CS 120 Intro OOP

Ages of War

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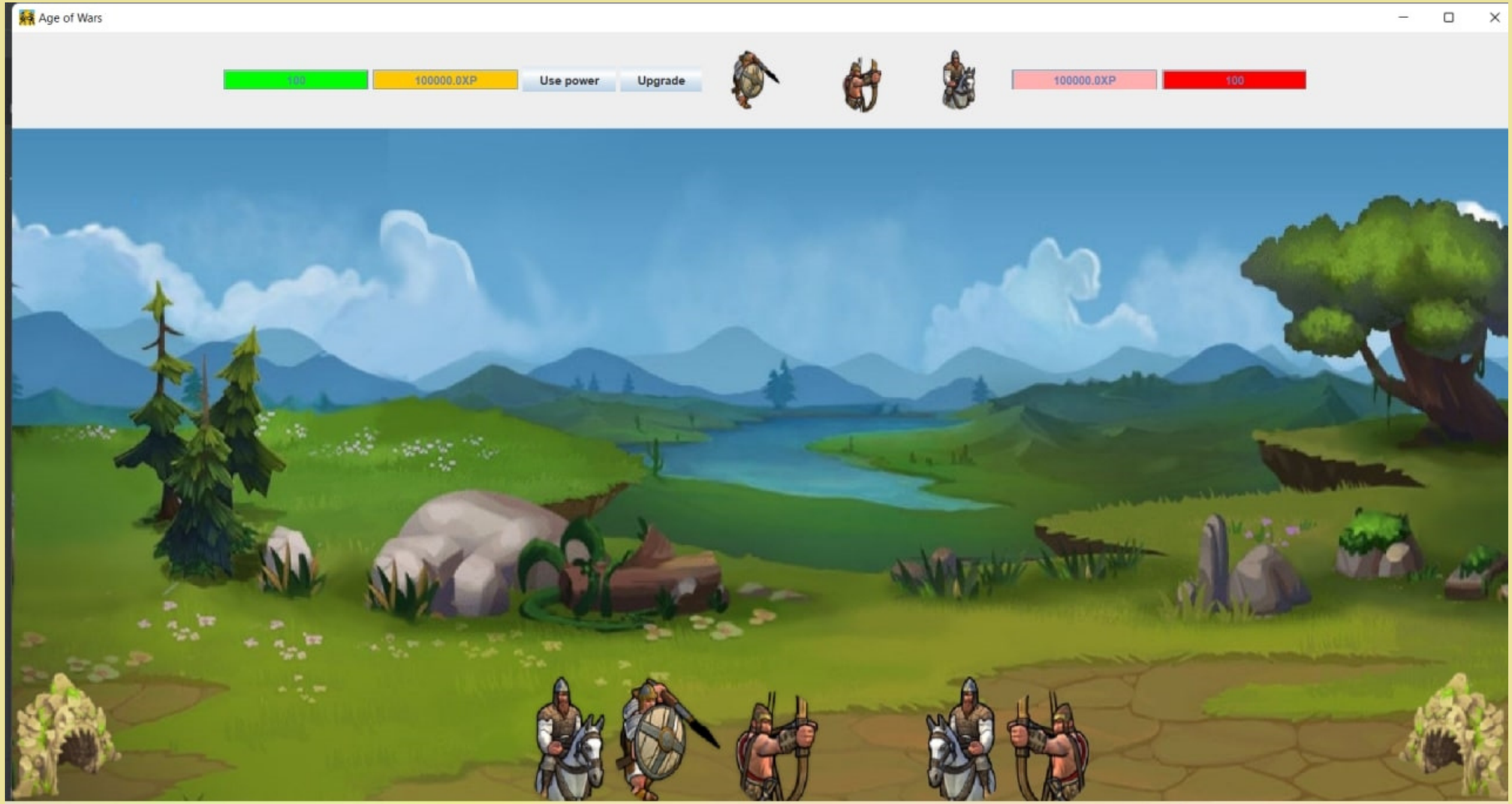
Rules

- Two players
- Base money to buy warriors and fight
- Collecting experience points to level up
- Warriors die when their health equals zero as a result of getting damage from the enemy
- Leveling up players get bonus health, money,attack
- Use Power to heavily damage the enemy units
- The game is over when the castle's health equals zero

