Assignment 7 Report

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This is the last assignment for this module, and last report from me. Good job everyone for coming this far!

Everyone had some understanding for OOP, but not everyone can produce the most succinct and least error-prone code. Only a couple have gotten full marks. To get full marks, you must use existing code as much as possible, as copy-pasting is always a big source for error.

As for inheritance, please remember that child classes inherit all functions by default. There is no need to override and use `super().act()` in the body **only** - it is redundant code.

1 Berserker

We discussed this question in tutorial, and I apologize in advance if I did not stress that you will need to make sure that strength will return to normal when HP is back up. Other than that, everyone got this part.

2 Archmage

Most people forgot to check if the opponent is alive before using `got_hurt()`. Other than that, a good number edited the `act()` function instead of the `cast()` function and got penalized. I feel this is a reasonable one since `KABOOM` is intuitively a spell, and using `cast()` is just natural.

When you are doing normal attacks, do not copy the code, but instead, use `super().cast()`.

3   Necromancer

This part sees more success than the previous parts, despite having higher marks. Some of you used `count_alive(team)!=0` and I would suggest using `> 0` instead. This can sieve out weird bugs such as, for some reason, `count_alive()` was wrongly implemented.