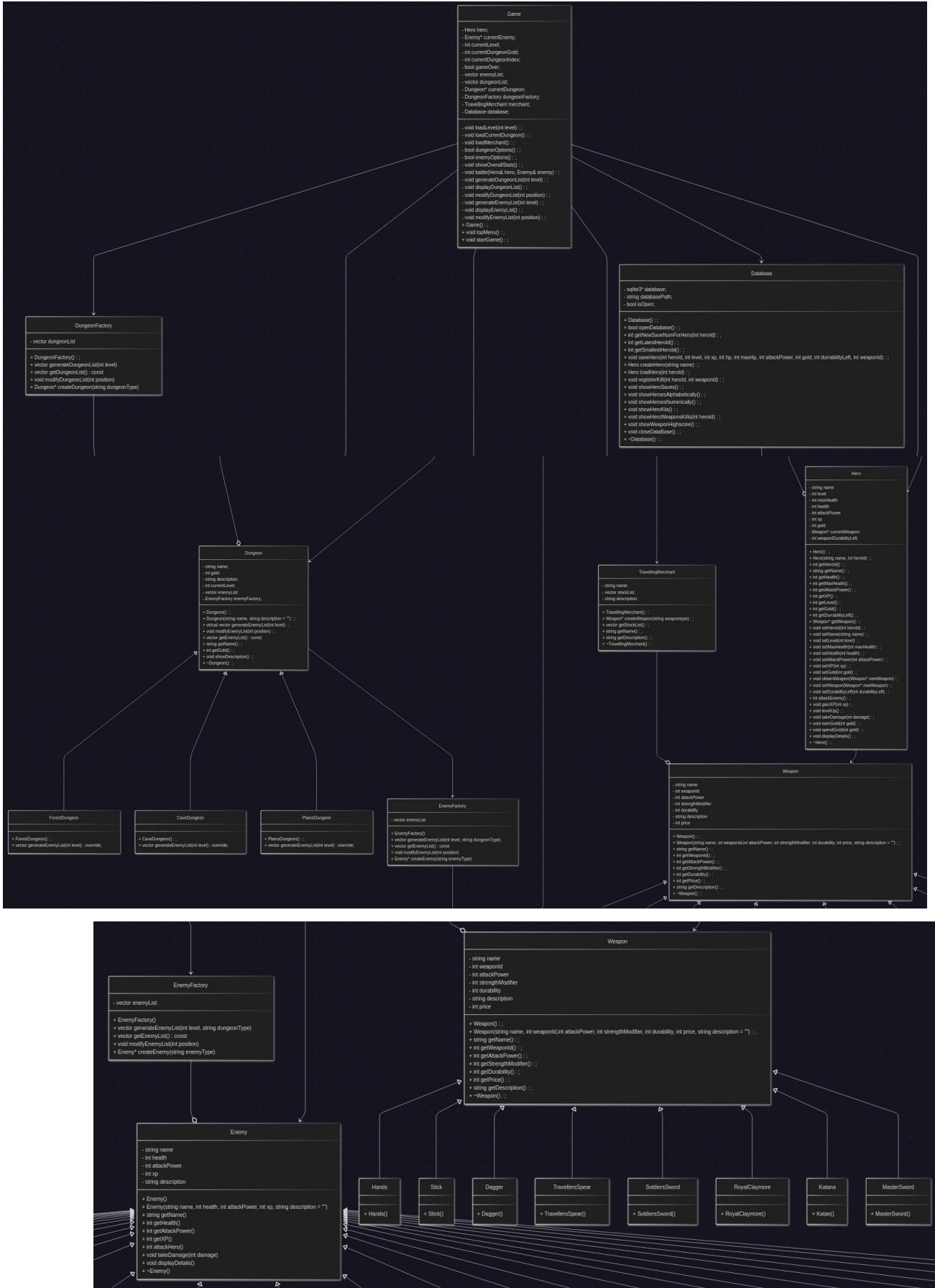
Farver i terminalen er også blevet tilføjet, hvilket fremhæver vigtig information såsom attackPower, health, xp, gold og level. På den måde kan spilleren nemt og hurtigt se de nødvendige informationer uden at skulle læse alt tekst i gennem. Hver af de fremhævne ting har desuden hver deres farver, så man kan kende forskel på dem.

