

## **OOP Project: Lutemons Info Sheet**

Note: Character description, powers, weaknesses, and special abilities were generated by Gemini.



### **Energy**

Type: Fundamental

Description: Raw and powerful, Energy can unleash devastating force or provide vital sustenance. It's the very essence of action and change.

### *Powers*

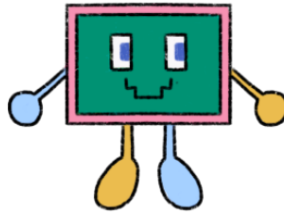
1. Kinetic Strike: A direct, forceful attack; Damage 85 HP
2. Potential Build: Charges up for a more powerful subsequent attack; Damage 0 HP (Next attack's power is doubled)
3. Conversion Blast: Transforms one type of energy into another for a specialized attack; Damage 90 HP (Can choose between fire/ice/electric type attack)
4. Conservation Field: Creates a barrier that reduces damage based on energy conservation principles; Damage 0 HP (Absorbs next 70 damage)

### *Weaknesses*

1. Entropy Decay: Its power naturally diminishes over time if not replenished; Receives 15 HP damage (Damage over time for 5 turns)
2. Dissipation Drain: Its concentrated power can be dispersed and lost; Receives 110 HP damage
3. Unstable Reaction: Uncontrolled energy releases can backfire; Receives 100 HP damage
4. Vacuum Void: In the absence of any medium, its abilities are severely limited; Receives 95 HP damage

### *Special Abilities*

1. Quantum Flux: Temporarily shifts its state, making it immune to certain types of attacks for a turn; Damage 0 HP (Becomes immune to physical or special attacks for 1 turn, user's choice)
  2. Chain Reaction: A critical hit can trigger a series of smaller, unblockable attacks; Damage 0 HP (On critical hit, deals an additional 30 damage for 2 turns)
- 



## HTML

Type: Markup

Description: The foundational language of the web, HTML can structure and present information effectively. It's often underestimated but forms the backbone of many digital experiences.

### *Powers*

1. Tag Bomb: Unleashes a flurry of structural elements; Damage 70 HP
2. Attribute Adjust: Modifies an opponent's stats temporarily; Damage 0 HP (Reduces opponent's attack by 20 for 2 turns)
3. Link Surge: Connects to external resources for a burst of power; Damage 90 HP
4. Semantic Block: Creates a defensive element that categorizes and repels attacks; Damage 0 HP (Reduces incoming damage by 40 for 1 turn)

### *Weaknesses*

1. Broken Link: Disconnected references lead to critical errors; Receives 115 HP damage
2. CSS Override: External styling can completely alter its appearance and function; Receives 100 HP damage
3. Script Injection: Malicious code can exploit its vulnerabilities; Receives 95 HP damage
4. Rendering Error: Inconsistent display can cause confusion and disorientation; Receives 80 HP damage

### *Special Abilities*

1. Doctype Declaration: Establishes a strict set of rules, boosting its own defenses and accuracy; Damage 0 HP (+25 Defense, +10 Accuracy for 3 turns)
  2. DOM Manipulation: Directly alters the opponent's structure, causing debuffs or minor damage over time; Damage 15 HP (Damage over time for 3 turns)
- 



### **Linked List**

Type: Data

Description: Agile and adaptable, Linked List can connect and reorder information with surprising speed. It excels at managing dynamic data.

### *Powers*

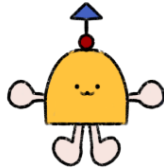
1. Node Chain: A rapid-fire attack striking multiple times; Damage 20 HP (hits 3-5 times)
2. Pointer Redirect: Deflects a portion of it back; Damage 60 HP (reflects 50% of incoming damage)
3. Insert Node: Injects a disruptive element into the opponent's systems; Damage 85 HP
4. Delete Node: Removes a temporary buff or debuff from the opponent or itself; Damage 0 HP (removes 1 buff/debuff)

