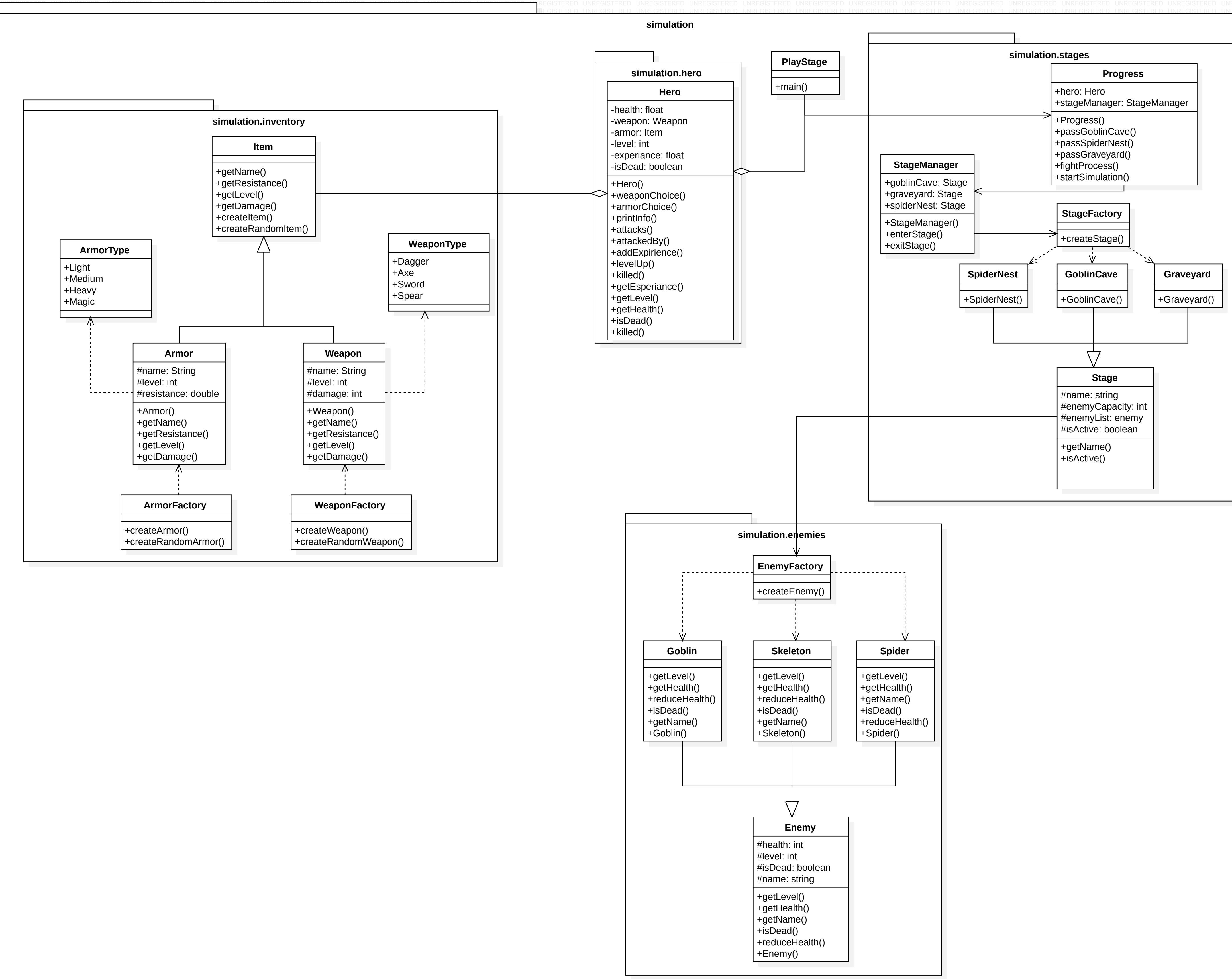
