**Lab 08**

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List of assumptions/changes

* Wasn’t completely sure on how the attacking order should go so we simply made it go from frontline to backline (ie party[0] will go then party[1] will go)
* Also for attacking order, we made it based on initiative which party would go first, so if the character that’s going to be attacking has a higher initiative than the other teams attacker that party would get to attack first
* For the cleric class we made him heal only the frontmost character by 3 health
* For armor calculations we simply subtracted totalArmor/2 from the damage taken and also made it so that a minimum of 2 damage was taken from each attack
* Made the interface ask for user input after each round so that you can see the stats of the characters as the game goes on rather than have the entire game printed out at once
* When a wizard attacks it does splash damage to both the first and second in line of the other party

Q. If you were going to add in a new race and character class, what would it be?   What abilities\exceptions\weaknesses would it have?  Would your existing framework support it or what modifications would you need to make.

A. If we were going to add a new race, something that would be fun is a dragon race that does damage to the entire enemy team. To make this balanced however it would need to have significant armor, hp, and damage debuffs to not just nuke the enemy party. As for a new class, a true tank class would be interesting, something that does basically no damage but has something like 30 armor and hp. This would be tough to balance though especially if you had something like 1 tank and 3 wizards and just annihilated the entire enemy team. Lastly, yes our framework would support this easily with the only tiny change being to add the rule that is a character of race type dragon were to attack it should do damage to all of the enemy team.