Til sidst er der tilføjet en SQL database med sqlite3 hvori Save-, Hero-, Våben- og Kill-data bliver gemt. På den måde bliver der ført et scoreboard over *alle* Heroes der har været i spil og Save tabellen gemmer den nuværende heroes stadie og attributer, så man senere kan loade fra ens seneste save-data. Save gemmer ikke hvilken dungeon man er i lige nu eller hvilken enemy man kæmper i mod, men bare attributer som xp, level, health, maxHealth, våben, gold osv.

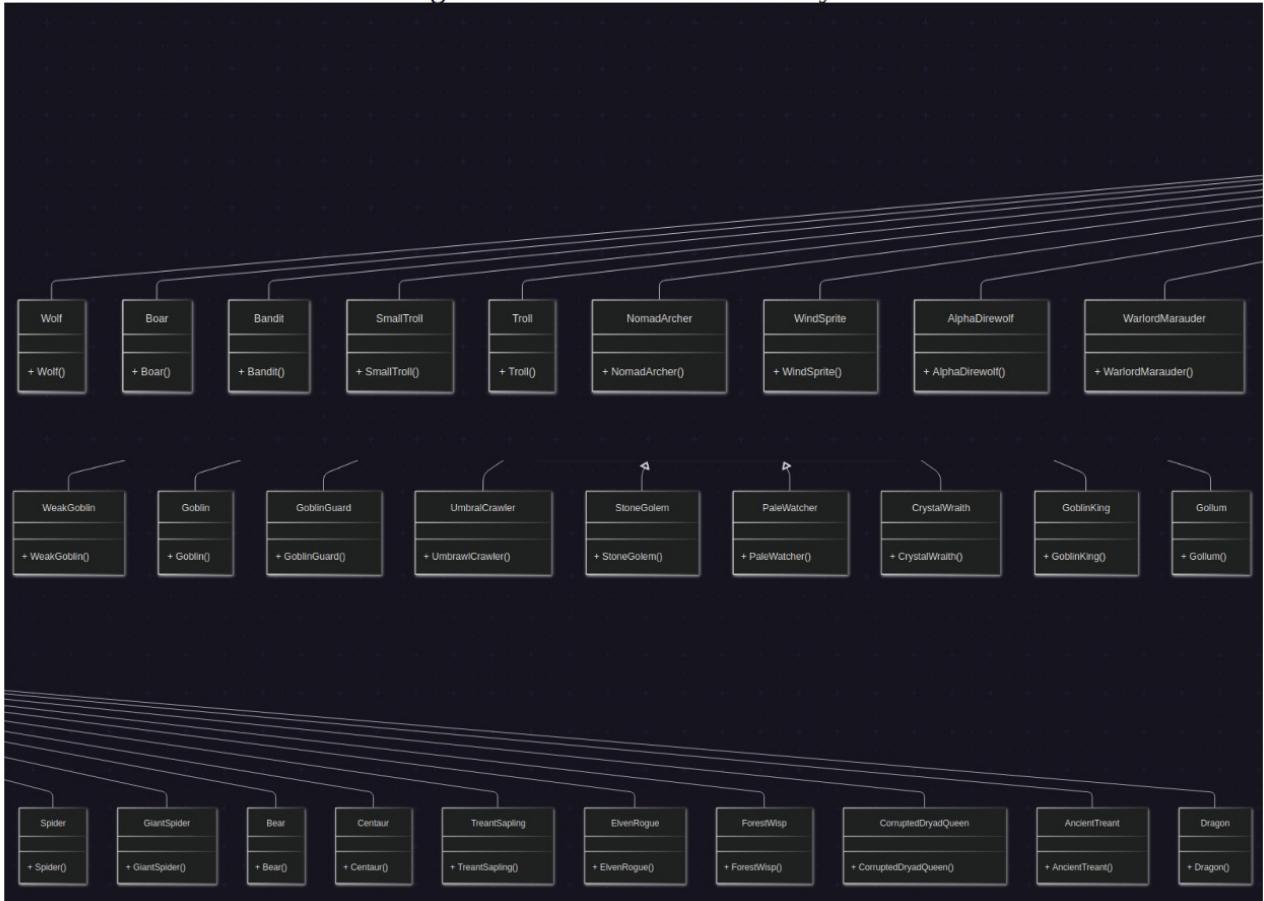
SQL bliver håndteret gennem sin egen klasse, der hedder Database, som har funktioner til at håndtere SQL kommandoer og deres output.

