Steven Zuelke

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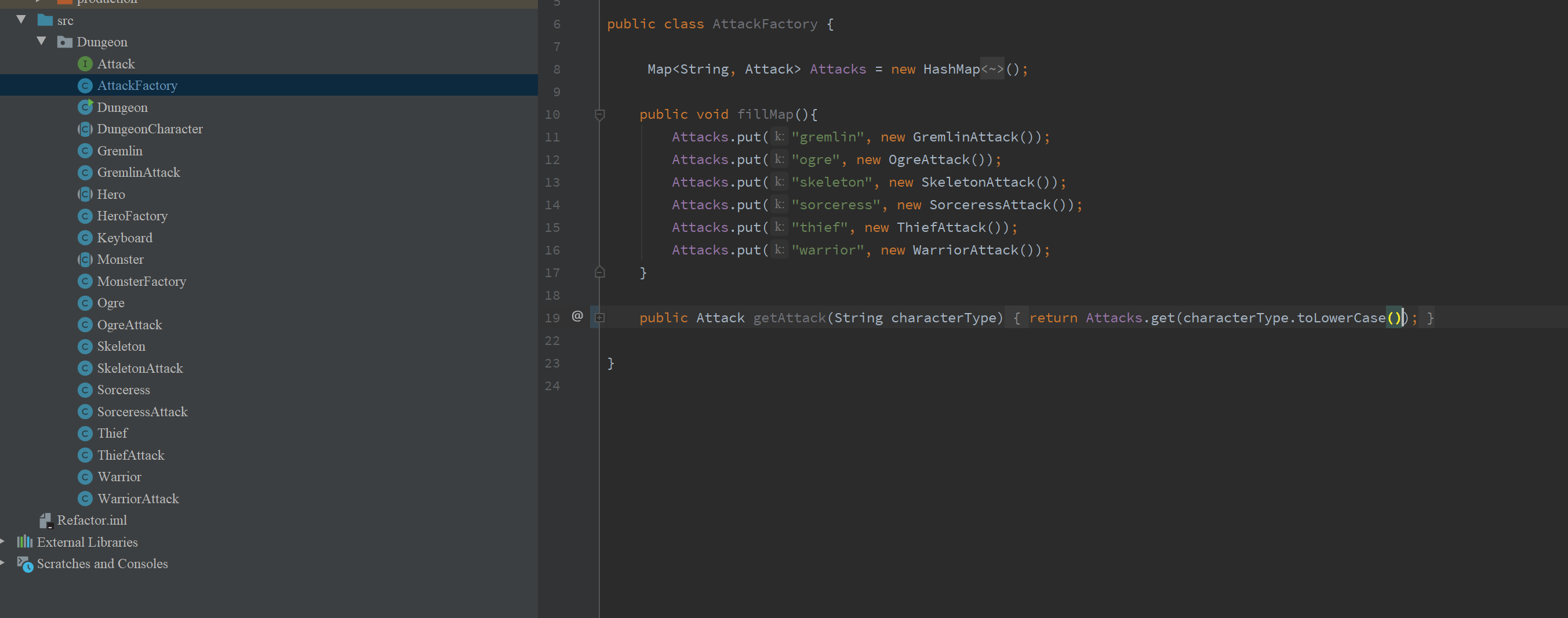
CSCD 212

