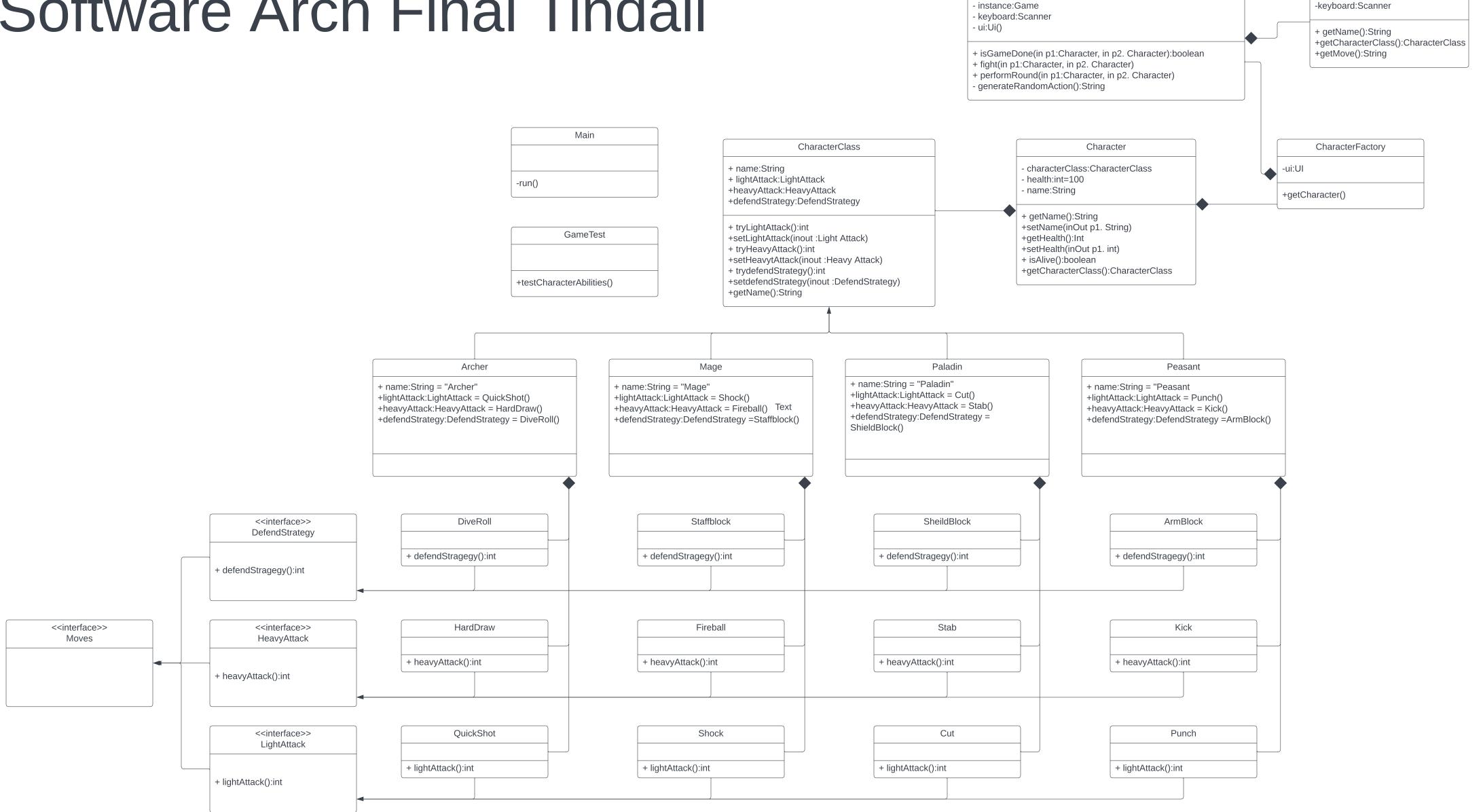# Software Arch Final Tindall

Game

- instance:Game
- keyboard:Scanner
- ui:Ui()

+ isGameDone(in p1:Character, in p2. Character):boolean
+ fight(in p1:Character, in p2. Character)
+ performRound(in p1:Character, in p2. Character)
- generateRandomAction():String

Ui

-keyboard:Scanner

+ getName():String
+getCharacterClass():CharacterClass
+ getMove():String

Main

-run()

GameTest

+testCharacterAbilities()

CharacterClass

+ name:String
+ lightAttack:LightAttack
+heavyAttack:HeavyAttack
+defendStrategy:DefendStrategy

+ tryLightAttack():int
+setLightAttack(inout :Light Attack)
+ tryHeavyAttack():int
+setHeavytAttack(inout :Heavy Attack)
+ trydefendStrategy():int
+setdefendStrategy(inout :DefendStrategy)
+getName():String

Character

- characterClass:CharacterClass
- health:int=100
- name:String

+ getName():String
+setName(inOut p1. String)
+getHealth():Int
+setHealth(inOut p1. int)
+ isAlive():boolean
+getCharacterClass():CharacterClass

CharacterFactory

-ui:UI

+getCharacter()

Archer

+ name:String = "Archer"
+lightAttack:LightAttack = QuickShot()
+heavyAttack:HeavyAttack = HardDraw()
+defendStrategy:DefendStrategy = DiveRoll()

Mage

+ name:String = "Mage"
+lightAttack:LightAttack = Shock()
+heavyAttack:HeavyAttack = Fireball()   Text
+defendStrategy:DefendStrategy =Staffblock()

Paladin

+ name:String = "Paladin"
+lightAttack:LightAttack = Cut()
+heavyAttack:HeavyAttack = Stab()
+defendStrategy:DefendStrategy = ShieldBlock()

Peasant

+ name:String = "Peasant"
+lightAttack:LightAttack = Punch()
+heavyAttack:HeavyAttack = Kick()
+defendStrategy:DefendStrategy =ArmBlock()

<<interface>> DefendStrategy

+ defendStragegy():int

DiveRoll

+ defendStragegy():int

Staffblock

+ defendStragegy():int

SheildBlock

+ defendStragegy():int

ArmBlock

+ defendStragegy():int

<<interface>> Moves

<<interface>> HeavyAttack

+ heavyAttack():int

HardDraw

+ heavyAttack():int

Fireball

+ heavyAttack():int

Stab

+ heavyAttack():int

Kick

+ heavyAttack():int

<<interface>> LightAttack

+ lightAttack():int

QuickShot

+ lightAttack():int

Shock

+ lightAttack():int

Cut

+ lightAttack():int

Punch

+ lightAttack():int