### *Weaknesses*

1. Null Pointer: An unexpected empty reference causes it to crash; Receives 110 HP damage
2. Memory Leak: Inefficient resource management leads to gradual decay; Receives 95 HP damage
3. Index Out of Bounds: Struggles with rigid, pre-defined structures. Receives 90 HP damage
4. Random Access: Inability to quickly jump to specific points leaves it vulnerable; Receives 80 HP damage

### *Special Abilities*

1. Dynamic Resize: Can expand or shrink its data capacity, increasing its HP or decreasing its hitbox for a turn; Damage 0 HP (Can choose +50 HP or evade next attack with 80% chance)
  2. Traversal Logic: Swiftly navigates complex data structures, allowing it to bypass some defensive abilities; Damage 0 HP (Ignores 20% of opponent's defense)
- 



### **NAND Gate**

Type: Logic

Description: The universal gate, NAND Gate is deceptively simple yet can form the basis of all other logic. It excels at converting and manipulating binary information.

### *Powers*

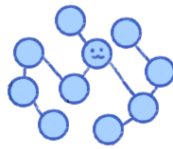
1. Invert Pulse: Reverses an opponent's buff into a debuff, or a debuff into a buff (on itself); Damage 0 HP (Flips buffs/debuffs)
2. Universal Negation: Nullifies a single incoming attack; Damage 0 HP (Fully negates next single incoming attack)
3. Logic Twist: Creates a paradoxical condition, confusing and damaging the opponent; Damage 80 HP
4. Boolean Bomb: Unleashes a burst of transformed values; Damage 75 HP

### *Weaknesses*

1. Open Circuit: A break in its input renders it inert; Receives 110 HP damage
2. Short Circuit: Improper connections lead to self-damaging feedback loops; Receives 100 HP damage
3. Analog Interference: Non-binary inputs cause severe errors; Receives 95 HP damage
4. Power Spike: Overvoltage can burn out its internal logic; Receives 90 HP

### *Special Abilities*

1. **Derived Logic:** Can momentarily emulate the effects of other logic gates (AND, OR, NOT), gaining temporary defensive or offensive boosts; Damage 0 HP (Can choose +30 Attack, +30 Defense, or +30 Speed for 1 turn)
  2. **Truth Table Analysis:** Predicts the opponent's next move with high accuracy, allowing it to choose the optimal counter; Damage 0 HP (Reveals opponent's next move and boosts counter attack by 40%)
- 



### **Network Topology**

Type: Connectivity

Description: Network Topology designs and manages connections, optimizing flow and resilience. It can create intricate webs of influence.

### *Powers*

1. **Router Redirect:** Misdirects an opponent's attack or even their next move; Damage 0 HP (Forces opponent to target itself or a random ally for next attack)
2. **Mesh Weave:** Creates a complex defensive network, reducing incoming damage; Damage 0 HP (Reduces incoming damage by 50 for 2 turns)
3. **Bottleneck Blast:** Concentrates its power into a single, devastating point; Damage 95 HP
4. **Redundancy Link:** Heals itself or an ally by creating a backup connection; Damage 0 HP

### *Weaknesses*

1. **Single Point of Failure:** If a critical node is destroyed, the entire system collapses; Receives 130 HP damage
2. **Congestion Burst:** Too much traffic overwhelms its capacity; Receives 110 HP damage
3. **Link Cut:** Severing connections cripples its abilities; Receives 100 HP damage
4. **Broadcast Storm:** Uncontrolled information floods its systems; Receives 90 HP damage

### *Special Abilities*

1. Dynamic Routing: Optimizes its connections in real-time, boosting speed and allowing it to evade attacks more frequently; Damage 0 HP (+30 Speed, +20 Evasion for 2 turns)
  2. Distributed Denial of Service (DDoS): Floods the opponent with overwhelming data, rendering them unable to act for a turn; Damage 0 HP (Opponent misses next turn with 70% chance)
- 



### **OR Gate**

Type: Logic

Description: OR Gate thrives on possibilities, activating if any of its inputs are true. It's a master of inclusive logic and combining conditions.

