

# Character Health

Java  
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# Character Health Lab: Step 1

1. Create two new global variables
  - a. int **maxHealth**, int **currentHealth**
  - b. (make sure to set to 0 in constructors)

# Character Health Lab: Step 2

## 1. Create 3 methods

- a. public **getHealth()**, this returns an integer of your currentHealth
- b. public **setHealth(int)**, this returns nothing and sets **currentHealth** to the input value.
  - i. **Print** current health out of maximum health
- c. public **setMaxHealth()**, this returns nothing and sets the maximum health of the player
  - i. This uses your constitution value modifies it depending on the class.
  - ii. Warrior = Constitution + random value between 1 and 6.
  - iii. Wizard = Constitution + random value between 1 and 3.
  - iv. Rogue = Constitution + random value between 1 and 4.
  - v. No role = Constitution
  - vi. **Print** new Maximum Health

# Character Health Lab: Step 3

1. In your **levelUp()** method, call **setMaxHealth()** and **setHealth(maxHealth)**.
  - a. When you level up, you have the chance to increase your maximum health
  - b. And you heal to full health, so setting your health total to **maxHealth**
2. Create a myCharacter object
  - a. Give it a role of your choice.
  - b. Call setConstitution() to whatever value you want
  - c. Call setMaxHealth()
  - d. Call setHealth to whatever to make sure it works :)