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UML

Class DogPark

```
+ Stack<Enemy> Enemies
+ Dog player
+ Int gameStatus //0 if not started, 1 if started, 2 if over

- displayStats() //will be updated with draw()
- defeatedBoss() //will pop the top boss off, moving on to next
- enemyAttack()
```

Abstract Class Enemy

```
+ Int HP
+ Final Int BASEHP
+ Final Int BASECUTE
+ Final Int BASESCARED
-Int withstoodCuteness
+ Int scared
+ String name

+ Boolean isDefeated()
+ Abstract ModifyHP(int damage)
+ Abstract modifyCute(int charmed)
+ modifyScared()
+ returnHP()
+ returnCute()
+ +returnScare()
+ abstract attack()
+ Abstract winMessage()
+ Abstract loseMessage()
```

Class Ball

```
+ ModifyHP(int damage)
+ modifyCute(int charmed)
+ attack()
+ winMessage()
+ loseMessage()
```

Class Bird

```
+ ModifyHP(int damage)
+ modifyCute(int charmed)
+ attack()
+ winMessage()
+ loseMessage()
```

Class Squirrel

```
+ ModifyHP(int damage)
+ modifyCute(int charmed)
+ attack()
+ winMessage()
+ loseMessage()
```

Class Cat

```
+ ModifyHP(int damage)
+ modifyCute(int charmed)
+ attack()
+ winMessage()
+ loseMessage()
```

Class DogCatcher

```
+ ModifyHP(int damage)
+ modifyCute(int charmed)
+ attack()
+ winMessage()
+ loseMessage()
```

Abstract Class Dog

```
+ Int cuteness
+ Int agility
+ Int loudness
+ Int power
+ Int scared
+ String name
```

```
+ Boolean isDefeated
+ ModifyCuteness()
+ modifyAgility()
+ modifyLoudness()
+ modifyPower()
+ modifyScared()
+ bite()
+ bark()
+ charm()
+ pounce()
+ Abstract scaredMessage()
```

Class GoldenRetriver

```
+ scaredMessage()
```

Class Pomeranian

```
+ scaredMessage()
```

Class ChocolateLab

```
scaredMessage()
```

Class Samoyed

```
scaredMessage()
```