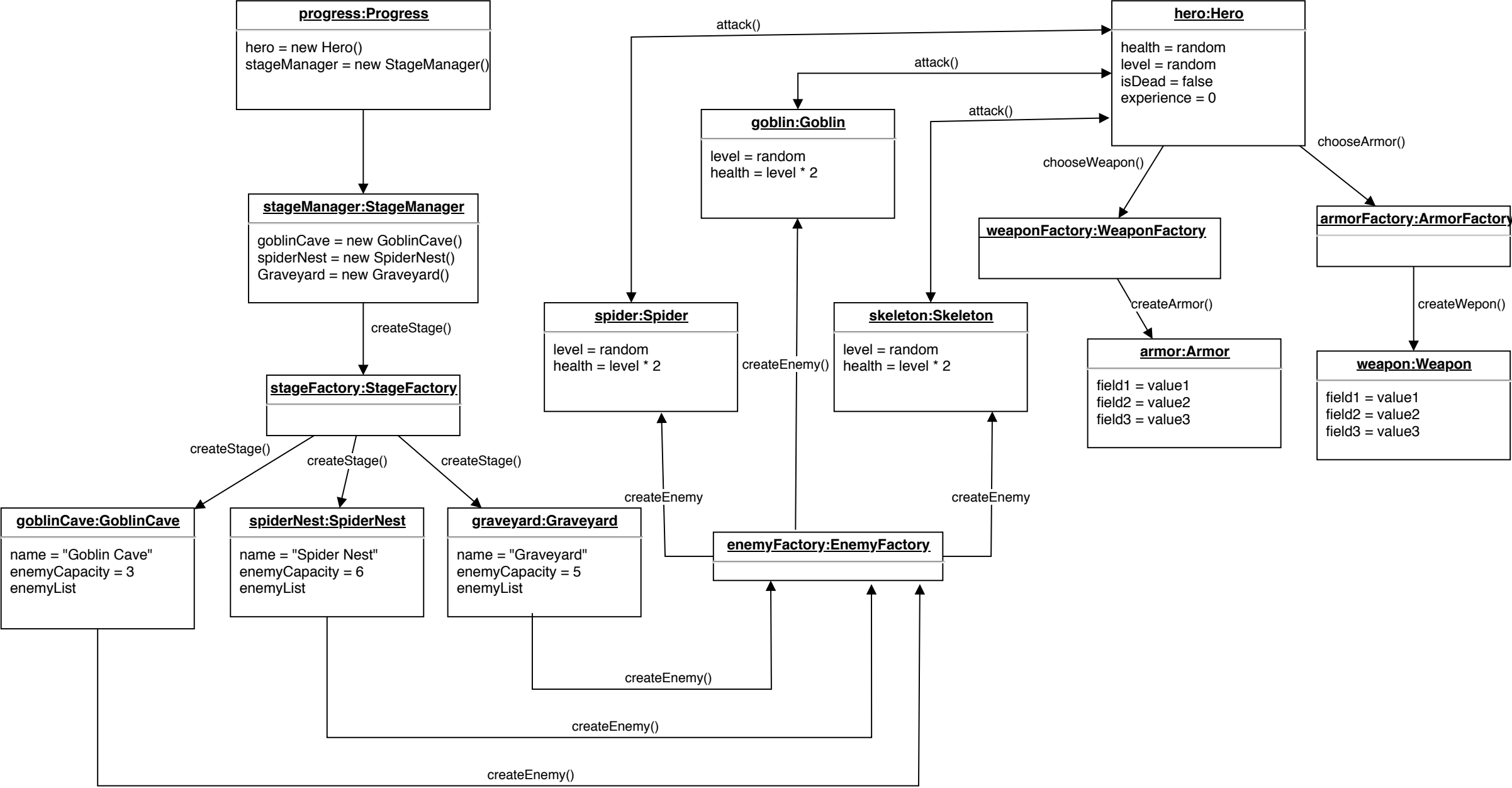