UML – Class Diagram

Ligesom før er det delt op i flere billeder og ét samlet til sidst.

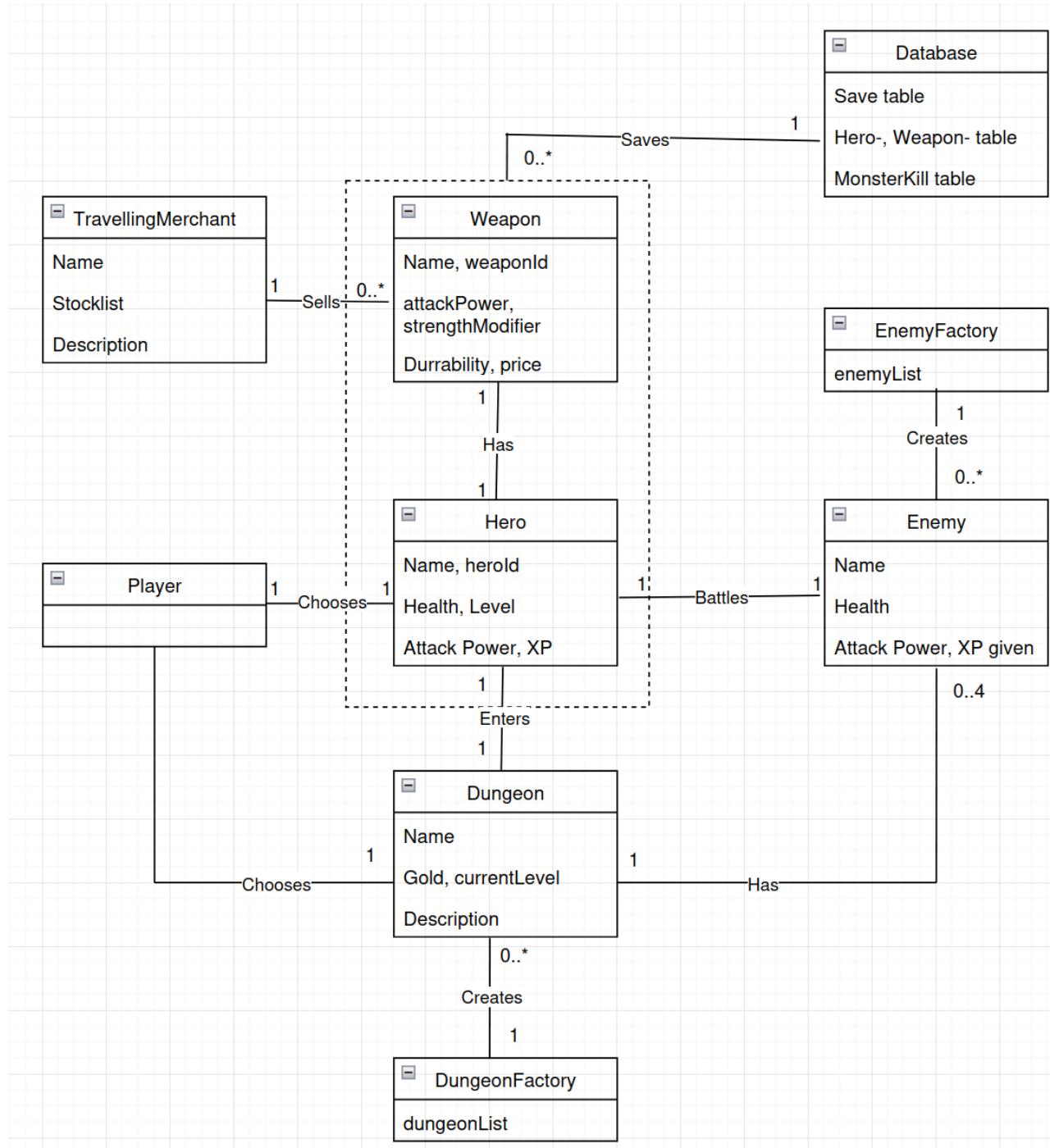


Her ses flere udsnit af de forskellige Enemies der arver fra Enemy



Domain model

Da jeg så småt begyndte at løbe tør for plads i min domain model, hvad angår Hero, har jeg tilføjet en stiblet linje rundt om Hero og Weapon for at indikere at Database gemme dem begge, når den tilføjer et element til Save table.

