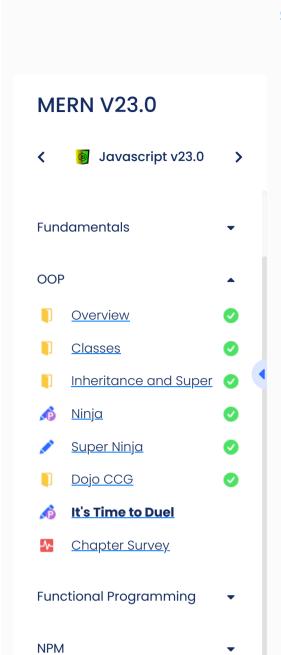
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## It's Time to Duel

## **Unit Cards**

name	cost	power	resilience
Red Belt Ninja	3	3	4
Black Belt Ninja	4	5	4

## **Effect Cards**

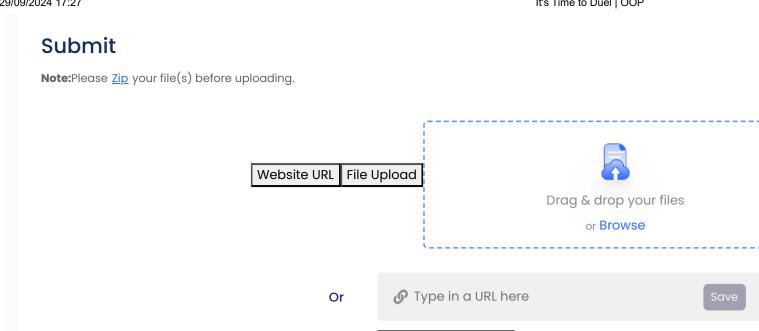
name	cos	text	stat	magnitud e
Hard Algorithm	2	increase target's resilience by 3	resilienc e	+3
Unhandled Promise Rejection	1	reduce target's resilience by 2	resilienc e	-2
Pair Programming	3	increase target's power by	power	+2

## Play out the following scenario

turn	action
1	Make an instance of "Red Belt Ninja"
1	Make an instance of "Hard Algorithm" and play it on "Red Belt Ninja"
2	Make an instance "Black Belt Ninja"
2	Make an instance of "Unhandled Promise Rejection" and play it on "Red Belt Ninja"
3	Make an instance of "Pair Programming" and play it on "Red Belt Ninja"
3	"Red Belt Ninja" uses the attack method on "Black Belt Ninja"

- Make an instance of Unit called "Red Belt Ninja"
- Make an instance of Unit called "Black Belt Ninja"
- Make an instance of Effect called "Hard Algorithm"
- ✓ Make an instance of Effect called "Unhandled Promise Rejection"
- Make an instance of Effect called "Pair Programming"
- Play out the scenario described above

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