

# Project # 2

Team Members:

John Yamamoto

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Ray Rojas

# BaseCharacter/Abilities

by Luis Herrera

- I was tasked with creating an abstract class that other future Character classes would be inheriting from.
  - It contained methods that would set and get the character model.
  - Setters and getters for the two other fields variables int "hitPoints" and String "armorType."
  - Contained an unimplemented method that would state the class type.
- I was also tasked with creating the Abilities Interface.
  - It set the guidelines that would be implemented by other classes.
  - It set a constant named PERCENT to 100. And contained two unimplemented methods that would calculate damage and provide a graphic effect.
- I also assisted with creating the JavaDoc and troubleshooting.

# Fireball Scroll Class

John Yamamoto

- Created fireballScroll.java
  - Concrete Class.
  - Implements Abilities.
  - damage based on PERCENT – hit.
  - Prints graphical representation.

A large ball of flame "hurtled" toward the target.



+ 5 gold

+ 3 exp

# Try/Catch Blocks

By Ray Rojas

- **Needed to catch missing input**
- Check for empty NodeList in populatePlayerList
- Check for missing or incorrect input in constructPlayerFromInput
- **Also Needed to check for wrong input type**
- Check for incorrect data types in constructPlayerFromElement

# MagicCharacter Class / Documentation

By Joseph Sheraden-Urrutia

- MagicCharacter.java
  - Constructor: Initializes hitPoints, armorType, and fireball member variables.
  - getClassType(): Implements abstract method from BaseCharacter class.
  - getFireballScroll(): Returns fireball object.
- Added comments to MagicCharacter.java and Project2.java source files.