Team: Refactor

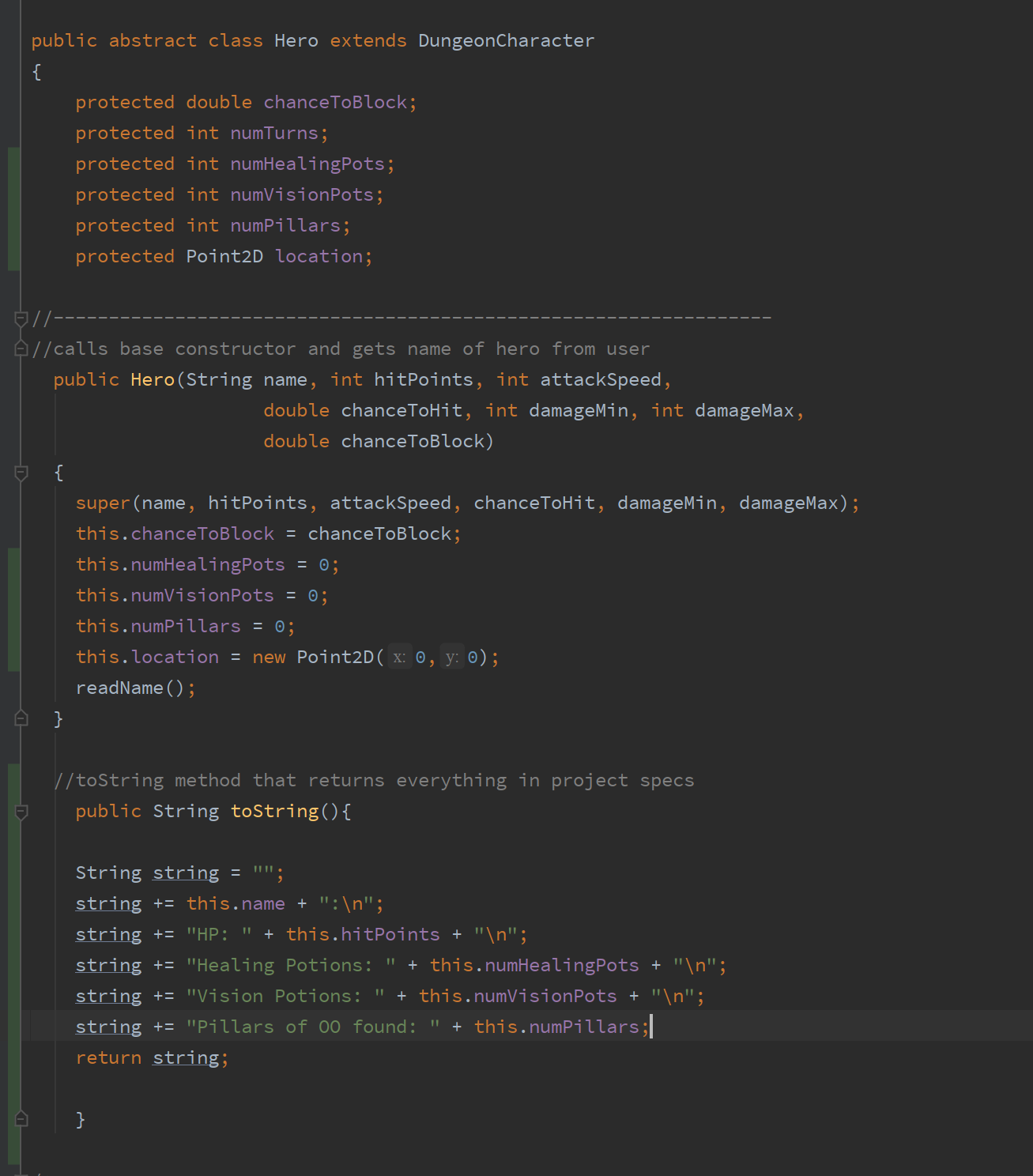
1. Created Factories for Hero and Monster



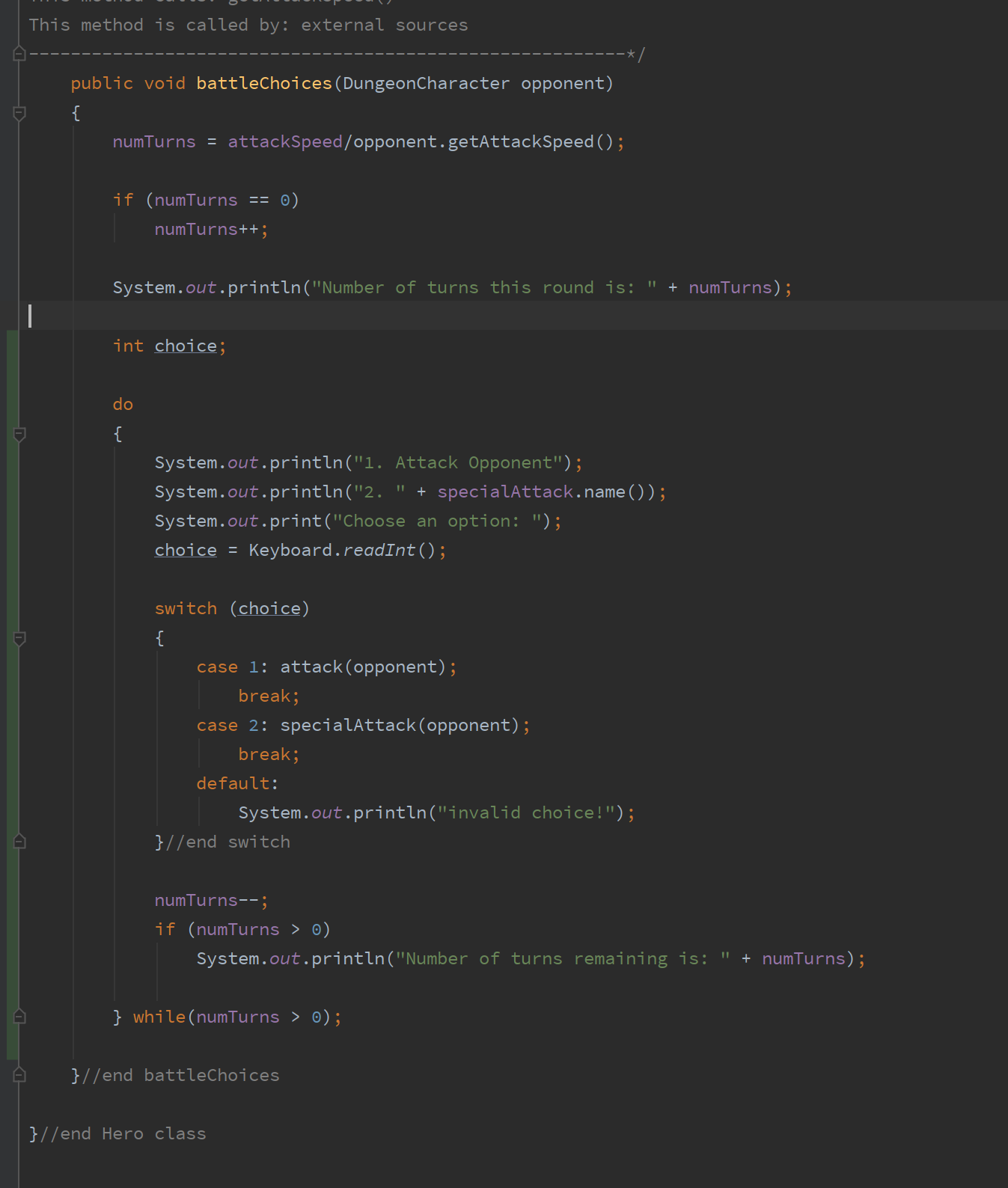
1. Added flyweight pattern for attacks, created attack classes and flyweight factory. Moved special attacks from normal class to dungeoncharacter, which calls the SpecialAttack class’s attack method



