Design

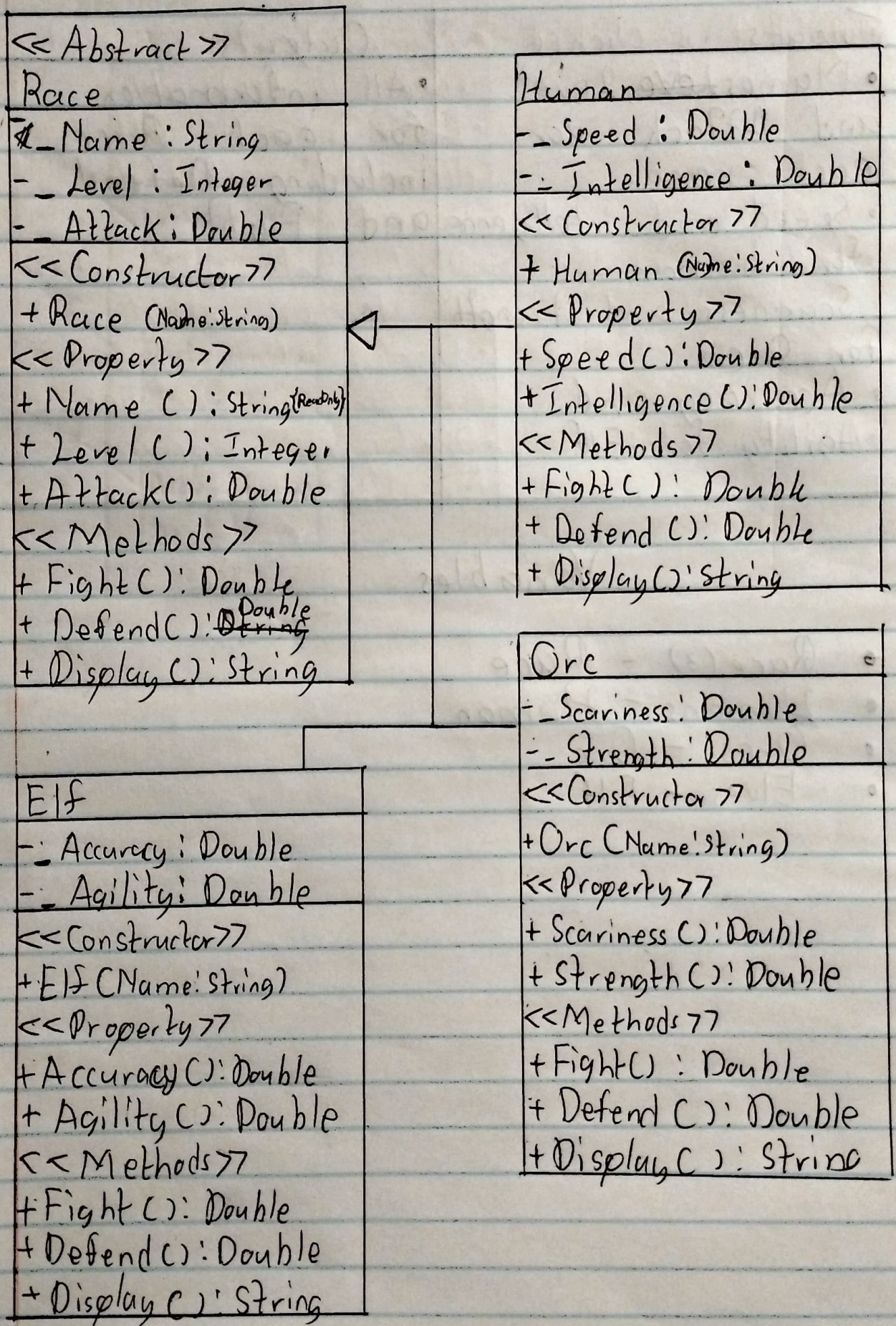| Inputs	Outputs
• Names, ~~Lode~~, Level and Attack for each race. • Speed and intelligence for human • Scariness and strength for Orc • Accuracy and Agility for Elf	• All information for each Race including Defend and Fight

