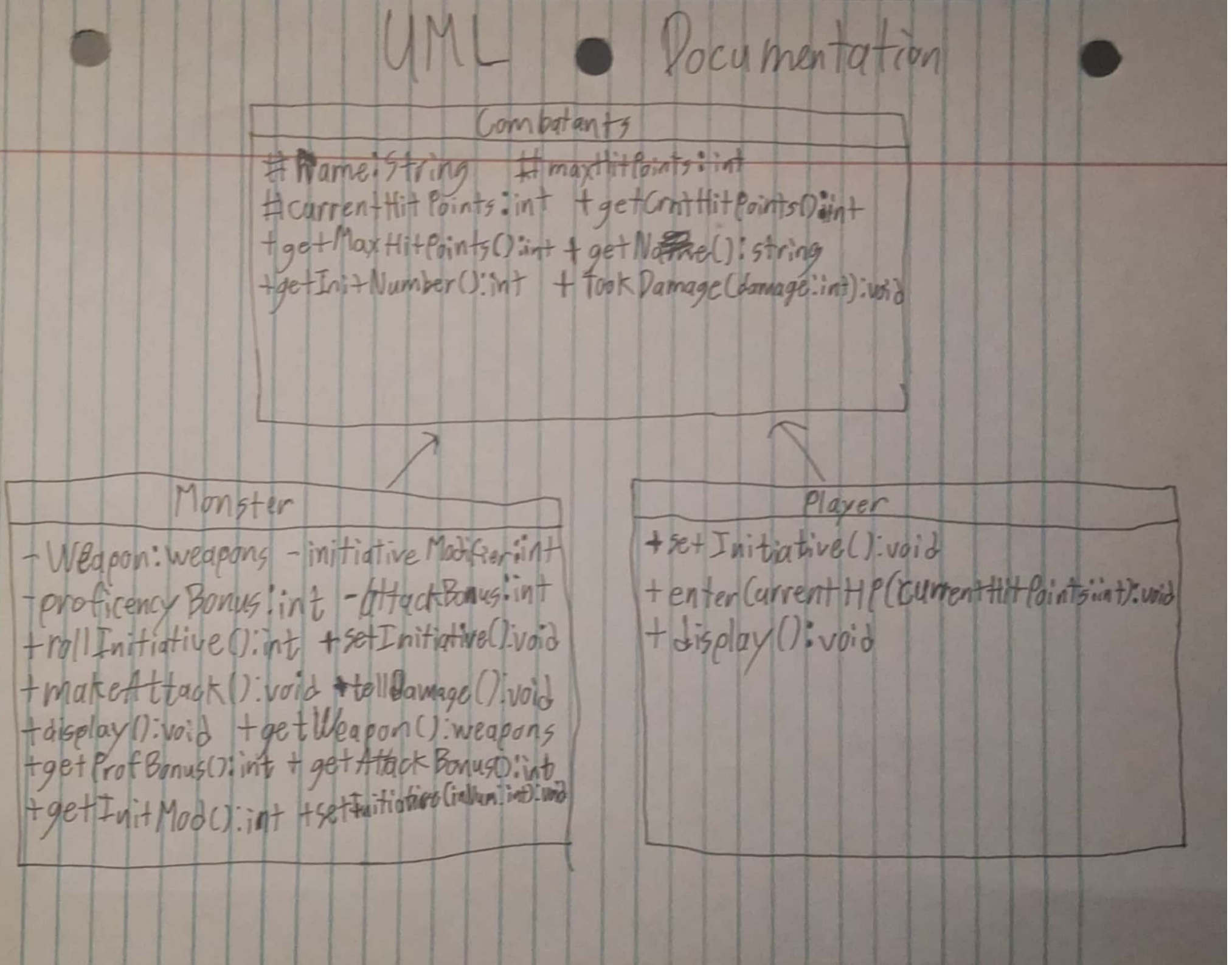
UML Documentation



Knight, Thief
Druid

Combatants
Hit points: int, Defense: int,

Creation of objects
Monsters, populate attributes
Player hp tracking not this version

Display Initiative Order(Combatant InitArray[max])

InitArray[0]
↓ cout "These are the attributes."

InitArray[1]
cout "These are the attributes."

What if I add monsters & players to the array after determining initiative order? The "Reverse array" assignment may be Key to switching monsters in an array.

Does the Initiative array even need to be monsters only their names?

I'm going to have to have a player initiative array and a Monster Initiative array. Couldn't solve the problem in time.

Do more documentation pages.

I need to think of combining the two arrays for Monsters and Players into a final array of Combatant type.

Back to Initiative!

And were back it Broke all the things Refer to the note above to fix. I need a break for now.

Determine Order

Initiative Brain storm

Initial {Combatant1, Combatant2, Null/default, ..., Null/default}

loop through {Combatant 1...}, {... combatant 2...},

~~{... null/default {Com Combatant##}, Null/default}~~

Ver1. while (Array[##] != Null/default) {
for(counter, counter < MaxCombat, counter++)

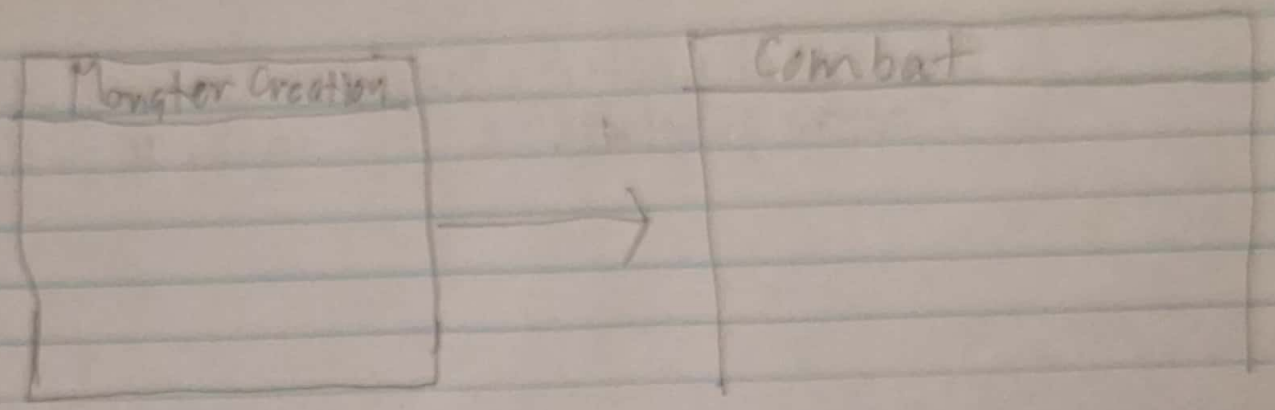
int Index=0;

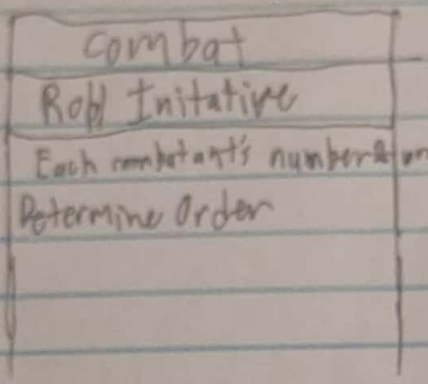
Ver2. while (Array[#index] != Null/default) {
if (index < MaxCombatants) {
~~for(counter, counter < index, counter++) {~~

{switch order by over writing the data of each
index++}

the said elder and wiser.
not older and kiser.

Program flow





when created

Put each in and sort later?