Battle test project description.

Base classes:

**BattleCell**. Contains 2 BSObjects – holder (unit staying on the cell) and actor – unit coming to cell. Holder performs his actions when actor comes to cell. For example: medic(actor) steps on cell with wounded person(holder), soldier(actor) steps on cell with trap(holder), etc.

**BattleGrid**. Contains list of BattleCells. Got methods to place characters, injured persons and other events.

**EventWatcher**. Singletone class which contact battle logic with business logic. Have only one method AddString to log events right now.

**BAction**. Class contains sequence of methods performing when unit comes to cell.

Got methods:

**AddItemTest** – asks unit about item in his inventory,

**AddSkillsTest** – compare unit’s skill values against assigned values.

**AddAnotherAction** – adds any action u want.

**BSObject**. Battle scene objects. Each one got EventWatcher reference and BAction which can be null. Characters could haven’t BAction, but EventObjects always got it.

Factories:

**CharacterFactory**. Class to create character models, setting its skills and inventories.

**ActionFactory**. Class to create BActions and EventObjects which inherited from BSObject.

**CellFactory.** Class to create cells, assigning them already created BSObjects.

How to test.

There is now UI right now. To test battle scene u need to change CellTest.cs .

There are CellView displaying cell state and GridView controlling all CellViews. U can perform turns by pressing big button on screen. Also camera is about 10 size so u need to change it if u want to create big grid.

DON’T MODIFY START AND ONCLICK METHODS.

To change characters, modify method AddChars. It is well-commented and contains little instruction.

To create events, modify method AddChars. It is also got instruction.

DON’T CREATE MORE UNITS THEN GRID CAN HOLD.

THIS IS NOT A STRESS-TEST. JUST DEMONSRATION.

Plans to improve:

Create database with items, events and other, create CRUD for it. So, we could have instrument to easily create random battle areas with random events and randomly injured peoples.

What I need:

Table of medic items, types of events, types of wounds, tests to neutralize wounds.

TY 😊