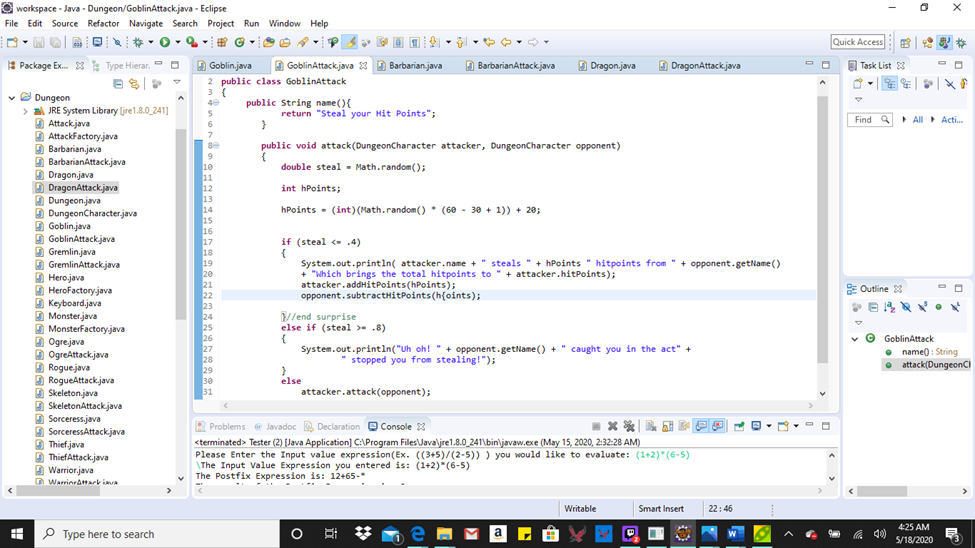
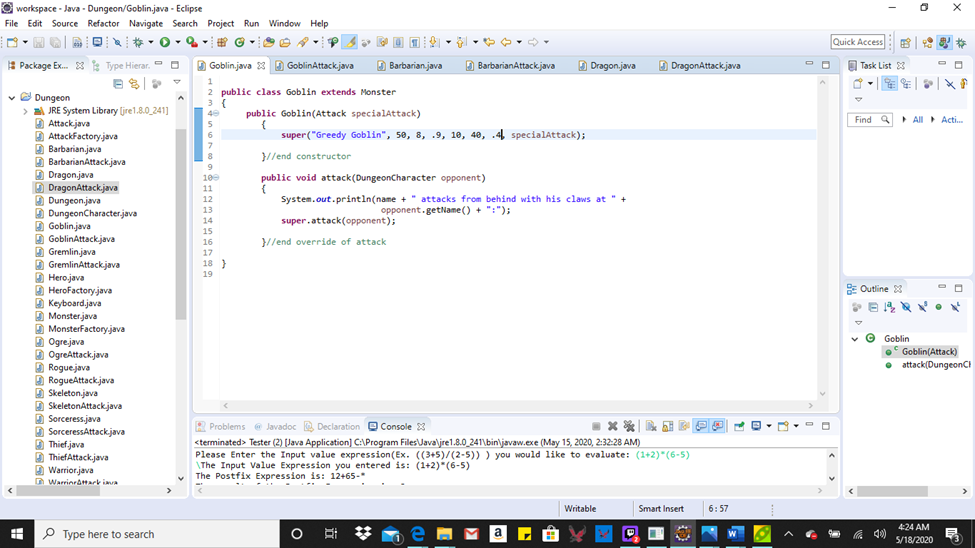
3. Added potions and pillars to hero class with tostring method

