

```
1 package Videojuego2;
2
3 public abstract class Personaje
4 {
5     protected String nombre = "default", clase = "default";
6     protected int hpMax = 100, hpActual = 100, staminaMax = 100,
7         staminaActual = 100, nivel = 0, expMax = 100, expAct =
8         0;
9     protected double defensa = 0.15, fuerza = 7.0;
10
11     public abstract void Morir();
12     public void RecibirDanio(double danio)
13     {
14         danio = danio-(danio*this.defensa);
15         this.hpActual = this.hpActual-(int)danio;
16     }
17     public abstract void HacerDanio(Personaje enemigo); //Implementar
18     funcion cuando matemos a alguien
19     public void SubirNivel()
20     {
21         this.nivel++;
22         this.expAct = 0;
23         this.expMax= this.expMax+10;
24         this.hpMax = this.hpMax+10;
25         this.hpActual = this.hpMax;
26         this.fuerza = this.fuerza+2;
27         this.staminaMax = this.staminaMax+10;
28         this.staminaActual = this.staminaMax;
29     }
30     public void ConseguirExp(int cantExpRec)
31     {
32         if(this.expAct+cantExpRec>this.expMax)
33         {
34             int sobranteExp = this.expMax-this.expAct;
35             this.SubirNivel();
36             this.expAct = cantExpRec-sobranteExp;
37         }
38         else this.expAct = this.expAct+cantExpRec;
39     }
40 }
```

```
38     public void PerderExp()
39     {
40         this.expAct = Math.round((1/2)*expAct);
41     }
42     public void Saltar()
43     {
44         System.out.println("Estoy Saltando...");
45     }
46     public void Curarse(int cantCura)
47     {
48         if(this.hpActual+cantCura> this.hpMax)
49         {
50             this.hpActual = this.hpMax;
51         }
52         else this.hpActual = this.hpActual+cantCura;
53     }
54 }
55
```