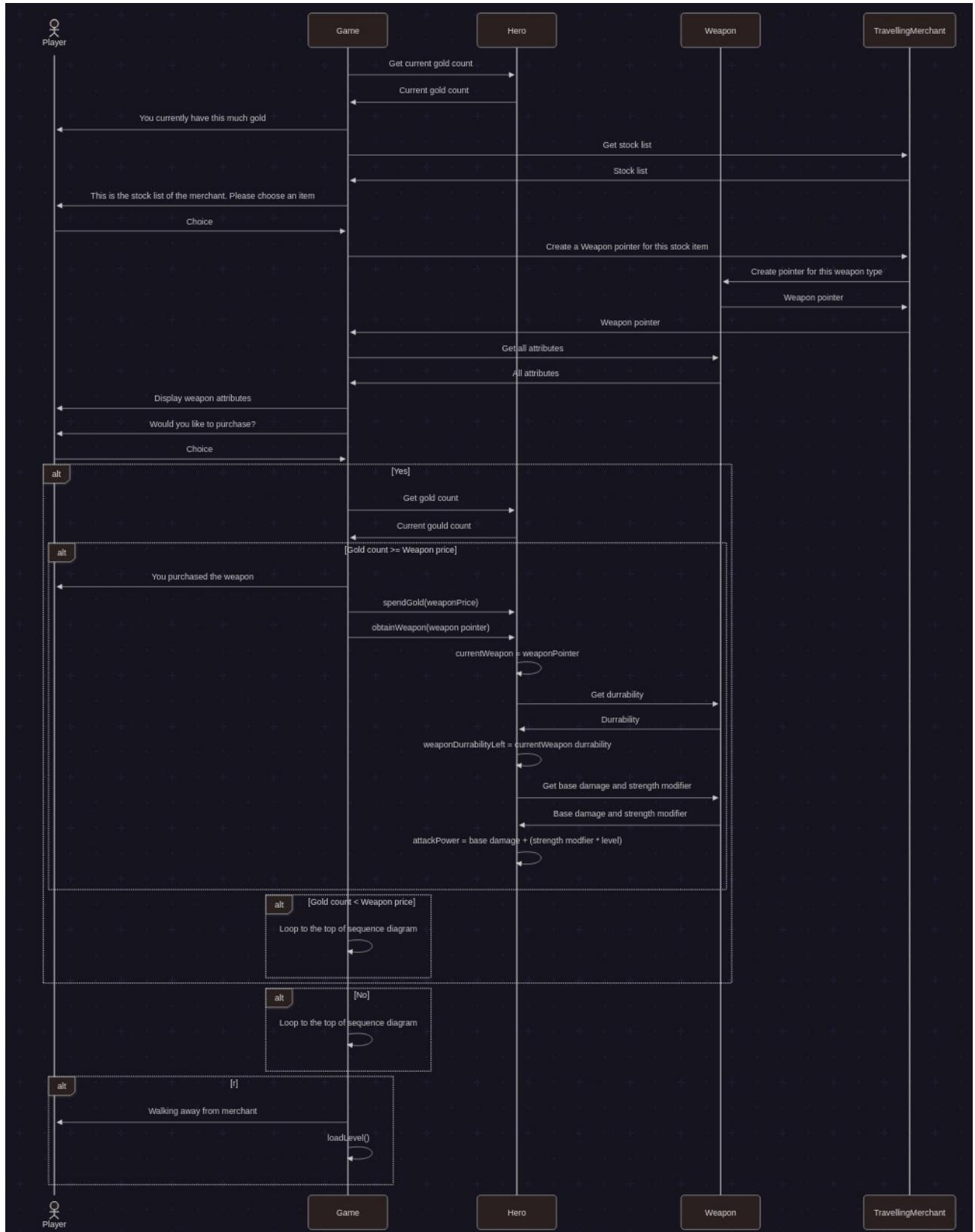


Udvalgte Sekvens Diagrammer

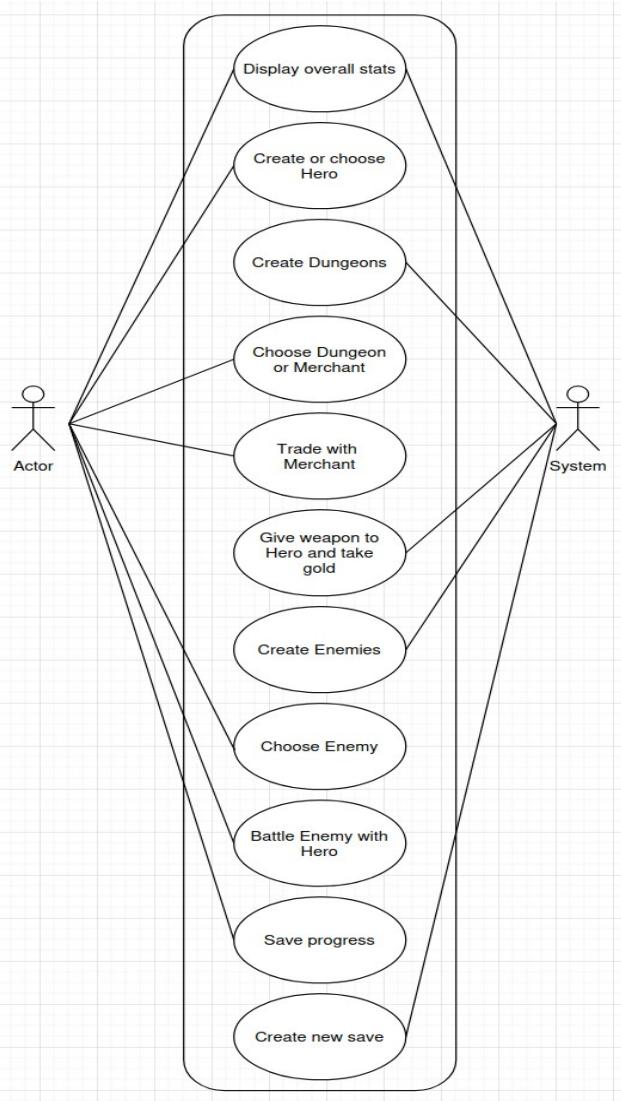
Sekvens diagram for at vise Overall Stats fra top menu:



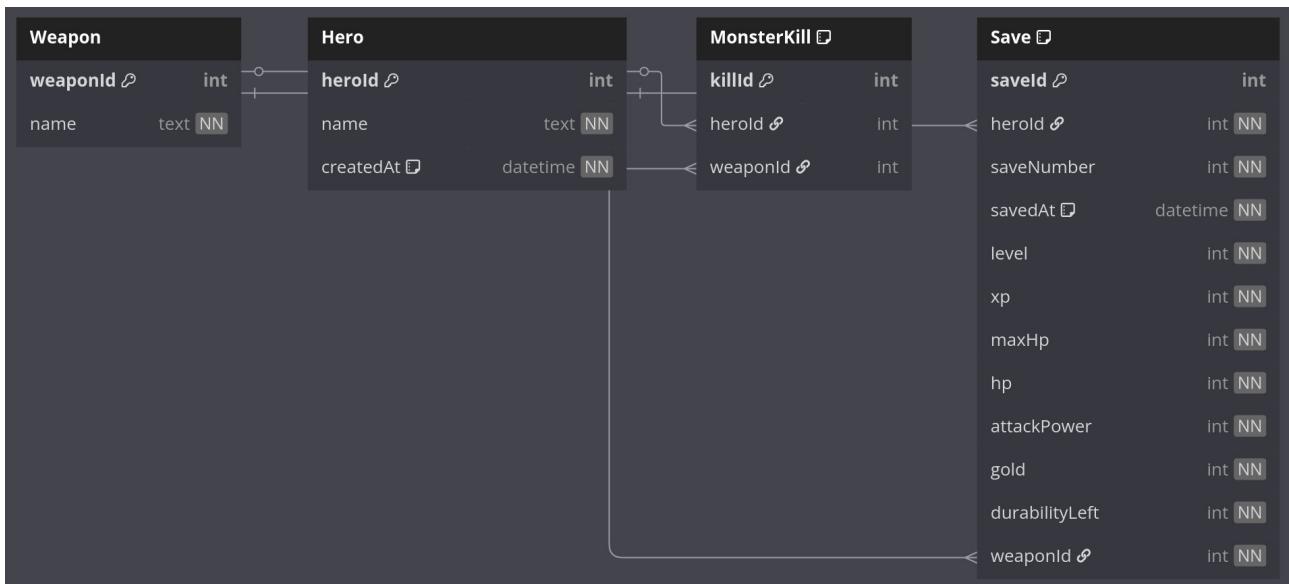
Sequence diagram for at købe hos merchant