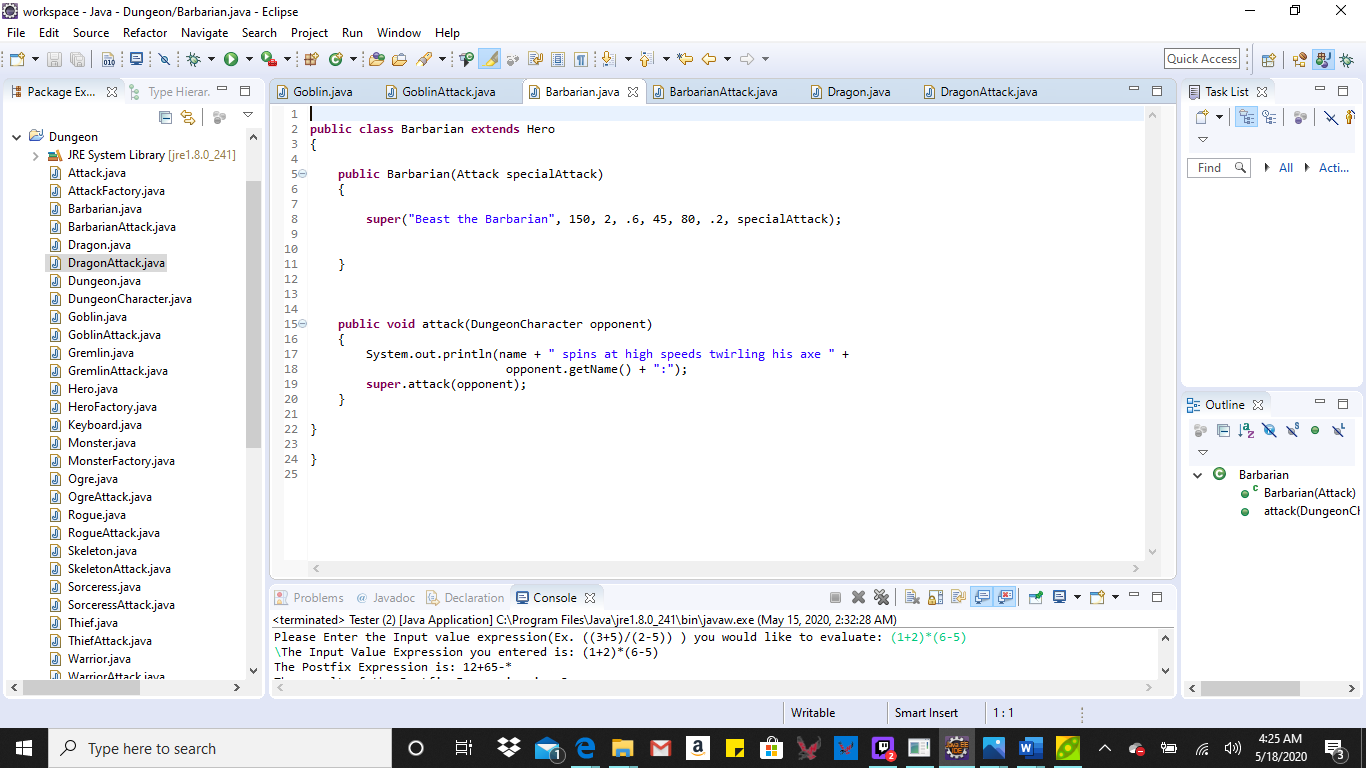


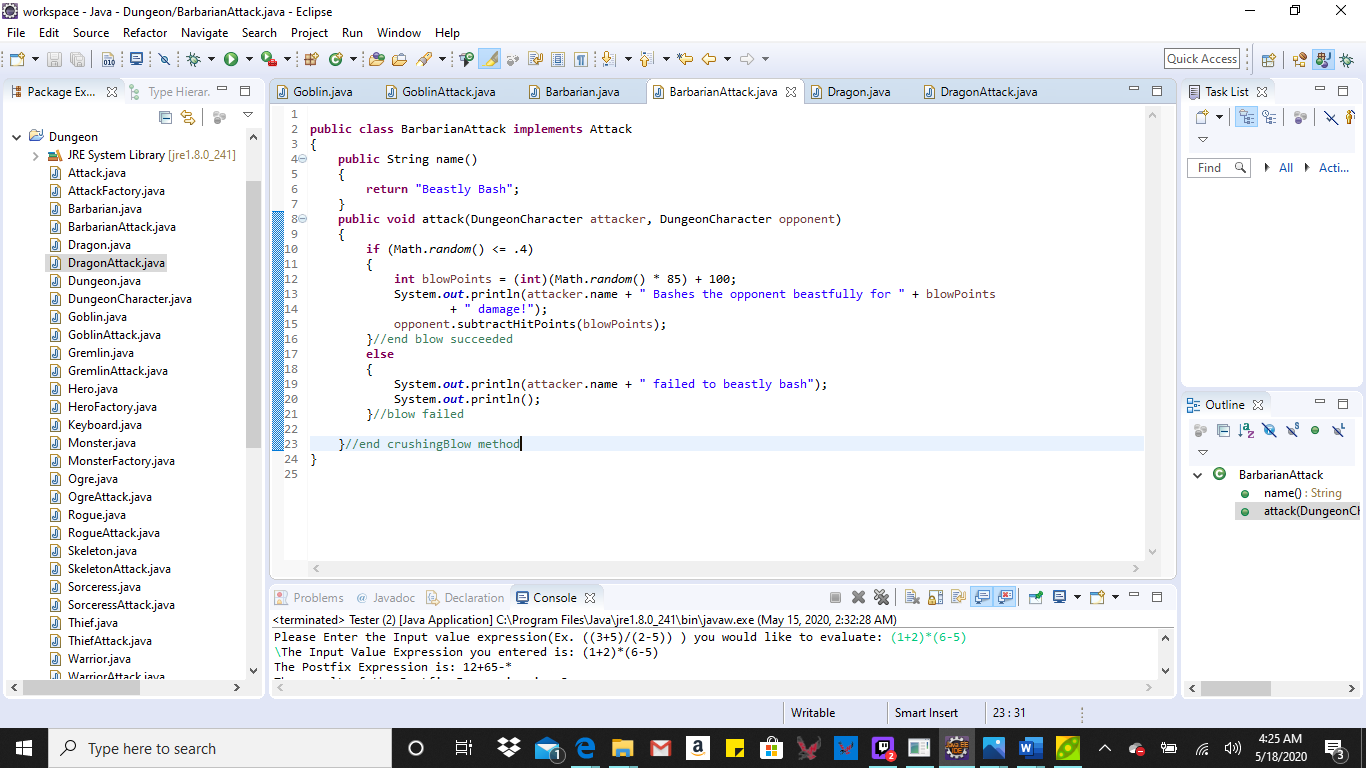
4. Put BattleChoices up into hero class referencing the specialAttack class’s name for the menu

