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Project 3 reflection
CS162

All 5 character types need 2 files, but they all inherit most of their functions and variables from the Character files. Each character needs a name, a number of attack and defence dice each with a number of sides, as well as a strength value and an armor value. In order to play that game each character also needs an attack, defense and takeDamage function. The attack and defence functions use the number of dice each type contains and returns a random number based on that. The takeDamage function uses the defence value and the attack value of the opponent to determine how much damage is taken. In order to implement the abilities of the different types they need to override the functions of the Character class. The vampire class overrides defence. The medusa class overrides the attack function and the blue men and harry potter classes override the takeDamage function.

There weren't too many things that actually went wrong with the structure of the program. Mainly the troubleshooting involved getting the program to compile. The issue ended up being with the fact that I had both a attack function and attack array which was causing a lot of problem when compiling. The only structural issue I had was in the harry potter class I originally didn't have a bool keeping track of whether or not the character had already used their special ability causing it to use it multiple times.

Input	Expected output	Actual output
4,4 (medusa and medusa)	Attack: GLARE!! (1in36 chance)	Attack: GLARE
3,3 (Blue men and blue men)	Defense average lowering per 4 strength lost	Defense average lowering per 4 strength lost
1,1(vampire and vampire)	Defence: CHARM!!	Defence: CHARM
5,5(harry potter and harry potter)	HOGWARTS!!	HOGWARTS!!