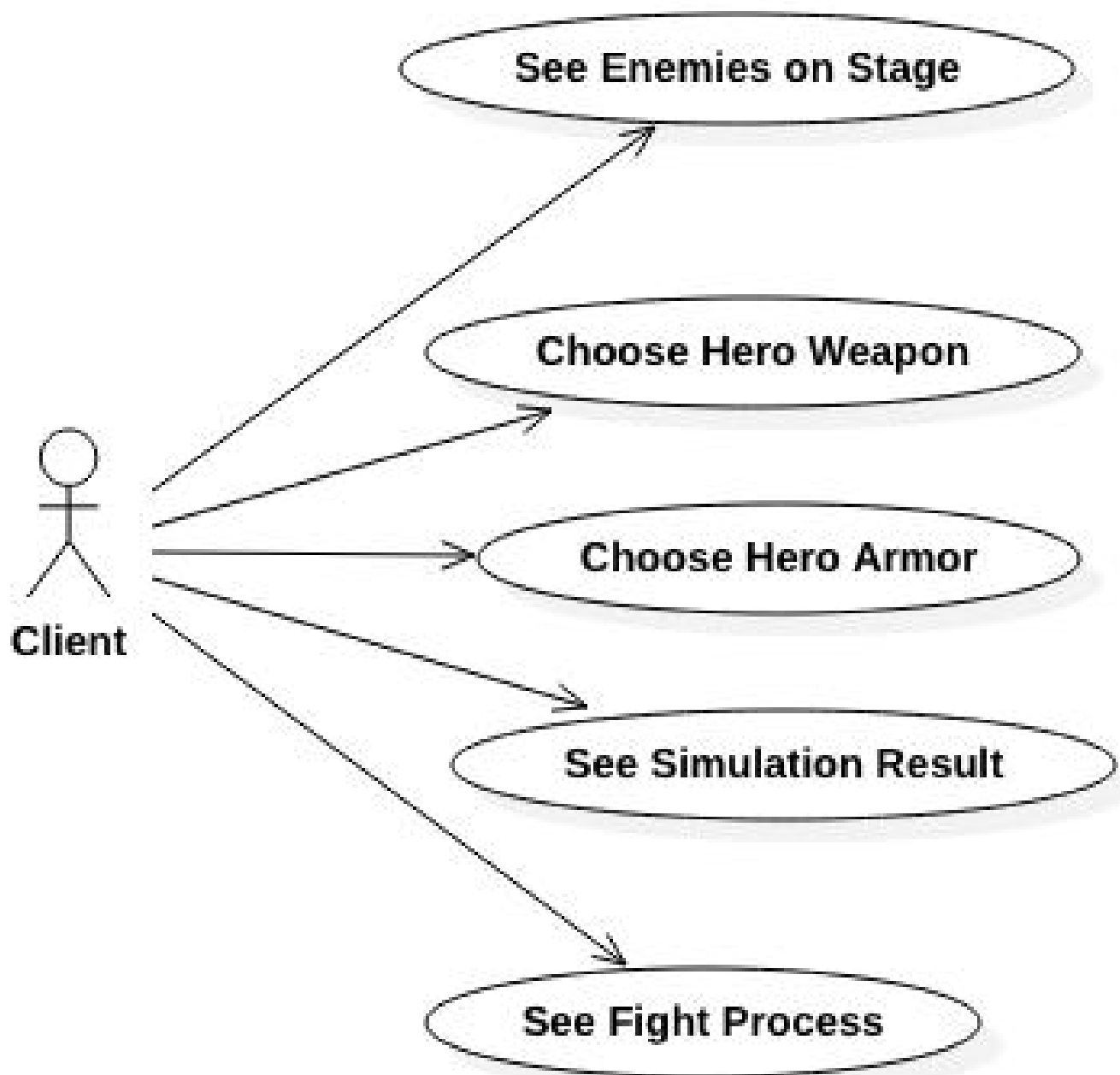
Opis Czasownikowo-rzeczownikowy

Symulacja będzie pokazywała bohatera poruszającego przez różne obszary gdzie on będzie walczył się z wrogami. Użytkownik będzie mógł wybrać sobie broń i zbroję lub zgenerować ich losowo.