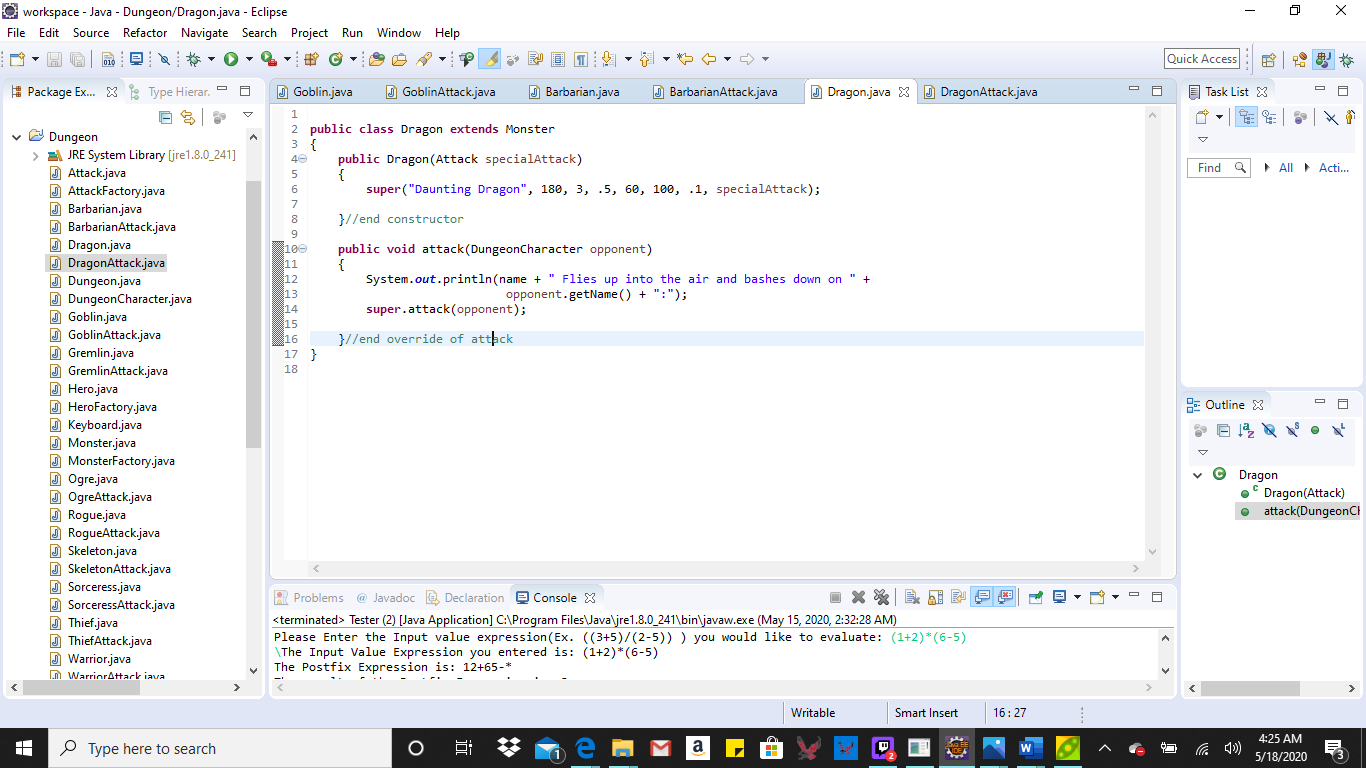


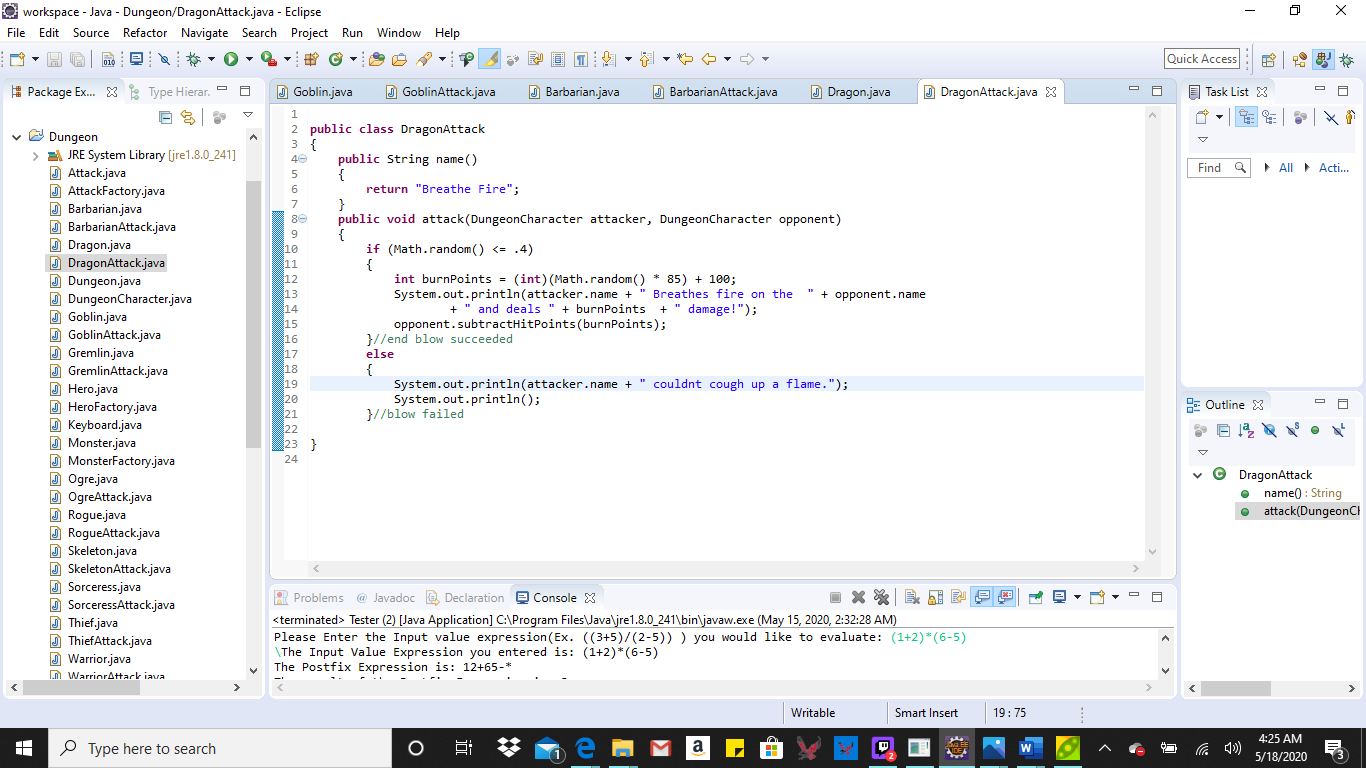
5. Created the following classes: Goblin(Monster), GoblinAttack Barbarian(Hero), BarbarianAttack, Dragon(Monster), DragonAttack, Rogue (Hero), RogueAttack







