//

// Enemy.swift

// HelloWorld

//

// Created by Vntlab on 7/11/16.

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//

import Foundation

class Enemy {

var healthPoints: Int = 300

var enemyState: EnemyStates = EnemyStates.Idle

init(){}

init(healthPoints: Int) {

self.healthPoints = healthPoints

}

enum EnemyStates{

case Idle

case Attacking

case Moving

}

struct InitialPosition {

var posX: Int = 0

var posY: Int = 0

}

private var \_damage: Int = 0

var damage: Int {

get{

print("GET \(\_damage)")

return \_damage

}

set{

print("SET \(newValue)")

\_damage = newValue

}

}

func doAttack() {

print("doAttack")

}

func receivePlayerAttack( hitPoints: Int, weapon: String) {

print("hit point \(hitPoints) and weapon \(weapon)")

}

func doPowerStrike(PlayerX: Int, PlayerY: Int) -> Int {

print("doPowerStrike")

return 1000

}

}