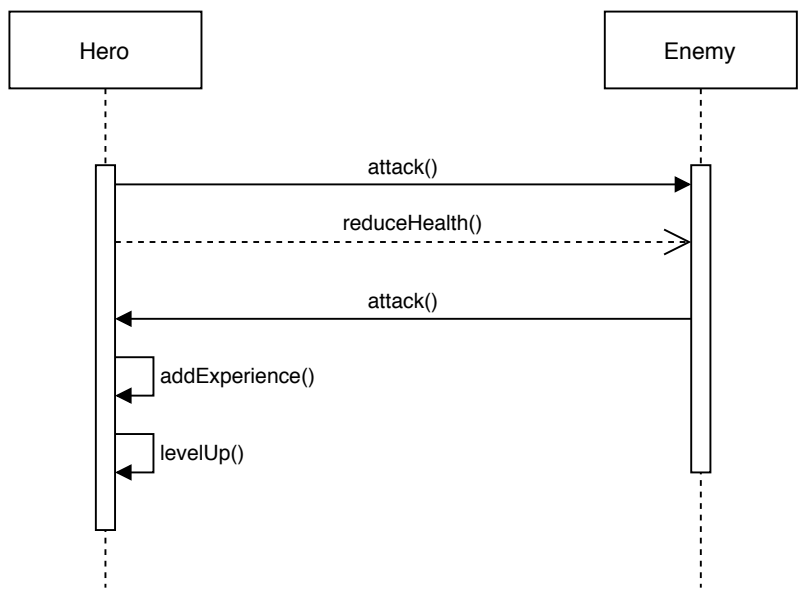
Zabijając wrogów bohater będzie otrzymywał doświadczenie tym samym będzie zwiększał swój level. Bohater będzie musiał przejść 3 obszary w każdym z którym będzie różny rodzaj wrogów , gdy bohater zdąży przejść wszystkie obszary – wygrywa, jeżeli nie to przegrywa.