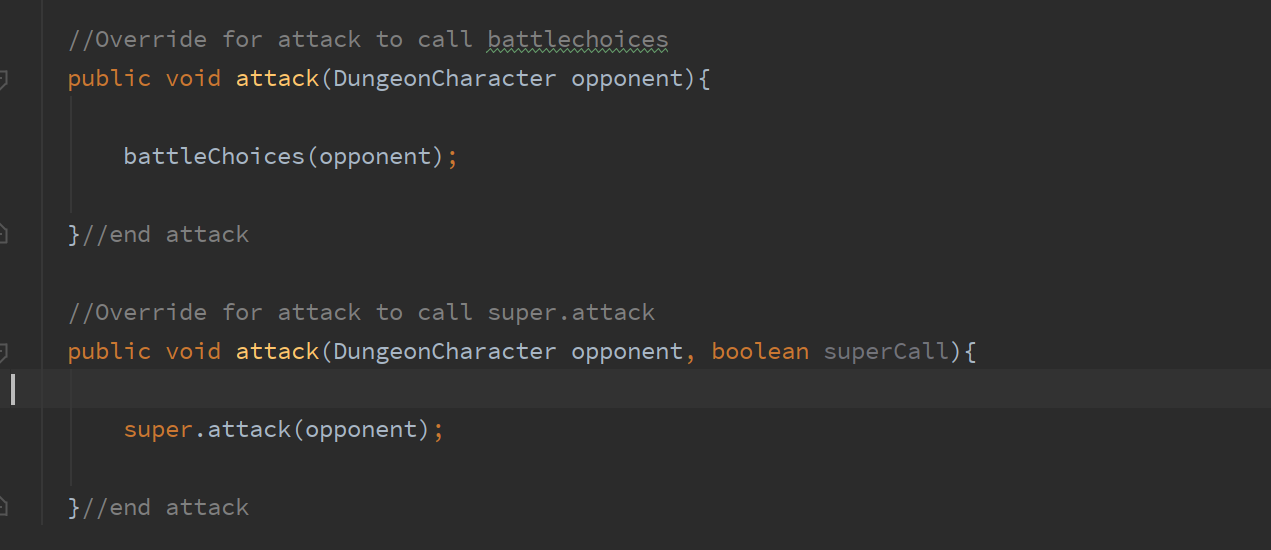


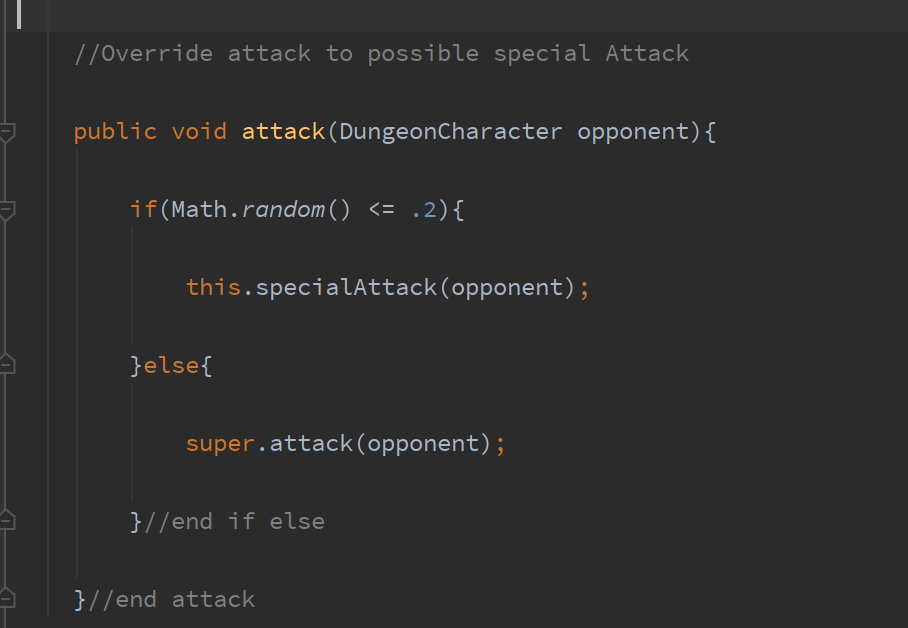


6. Created a Room class to contain the items it holds after being assigned those



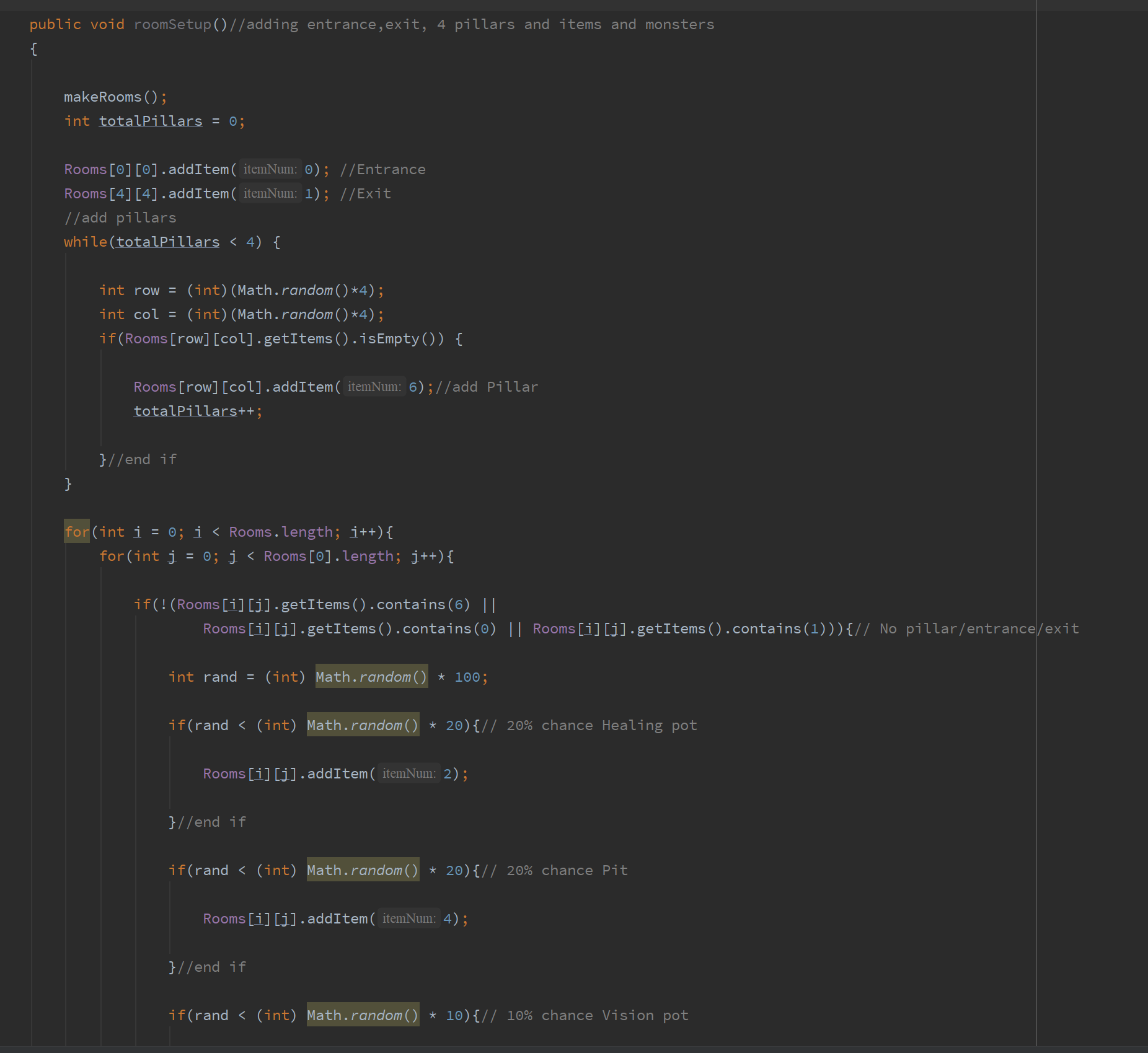
7. Put the call to battlechoices and the chance to perform special (for monster) into the Hero and Monster classes with an override for attack. That way from the main program they will only have to call attack on the dungeoncharacter and not specifically battlechoices. This is also how the monster may use its special.