### *Powers*

1. Inclusive Burst: A broad attack that hits if any condition is met; Damage 70 HP
2. Any True Shield: Activates a powerful defense if any of several conditions are met; Damage 0 HP (Reduces incoming damage by 60 if opponent used a status move or an attack below 50 HP)
3. Conditional Strike: Deals extra damage if the opponent has any active buffs or debuffs; Damage 90 HP (Deals +30 damage if opponent has any active status changes)
4. Positive Reinforcement: Boosts its own stats if certain conditions are met; Damage 0 HP (Boosts own attack by 20 for 2 turns if health is below 50%)

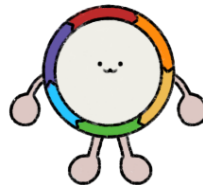
### *Weaknesses*

1. All False Collapse: If all conditions are false, it becomes completely vulnerable; Receives 125 HP damage

2. Exclusive Dilemma: Struggles with situations requiring mutually exclusive choices; Receives 110 HP damage
3. Floating Input: Undefined or ambiguous inputs cause erratic behavior; Receives 95 HP damage
4. Redundant Logic: Inefficient or unnecessary inputs can bog it down; Receives 85 HP damage

### Special Abilities

1. Parallel Processing: Can process multiple inputs simultaneously, leading to faster action or dual attacks; Damage 0 HP (Can attack twice in one turn with reduced power (60% each) or act first)
  2. Conditional Logic Chain: Sets up a sequence of events where a certain action by the opponent triggers a counter-attack from OR Gate; Damage 0 HP (If opponent attacks with a specific type (chosen by user), OR Gate counters with 70 HP damage)
- 



## PDC

Type: Process

Description: Product Development Cycle (PDC) is a master of creation and refinement, moving through distinct phases to bring ideas to fruition. It's adaptable and can learn from its mistakes.

### Powers

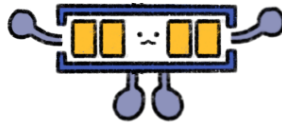
1. Ideation Burst: Unleashes a flurry of conceptual attacks; Damage 65 HP
2. Prototype Punch: A testable, though sometimes unpolished, attack; Damage 75 HP
3. Testing Phase: Analyzes opponent's weaknesses and applies debuffs; Damage 0 HP (Reduces opponent's defense by 20 for 3 turns)
4. Iteration Loop: Recovers a portion of HP based on its past successes or failures; Damage 0 HP (Heals for 30 HP, plus an additional 10 HP for each debuff on opponent)

### *Weaknesses*

1. Scope Creep: Uncontrolled expansion of features leads to massive delays and resource drain; Receives 120 HP damage
2. Feature Freeze: Inability to adapt to new information renders it inflexible; Receives 110 HP damage
3. Market Rejection: If its output is rejected, it suffers a critical breakdown; Receives 100 HP damage
4. Resource Depletion: Running out of materials or time severely limits its progress; Receives 90 HP damage

### *Special Abilities*

1. Agile Methodology: Can quickly adapt its strategy, changing its type or gaining a temporary boost to a specific stat; Damage 0 HP (Can change its type to match opponent's weakness for 2 turns, or gain +25 to any stat for 2 turns)
  2. Post-Mortem Reflection: Gains insight from past failures, increasing its next attack's power or reducing incoming damage; Damage 0 HP (If it took damage last turn, its next attack gains +40 power or reduces next incoming damage by 50)
- 



### **Queue**

Type: Data

Description: Queue operates on a First-In, First-Out principle, making it excellent at managing orderly sequences and processing events in order.

