FightClub

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Character Game Attributes: Attributes: + vector<unique_ptr<Skill>> skills; - static int paladinVictories - int lifePoints - static int necromancerVictories - static int customCharacterVictories - string name - string characterType - static vector<unique ptr<Skill> availableSkills Methods: Methods: +Character - static Character* createCustomCharacter + virtual ~Character + static Character* chooseCharacter + void addSkill - static string enterPlayerName + static void chooseSkill + void useSkill + static void displayStats + virtual void dealDamage + static bool checkIfAlive + virtual void healSelf + int getLifePoints + static void displayVictoryCounts + void setCharacterType + static bool playAgain - static void displayCharacterInfo + string getCharacterType - static vector<unique_ptr<Skill>> createSkillsList + bool isAlive - static void incrementVictories Paladin Necromancer CustomCharacter Skill Attributes: Attributes: Attributes: Attributes: - int divineShield - int boneShield - int boneShield - string skillName - int divineShield Methods: Methods: Methods: Methods: + Skill + Paladin + Necromancer + CustomCharacter + virtual ~Paladin + virtual ~Necromancer + virtual void execute + virtual ~CustomCharacter + void setDivineShield + void setBoneShield + virtual void displayDescription + void setBoneShield + void getDivineShield + void getBoneShield + string getSkillName + void getBoneShield + void dealDamage + void dealDamage + void setDivineShield + void getDivineShield + void dealDamage various Skill - classes Attributes: Displays Attributes: Methods: + skillConstructor + void execute Methods: + void displayDescription + static void displayHeader

+ static void clearScreen+ static void enterToContinue+ static void enterToContinue2