



OBJECT : FIGHTERINLOAD

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

WANHAMMER

CLASS

Here is the Fighter Class organisation

OC IOS DEVELOPPER FORMATION

HISTORY

HATTACKERUSERNAME
HATTACKERTEAMNAME
HATTACKERLIFEPOINT
HATTACKERFNAME
HATTACKERFPCATEGORY
HATTACKERFACTIONSTRENGTH
HATTACKERFLIFEPOINT
HDEFENDERUSERNAME
HDEFENDERTEAMNAME
HDEFENDERLIFEPOINT
HDEFENDERFNAME
HDEFENDERFPCATEGORY
HDEFENDERFLIFEPOINT

UPDATEHISTORYATTACKER
UPDATEHISTORYDEFENDERDAMAGE
UPDATEHISTORYDEFENDERCARE
DISPLAYTEAMANDFIGHTERLIFEPOINT
CHECKALLTEAMLIFEPOINT
ACTIONPRINT
BATTLEISFINISHPRINT

INSTANCE :
HISTORYPRINT

WANHAMMER

CLASS

Here is the History Class organisation

OC IOS DEVELOPPER FORMATION

TEAM

```
VAR GAMERNAME : STRING  
VAR TEAMNAME : STRING
```

```
STATIC LET NUMBEROFFIGHTERS = 3  
VAR WINCOUNTER = 0  
VAR LOOSECOUNTER = 0  
VAR LIFETEAM = 0  
VAR SYMBOL = "X"
```

```
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

OC IOS DEVELOPPER FORMATION

WANHAMMERGAME

SOME VAR TO CHECK SOME RULES
AND ARRAY CONTENT OBJECT

FUNC :
INTHEGAME
BATTLEMODE
DEMOMODE

USERSETTING

PRINCIPALMENU
REVENGEMENU
USERINPUT
PAUSE

TOOLS

SELECTARRAYTEAMONEORTWO
SELECTARRAYTEAMINVERTED
SELECTARRAYFIGHTERSONEORTWO
SELECTARRAYDEFENDERONEORTWO

ENUM WEAPON

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

UPDATESTRENGHTANDWEAPON
RANDOMCHEST
WEAPONORHEALTHINCHEST

ENUM SPECIAL

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

ENUM CATEGORY

CASE WARRIOR = "COMBATTANT"
CASE DWARF = "NAIN"
CASE COLOSSUS = "COLOSSE"
CASE WIZARD = "MAGICIEN"