

WARRIOR

OVERRIDEINIT(NAME: STRING, NUMBERFETICH: INT) SUPER.INIT(NAME: NAME, NUMBERFETICH: NUMBERFETICH)

> SELF.WEAPON = WEAPON SELF.SPECIAL = SPECIAL SELF.LIFEPOINT = LIFEPOINT SELF.STRENGHT = STRENGHT SELF.CATEGORY = CATEGORY

OVERRIDE FUNC SPECIALATTACK

DWARF

OVERRIDEINIT(NAME: STRING, NUMBERFETICH: INT)
SUPER.INIT(NAME: NAME, NUMBERFETICH:
NUMBERFETICH)

SELF.WEAPON = WEAPON.AXE.RAWVALUE SELF.SPECIAL = SPECIAL.DOUBLEDAMAGE.RAWVALUE SELF.LIFEPOINT = 80 SELF.STRENGHT = 20 SELF.CATEGORY = CATEGORY.DWARF.RAWVALUE

OVERRIDEFUNCSPECIALATTACK

COLOSSUS

OVERRIDEINIT(NAME: STRING, NUMBERFETICH: INT) SUPER.INIT(NAME: NAME, NUMBERFETICH: NUMBERFETICH)

SELF.WEAPON = WEAPON.FIST.RAWVALUE SELF.SPECIAL = SPECIAL.FEAR.RAWVALUE SELF.LIFEPOINT = 200 SELF.STRENGHT = 5 SELF.CATEGORY = CATEGORY.COLOSSUS.RAWVALUE

OVERRIDEFUNCSPECIALATTACK

WIZARD

OVERRIDEINIT(NAME: STRING, NUMBERFETICH: INT) SUPER.INIT(NAME: NAME, NUMBERFETICH: NUMBERFETICH)

SELF.WEAPON = WEAPON.WAND.RAWVALUE SELF.SPECIAL = SPECIAL.FIREBALL.RAWVALUE SELF.LIFEPOINT = 125 SELF.STRENGHT = 15 ELF.CATEGORY = CATEGORY.WIZARD.RAWVALU

OVERRIDEFUNC SPECIALATTACK FUNC FIREBALLVALUEANDDAMAGE

OBJECT:

FIGHTERINLOAD

DEPENDING OF THE SWITCH USER CHOICE, FIGHTERINLOAD = WARRIOR/DWARF/WIZARD/COLOSSUS CLASS (NAME: XXXXX, NUMBERFETICH: XXXXXX). AND ADDED TO A FIGHTERARRAY: [FIGHTER]

WANHAMMER

CLASS

HISTORY

HATTACKERUSERNAME
HATTACKERIFEPOINT
HATTACKERIFEPOINT
HATTACKERFNAME
HATTACKERFNAME
HATTACKERFACTIONSTRENGHT
HATTACKERFLIFEPOINT
HOEFENDERUSERNAME
HDEFENDERTEAMNAME
HDEFENDERIFEPOINT
HDEFENDERIFEPOINT
HDEFENDERFNAME
HDEFENDERFCATEGORY
HDEFENDERFLATEGORY

UPDATEHISTORYATTACKER
UPDATEHISTORYDEFENDERDAMAGE
UPDATEHISTORYDEFENDERCARE
DISPLAYTEAMANDFIGHTERLIFEPOINT
CHECKALLTEAMLIFEPOINT
ACTIONPRINT
BATTLEISFINISHPRINT

INSTANCE : HISTORYPRINT

WANHAMMER

CLASS

Here is the History Class organisation



VAR GAMERNAME : STRING VAR TEAMNAME : STRING

ATIC LET NUMBEROFFIGHTERS =

VAR WINCOUNTER = 0

VAR LOOSECOUNTER = 0

VAR LIFETEAM = 0

VAR SYMROL = "Y"

PSEUDOOFGAMERS
TEAMOFGAMERS
CHOOSEFIGHTER
ADDFIGHTER
CHOICEATTACKFROM
LOOPCHOICEATTACKFROM
CHOICEDEFENDER
HEALORATTACKFIGHTER
ADDWINANDLOOSEVALUE
LIFEPOINTCONVERT

OBJECT:

USERANDTEAMINLOAD

USERANDTEAMINLOAD = TEAM (GAMERNAME: XXXX, TEAMNAME: XXXXX). AND ADDED TO A USERARRAY: [TEAM]

WANHAMMER

CLASS

Here is the Team Class organisation

WANHAMMERGAME

SOME VAR TO CHECK SOME RULES AND ARRAY CONTENT OBJECT

FUNC: INTHEGAME BATTLEMODE DEMOMODE

ENUM WEAPON

CASE SWORD = "SON ÉPÉE" CASE AXE = "SA HÂCHE" CASE WAND = "SA BAGUETTE" CASE FIST = "SON POING"

UPDATESTRENGHTANDWEAPON RANDOMCHEST WEAPONORHEALTHINCHEST

USERSETTING

PRINCIPALMENU REVENGEMENU USERINPUT PAUSE

ENUM SPECIAL

CASE DOUBLEATTACK = "DOUBLE ATTAQUE"
CASE DOUBLEDAMAGE = "DOUBLE DÉGÂTS"
CASE FEAR = "FRAYEUR"
CASE FIREBALL = "FIREBALL"

TOOLS

SELECTARRAYTEAMONEORTWO SELECTARRAYTEAMINVERTED SELECTARRAYFIGHTERSONEORTWO SELECTARRAYDEFENDERONEORTWO

ENUM CATEGORY

CASE WARRIOR = "COMBATTANT"

CASE DWARF = "NAIN"

CASE COLOSSUS = "COLOSSE"

CASE WIZARD = "MAGICIEN"

WANHAMMER

OTHERS CLASS & ENUM

OC IOS DEVELOPPER FORMATION