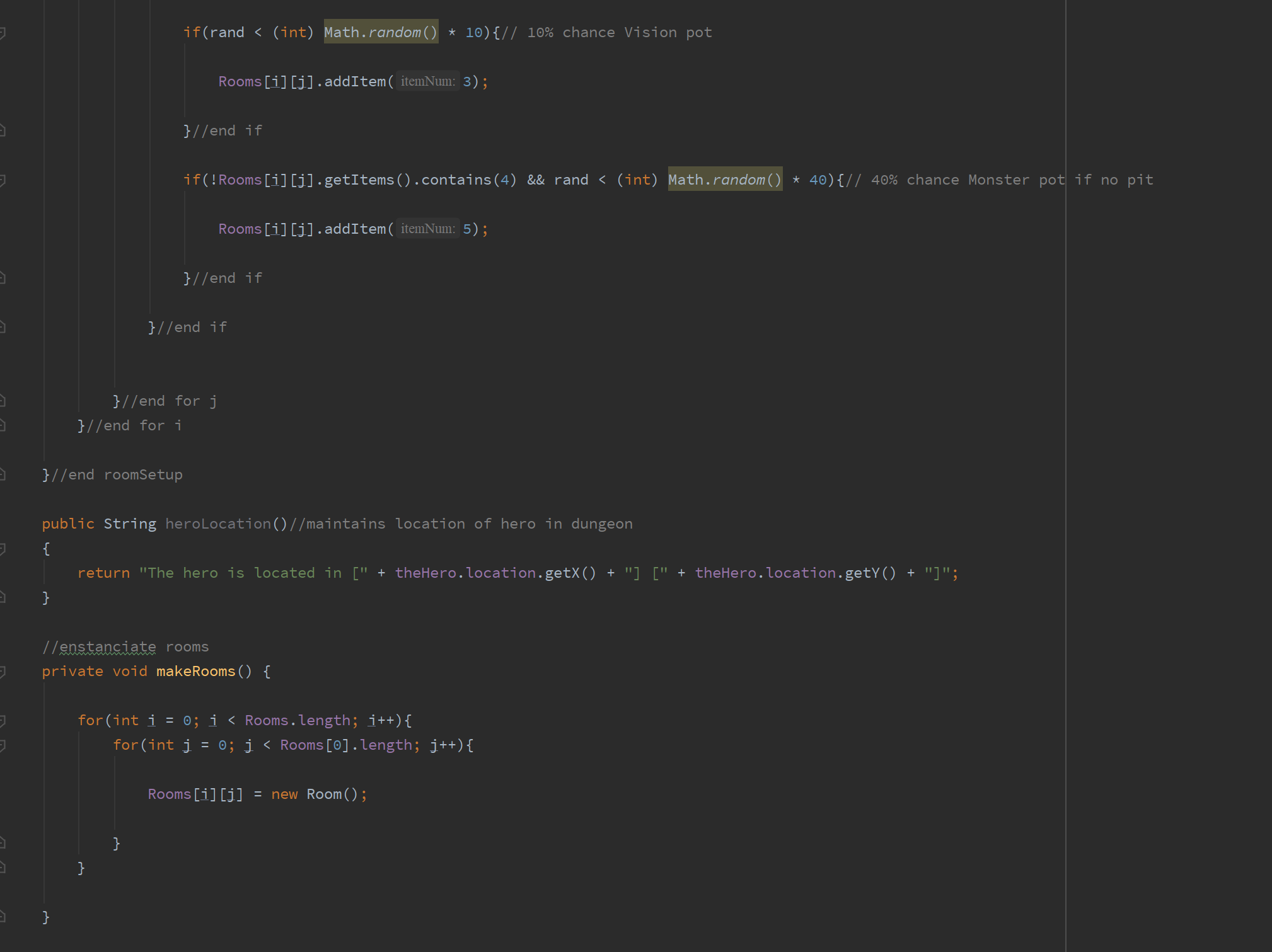




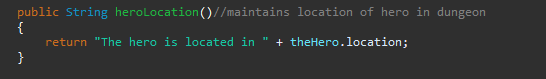
8. Added 4 methods to the NewDungeon class in project spec

makeRooms and roomSetup





heroLocation



toString()