Use Case Diagram



SQL Diagram



Git – Log

Af en eller anden grund viser graffen ikke den branch jeg lavede til SQL korrekt, men man kan se, da jeg mergede den med main

```
* commit e36efe44f04647e38d5147bb33fa53662931c604 (HEAD -> main, origin/main, origin/HEAD)
Author: August Tranberg <augusttranbergs@gmail.com>
Date: Sat May 31 14:53:29 2025 +0200

    Added comments to different parts of code

* commit bdb3f71af7effc22d56812d155c816d357644f10
Author: August Tranberg <augusttranbergs@gmail.com>
Date: Fri May 23 14:41:27 2025 +0200

    user data in database

* commit 5637599d541bcf93952c0c3327f61767c7d28f03
Author: August Tranberg <augusttranbergs@gmail.com>
Date: Fri May 23 14:34:19 2025 +0200

    Colors in terminal and some data in database

* commit efb7455c0385100495e246d557ace56cf77b16fd
Merge: feb6741 45fd1b1
Author: August Tranberg <augusttranbergs@gmail.com>
Date: Thu May 22 15:28:44 2025 +0200

    Merge branch 'main' of https://github.com/Gubi0609/SoftwareUdvikling_Eksamens
    Trying to pull/push recent changes

* commit 45fd1b14a6b131de8b5b388e1ece03fe5320834f
Author: August Tranberg <69582676+Gubi0609@users.noreply.github.com>
Date: Thu May 22 15:18:57 2025 +0200

    Update CMakeLists.txt

* commit 083fc13db3ed55852f9a0ad9b4a4e460fccb94b4
Author: August Tranberg <69582676+Gubi0609@users.noreply.github.com>
Date: Thu May 22 15:15:33 2025 +0200

    Update README.md

* commit feb674104355241efa5c52702fd0a6be242e4cf4
Author: August Tranberg <augusttranbergs@gmail.com>
Date: Thu May 22 15:26:10 2025 +0200

    Removed old .txt files for storing saves

* commit 49ffe075b2c6bc1320b645cc9628ffed06a048ad
Author: August Tranberg <augusttranbergs@gmail.com>
Date: Thu May 22 15:05:16 2025 +0200

    Changed hero_init.txt to database_init.txt

* commit 3715ac565dafe675e69d06f9b0d4f76c992deba4
Author: August Tranberg <augusttranbergs@gmail.com>
Date: Thu May 22 14:58:42 2025 +0200

    Made sure that database is correctly in SQL dir

* commit 28359c43fc7200b2a9127f2305e900edd82adf4b
Author: August Tranberg <69582676+Gubi0609@users.noreply.github.com>
Date: Thu May 22 14:56:41 2025 +0200

    Update .gitignore

* commit 94c3cacad38c8bcac628413ce1f790a7ce2cdfe (origin/feature/SQL, feature/SQL)
Author: August Tranberg <augusttranbergs@gmail.com>
Date: Thu May 22 14:41:48 2025 +0200

    SQL outputs are now formatted in nice tables
```

```

* commit 522805d7b8c3aec08d87d29bea594af1048f8b82
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Thu May 22 14:24:58 2025 +0200

| Stats can now be displayed

* commit 2691a30c0a018d0f07faa6bed27584f6360bd1fd
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Thu May 22 13:29:14 2025 +0200

| Heroes can now be loaded. Still need inputsecurity

