



Matt

-The Force

The Force is only used by unique characters in the universe
Hence, the Force is an integer value contained in SWLegend
It will only be available to Legendary characters

- It is a value from 0 to 11.
- SWLegend will give a default of 0, characters can be given initial value
- Luke will start with 3
- When Ben 'trains' Luke, increment Force
- Training to 'unlock' the next ability will give new powers
- Currently no other way to change force values, once instantiated

Force Levels:

- 0 - 2
 - No sabre
 - Can be controlled
- 3 - 5
 - No Sabre
 - Can't be controlled
- 6 - 8
 - Sabre use
 - Can't be controlled
- 9 - 11
 - Sabre use
 - Can control weak minds

- **LightSabers**
 - Entity, can be picked up by any player
 - Option to use it for attacks does not exist for non-force players
 - Completely useless without Force > 3

- Method within object to retrieve force level from SWActor -> SWLegend, Create an exception to identify whether SWActor is or is not a legend.

- Player has been changed into a SWLegend since we can expect that a given player will be a Legend and can support the idea of a Player choosing their own legend in future changes.

TRISTAN

- Ben Kenobi

Training Luke has the effect of raising his force ability so that he can wield a Lightsabre.

- Droids

In short - droids have almost the same qualities as a Tusken Raider. However, droids have owners; they follow their owners around but cannot move in the Badlands since they will lose health each move. This is done by a condition within the droid object that calls upon it's current location.

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-- There are different types of droids with different patterns. Some will Patrol.
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Droids cannot die but become immobile and to regain health a droid must use oil (or if someone uses oil on them).

Immobile droids can be disassembled into parts or can be repaired by using parts. Only some people know how to repair immobile droids. This is done by 'Disassembling' the droid.

- Healing

Drinking from the canteen will heal the player.

SWActor will include the 'regenerate' method that will take a canteen (or Oil Can) capacity as the parameter and add this value to the Actor's hit point value. Return type 'int' is remainder from hit points to keep within Canteen (or Oil Can)

'Pouring' oil on a droid will regenerate it's health.

- An oil can will have a limited value of capacity that once emptied will deplete entirely.

- The action to heal was added to Actions and should allow an Actor to 'heal' a droid by the 'Use' of an Oil Can on the droid Actor to regenerate health.