Variables

- Race (3) - Race
- Humans - Human
- Orcs - Orc
- Elves - Elf

UML

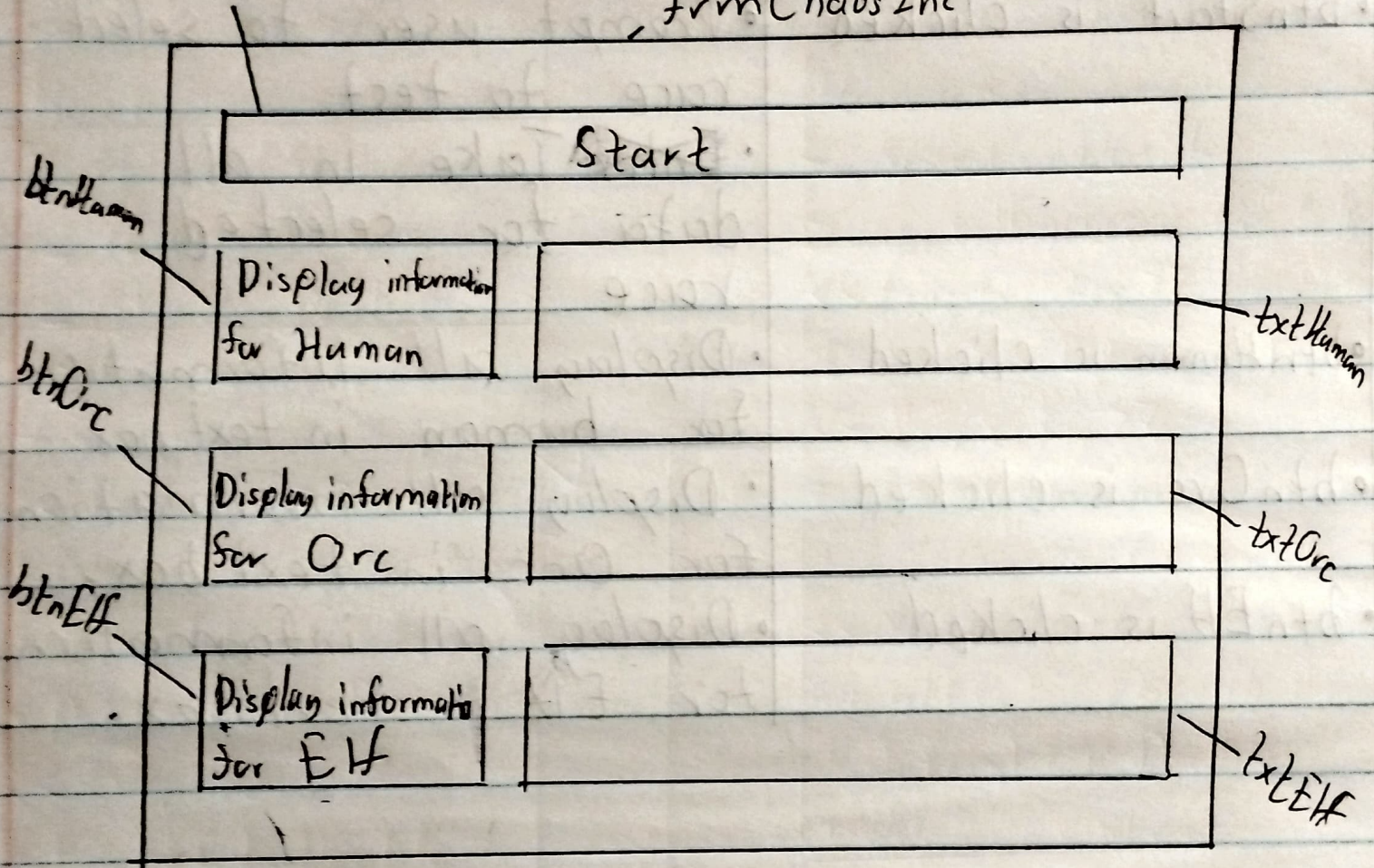**<< Abstract >>**
Race
- # _Name : String
- - _Level : Integer
- - _Attack : Double