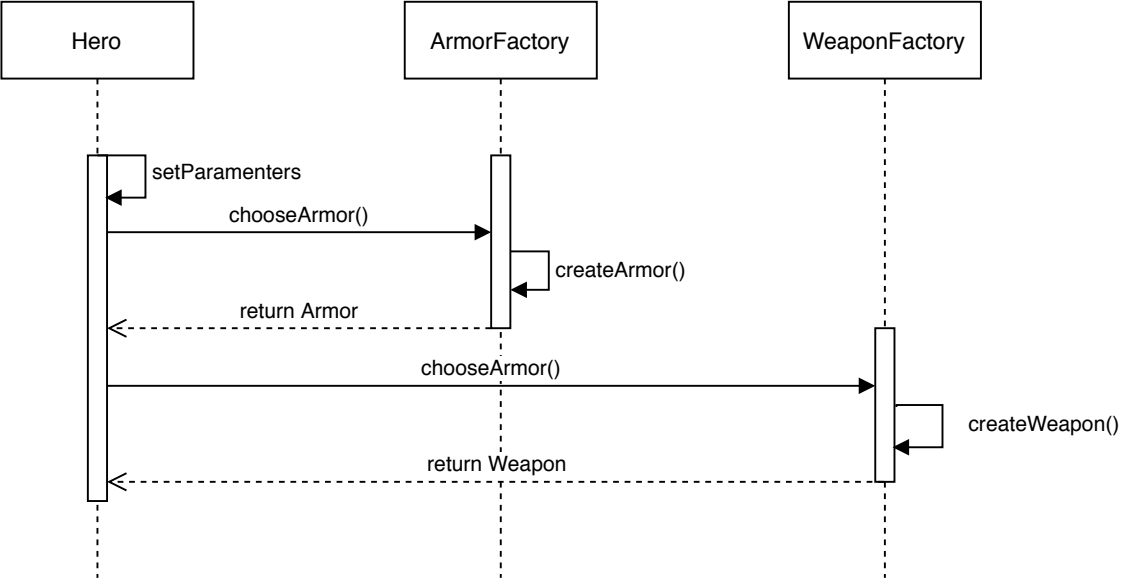




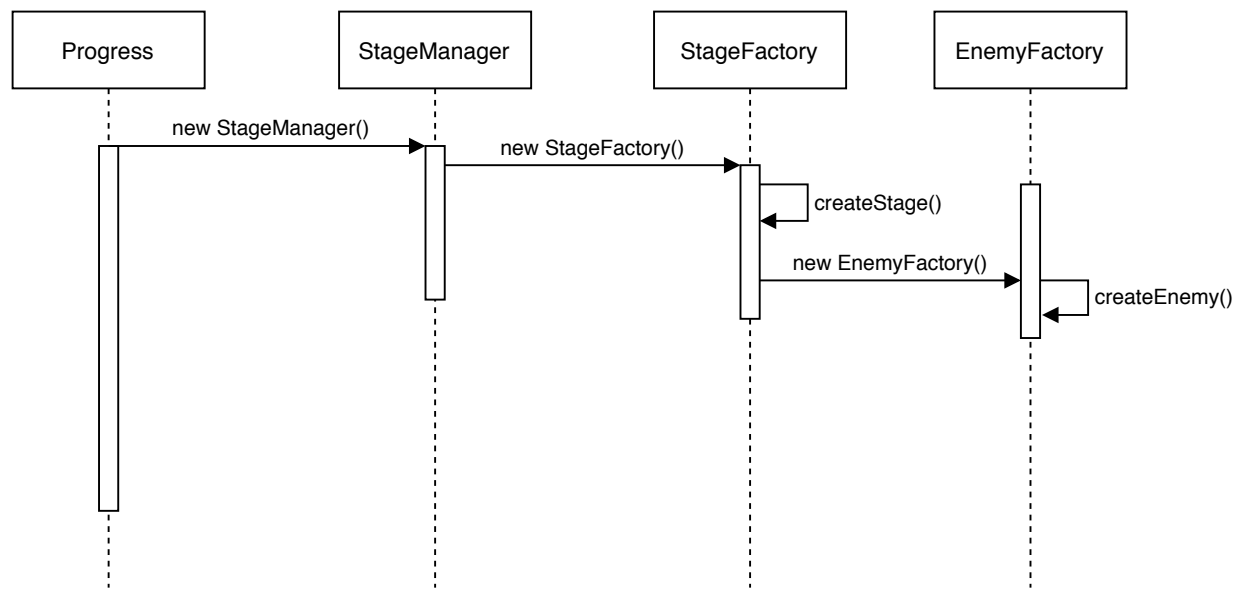
FightProcess



Hero Creation



Create Map and Enemies



ClassName : Hero	
SuperClass : none Subclass(es) : none	
Responsibilities: <ul style="list-style-type: none"> • creates hero • sets hero weapon • sets hero armor • prints hero info • attacks enemy • increases hero level • increases hero experience • shows killed state • sets killed state 	Collaboration: <ul style="list-style-type: none"> • ArmorFactory: creates armor • WeaponFactory: creates weapon

ClassName : Enemy	
SuperClass : none Subclass(es) : none	
Responsibilities: <ul style="list-style-type: none"> • reduces enemy health • shows enemy state(if its dead) 	Collaboration: <ul style="list-style-type: none"> • Hero: attacks hero, attacked by hero • EnemyFactory: Goblin, Skeleton, Spider

ClassName : EnemyFactory	
SuperClass : none Subclass(es): none	
Responsibilities: <ul style="list-style-type: none"> • creates enemies 	Collaboration: <ul style="list-style-type: none"> • Goblin: creates goblin • Spider: creates spider

ClassName : StageFactory	
SuperClass : none Subclass(es): none	
Responsibilities: <ul style="list-style-type: none"> • creates stages 	Collaboration: <ul style="list-style-type: none"> • SpiderNest: creates SpiderNest • GoblinCave: creates GoblinCave • Graveyard: creates Graveyard

ClassName : StageManager	
SuperClass : none Subclass(es) : none	
Responsibilities: <ul style="list-style-type: none"> • creates stages • shows enter stage Info • shows exit stage Info 	Collaboration: <ul style="list-style-type: none"> • StageFactory: create stages

ClassName : Progress	
SuperClass : none Subclass(es) : none	
Responsibilities: <ul style="list-style-type: none"> • starts simulation • initiates fight progress • shows progress results 	Collaboration: <ul style="list-style-type: none"> • Hero: creates new hero • StageManager: creates StageManager

ClassName : PlayStage	
SuperClass : none Subclass(es): none	
Responsibilities: <ul style="list-style-type: none"> •initiates simulation progress 	Collaboration: <ul style="list-style-type: none"> •Progress: create progress

ClassName : ArmorFactory	
SuperClass : none Subclass(es): none	
Responsibilities: <ul style="list-style-type: none"> • creates armor • creates random armor 	Collaboration: <ul style="list-style-type: none"> • Weapon: creates armor

ClassName : Stage

SuperClass : none

Subclass(es): SpiderNest, GoblinCave, Graveyard

Responsibilities:

- stores enemy capacity

Collaboration:

- EnemyFactory: create enemies