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UML

Class Driver

```
+ ALHeap cuteH;  
+ ALHeap agileH;  
+ ALHeap loudH;  
+ ALHeap powerH;  
+ Stack<Enemy> ennemis;  
+ Enemy current;  
+ int whoseMove;  
+ color color1;  
+ color color2;  
+ color color3;  
+ color color4;  
+ int levelCounter;  
+ PImage img0;  
+ PImage img1;  
+ PImage img2;  
+ PImage img3;  
+ PImage img4;  
+ PImage img5;
```

```
+ void draw()  
+ Void mouseClicked()  
+ Void setup()  
+ Boolean isEnDefeated()  
+ Void next()
```

Abstract Class Enemy

```
+ Int HP  
+ Int attackStrength  
+ int withstoodCuteness  
+ Int scared  
+ String name
```

```
+ Boolean isDefeated()  
+ Void ModifyHP(int damage)  
+ Void modifyCute(int charmed)  
+ Void modifyScared()  
+ Int getHP()  
+ Int getWithstoodCute()  
+ Int getScared()  
+ Int getName()  
+ Int attack()  
+ String stats()  
+ Abstract string winMessage()  
+ Abstract string loseMessage()
```

Class Ball

+ winMessage()
+ loseMessage()

Class Bird

+ winMessage()
+ loseMessage()

Class Squirrel

+ winMessage()
+ loseMessage()

Class Cat

+ winMessage()
+ loseMessage()

Class DogCatcher

+ winMessage()
+ loseMessage()

Abstract Class Dog

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

```
+ Boolean isDefeated  
+ Integer getCuteness()  
+ Integer getAgility()  
+ Integer getLoudness()  
+ Integer getPower()  
+ Integer getScared()  
+ String getNombre()  
+ Void resetScared()  
+ Void setscared()  
+String stats()  
+void displayDog()
```