### *Powers*

1. Enqueue Strike: Adds an opponent to a growing line of attacks; Damage 70 HP
2. Dequeue Release: Unleashes a stored attack in the correct sequence; Damage 85 HP
3. Priority Pass: Bypasses some defenses by moving to the front of the line; Damage 90 HP (Ignores 30% of opponent's defense)



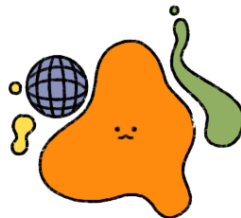
4. **Waiting Line:** Creates a defensive line that absorbs incoming damage, then releases it back to the opponent in order; Damage 0 HP (Absorbs 50 damage, then deals 50 damage to opponent next turn)

### *Weaknesses*

1. **Empty Queue:** Having no elements to process leaves it vulnerable; Receives 115 HP damage
2. **Random Insertion:** Inability to maintain order causes severe disruption; Receives 105 HP damage
3. **Bypass Attack:** Opponents that can jump the line bypass its defenses; Receives 95 HP
4. **Deadlock State:** If the process halts, it becomes completely stuck; Receives 100 HP damage

### *Special Abilities*

1. **Buffered Output:** Stores a powerful attack, releasing it at the optimal moment for maximum impact; Damage 0 HP (Stores a charge for 1 turn, releasing a 120 HP attack on the next turn)
  2. **First Come, First Served:** Ensures its attacks always go first in a given turn, regardless of speed stats; Damage 0 HP (Always goes first for 2 turns)
- 



## **SolidWorks**

Type: Design

Description: A robust and precise character, SolidWorks excels at building intricate structures and analyzing their properties. It's a master of 3D modeling and assembly.

### *Powers*

1. **Extrude Cut:** Slices through defenses with precision; Damage 80 HP
2. **Assembly Line:** Calls upon a rapid series of attacks; Damage 75 HP

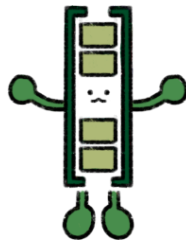
3. Simulation Impact: Analyzes and exploits structural weaknesses; Damage 90 HP
4. Blueprint Barrier: Creates a temporary, durable shield; Damage 0 HP (Self-buff, reduces incoming damage by 50 for 2 turns)

### *Weaknesses*

1. Corrupt File: Glitches and errors cause massive system damage; Receives 120 HP damage
2. Resource Drain: Intensive operations exhaust its energy quickly. Receives 100 HP damage
3. Conceptual Block: Struggles when the design isn't clearly defined. Receives 90 HP damage
4. Manual Override: Directly manipulated data can bypass its defenses. Receives 85 HP damage

### *Special Abilities*

1. Parametric Change: Instantly adapts its form to optimize for battle conditions, boosting speed and defense; Damage 0 HP (Self-buff, +20 Speed, +20 Defense for 3 turns)
2. Finite Element Analysis: Identifies and exploits the weakest point in an opponent's defense, guaranteeing a critical hit on the next attack. Damage 0 HP (Next attack is a critical hit)



### **Stack**

Type: Data

Description: Stack operates on a Last-In, First-Out principle, making it excellent at managing sequential operations and reversals.

### *Powers*

1. Push Attack: Adds a powerful element to the opponent's burden; Damage 80 HP
2. Pop Out: Quickly removes a threatening element or debuff from itself; Damage 0 HP (Removes 1 debuff from self)

3. Overflow Error: Overwhelms the opponent with too much information, causing critical damage; Damage 100 HP
4. Underflow Protection: Prevents itself from being emptied, gaining temporary resilience. Damage 0 HP (Reduces incoming damage by 60 for 1 turn)

#### *Weaknesses*

1. Empty Stack: Being completely depleted renders it powerless; Receives 120 HP damage
2. Indexing Error: Attempts to access elements out of order cause severe disruption; Receives 105 HP damage
3. Non-LIFO Access: Any attempt to bypass its strict order causes massive instability; Receives 90 HP damage
4. Recursive Call: Excessive self-referencing can lead to a crash; Receives 95 HP damage

#### *Special Abilities*

1. Undo Operation: Reverses the effects of the last move made by either itself or the opponent; Damage 0 HP (Can undo last move, consuming 50% of next turn's action)
2. Call Stack Trace: Pinpoints the exact origin of an opponent's attack, allowing for a precise counter. Damage 0 HP (Boosts next attack's power by 50%)