Robots vs. Dinosaurs User Stories

**Out of 80 points**

**Using the concepts of OOP by creating classes and using objects (instances of those classes) to interact with each other, create a console application that will have robots and dinosaurs fight in a battle.**

**User stories:**

**(5 points):** As a developer, I want to make at least 7 commits with good, descriptive messages.

**(5 points):** As a developer, I want to make a class for each of the following: Robot, Dinosaur, Fleet, Herd, Weapon, Battlefield. **I will make 3 Robot child classes and 3 Dinosaurs Child classes for the different types of Robots and Dinosaurs using inheritance.**

**(10 points):** As a developer, I want a Robot to have a name, health, power level, and a Weapon with a type (i.e. sword) and attack power.

**(10 points):** As a developer, I want a Dinosaur to have a type, health, energy, and attack power.

**(10 points):** As a developer, I want to instantiate three Robot child objects and three Dinosaur child objects and assign the appropriate values to all the objects.

**(10 points):** As a developer, I want the created Robot child objects to be stored in a Fleet and the created Dinosaur child objects to be stored in a Herd (the Fleet and Herd must use a List to store the objects).

**(10 points):** As a developer, I want a Robot to have the ability to attack a Dinosaur and a Dinosaur to have the ability to attack a Robot on a Battlefield.

**(10 points):** As a developer, I want a Robot/Dinosaur to lose health points (loss based on attack power) when another Robot/Dinosaur successfully attacks it.

**(10 points):** As a developer, I want the battle to conclude once either all the robots in the Fleet have their health points reach zero or all of the dinosaurs in the Herd have their health points reach zero.