

## Team Dad Jeans - Maryann Foley, Shruthi Venkata, Jessica Wu

### 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  
-Int withstoodCuteness  
+ String name

+ Boolean isDefeated()  
+ Abstract ModifyHP(int damage)  
+ Abstract modifyCute(int charmed)  
+ returnHP()  
+ returnCute()  
+ 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()