<< Constructor >>
- + Race (Name:String)

<< Property >>
- + Name ( ) : String (ReadOnly)
- + Level ( ) : Integer
- + Attack( ) : Double

<< Methods >>
- + Fight ( ) : Double
- + Defend( ) : Double String
- + Display ( ) : String

Human
- - _Speed : Double
- - _Intelligence : Double

<< Constructor >>
- + Human (Name:String)

<< Property >>
- + Speed( ) : Double
- + Intelligence ( ) : Double

<< Methods >>
- + Fight ( ) : Double
- + Defend ( ) : Double
- + Display( ) : String

Orc
- - _Scariness : Double
- - _Strength : Double

<< Constructor >>
- + Orc (Name:String)

<< Property >>
- + Scariness ( ) : Double
- + Strength ( ) : Double

<< Methods >>
- + Fight( ) : Double
- + Defend ( ) : Double
- + Display( ) : String

Elf
- - _Accuracy : Double
- - _Agility : Double

<< Constructor >>
- + Elf (Name: String)

<< Property >>
- + Accuracy ( ) : Double
- + Agility ( ) : Double

<< Methods >>
- + Fight ( ) : Double
- + Defend ( ) : Double
- + Display ( ) : String

Events	Actions
• btnStart is clicked	• Prompt user to select race to test • ~~Enter~~ Take in all data for selected race
• btnHuman is clicked	• Display all information for human in text box.
• btnOrc is clicked	• Display all information for Orc in text box.
• btnElf is clicked	• Display all information for Elf in text box.

Interface

btnStart

frmChaos Inc

Start

btnHuman

Display information for Human

txtHuman

btnOrc

Display information for Orc

txtOrc

btnElf

Display information for Elf

txtElf

Algorithm

btnStart
1. ~~Promp~~ Choice ← Prompt user to select race
   1. Select Case Choice
      Case Type. Human
         ~~Name~~ Name ← Prompt user for human name
         Level ← Prompt user for human level
         Attack ← Prompt user for human attack
         Speed ← Prompt user for human Speed
         Intelligence ← Prompt user for human
                          intelligence
      Case Type. Orc
         Name ← Prompt user for Orc name
         Level ← Prompt user for Orc Level
         Attack ← Prompt user for Orc Attack
         Scariness ← Prompt user for Orc Scariness
         Strength ← Prompt user for Orc Strength
      Case Type. Elf
         Name ← Prompt user for Elf name
         Level ← Prompt user for Elf level
         Attack ← Prompt user for Elf Attack level
         Accuracy ← Prompt user for Elf Accuracy
         Agility ← Prompt user for Elf Agility
   End Select
btn Human
1. Display Human information
   1. txt Human ← Name, Level, Attack, Speed,
                  intelligence, Defend and Fight
btn Orc

1. Display information for Orc
   1. txtOrc ← Name, Level, Attack, Scariness,
                Strength, Defend and Attack

btnElf
1. Display information for Elf
   1. txtElf ← Name, Level, Attack, Accuracy,
               Agility, Defend and Attack

Test Data

Race	Human	Orc	Elf
Name	Steve	Gurak The Cruel	Estel
Level	10	12	5
Attack	14	120	45

Human		Orc		Elf	
Speed	44.72	Scariness	100	Accuracy	28
Intelligence	85	Strength	13	Agility	18
Defend	850	Defend	1300	Defend	90
Fight	447.2	Fight	233	Fight	504