* commit 45688485488b3b9f09f7c764b0da8e3774c014aa
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Thu May 22 13:06:07 2025 +0200

| Saving a hero is now possible

* commit acb7fb66b8b787125d3926cab514d371257d32f2
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Thu May 22 12:36:04 2025 +0200

| functions to create and load hero in database

* commit 62251c002e1d5c829f70636c002916465d182ed4
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Thu May 22 11:47:30 2025 +0200

| Created database class and funtions to query SQL

* commit f260e6d92ae5509991779ffd7d359a3716eac293
| Merge: 99890df 23a4ed9
| Author: August Tranberg <69582676+Gubi0609@users.noreply.github.com>
| Date: Fri May 16 12:44:22 2025 +0200

| Merge pull request #12 from Gubi0609:feature/TravellingMerchant

| Feature/TravellingMerchant

* commit 23a4ed98c908d40a82343edf47e69a7b79a38387 (origin/feature/TravellingMerchant, feature/TravellingMerchant)
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Fri May 16 12:43:07 2025 +0200

| changed some typos

* commit 3d971c6ab46e9d5f5e709f90f8998e978c0c465f
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Fri May 16 12:35:07 2025 +0200

| cheatcode to earn a lot of gold

* commit 99d2bccbd17f37a89804e24e443fdcaaadd3e3df
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Fri May 16 12:32:38 2025 +0200

| Made interaction with merchant in Game class

* commit 509e83ed1ec87fb128f87d1430b1b3c5cf2e34b
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Fri May 16 11:38:17 2025 +0200

| new build

* commit 49b749719db7a6ce43b48d7da964fdb4f7663bf1
| Author: August Tranberg <augusttranbergspam@gmail.com>
| Date: Fri May 16 11:33:22 2025 +0200

| Made TravellingMerchant. Trying to rebuild

```

```
* commit 27cfc69490697cfb4706426d6417098987795631
Author: August Tranberg <augusttranbergspam@gmail.com>
Date:   Fri May 16 11:23:13 2025 +0200

    Made TravellingMerchant class

* commit 4554e7fc1bdafb18916a37e6d28d64256a35805b
Author: August Tranberg <augusttranbergspam@gmail.com>
Date:   Fri May 16 11:08:21 2025 +0200

    Weapon can now break

* commit 99890df7af6e266baf7e224f7215e8dc966d511f
Merge: 0012f45 f142ebe
Author: August Tranberg <69582676+Gubi0609@users.noreply.github.com>
Date:   Fri May 16 11:02:55 2025 +0200

    Merge pull request #11 from Gubi0609:feature/HeroWeapon

    Gave weapon functionality to Hero class

* commit f142ebef9333422c5de11d03cd6a852a3916080 (origin/feature/HeroWeapon, feature/HeroWeapon)
Author: August Tranberg <augusttranbergspam@gmail.com>
Date:   Fri May 16 11:02:27 2025 +0200

    Gave weapon functionality to Hero class

* commit 0012f451b23e3aae1bb5dde65238d0c1c4fe9024
Author: August Tranberg <augusttranbergspam@gmail.com>
Date:   Fri May 16 10:48:51 2025 +0200

    Made weapon classes
```