

# Character Attack

Java  
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**This is similar to Health!**

# Character Attack Lab: Step 1

1. Create one new global variables
  - a. int **attackModifier**
  - b. (make sure to set to 0 in constructors)

# Character Attack Lab: Step 2

## 1. Create 3 methods

- a. public **takeDamage(int)**, this returns nothing
  - i. This takes an input integer that is the damage taken
  - ii. **Check** whether the damage is over the **currentHealth**, if so set **currentHealth** to 0
    1. Print the player is dead
  - iii. Otherwise just adjust **currentHealth** accordingly
- b. public **isDead()**, this returns a boolean
  - i. **Check** if the currentHealth is 0, if so return true
    1. **Print** the player is dead.
  - ii. If not 0, return false.
- c. public **setAttackMod()**, this returns nothing and sets the attack modifier of the player
  - i. Warrior = 2 + random value between 1 and (Strength/level).
  - ii. Wizard = 2 + random value between 1 and (Intelligence/level).
  - iii. Rogue = 2 + random value between 1 and (Dexterity/level).
  - iv. No role = +2
  - v. **Print** new Attack Modifier
  - vi. Hint: Make sure to take into account the previous attack modifier.
  - vii. **WARNING:** if strength is 0 for a warrior, it should just add 2 to the modifier. The nextInt() function can only take positives. Same goes for wizard/rogue

# Character Attack Lab: Step 3

## 1. Test in main

- a. Create a new myCharacter object with "Warrior" as a parameter
- b. Call levelUp
  - i. Set Strength to
  - ii. Set your constitution to 5.
- c. Call setAttackMod
- d. Call takeDamage with 2 damage
- e. Call takeDamage with 10 damage
- f. Call isDead
- g. :)