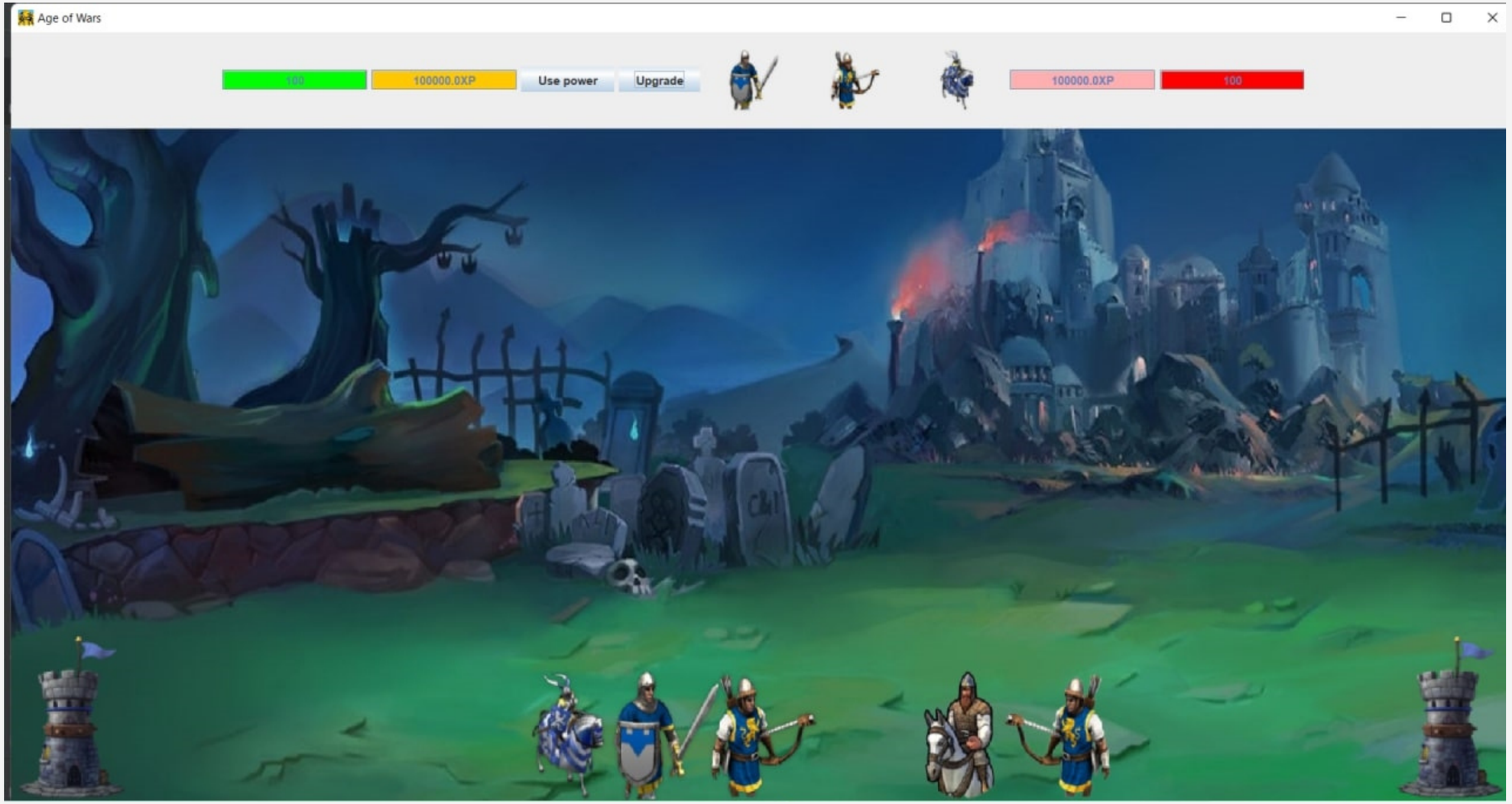
Classes

- Player
- Bot
- Warriors
- Castle
- Type
- Power
- Main
- Age
- Turret
- Console
- MyFrame
- MyPanel

Age I



Age 2



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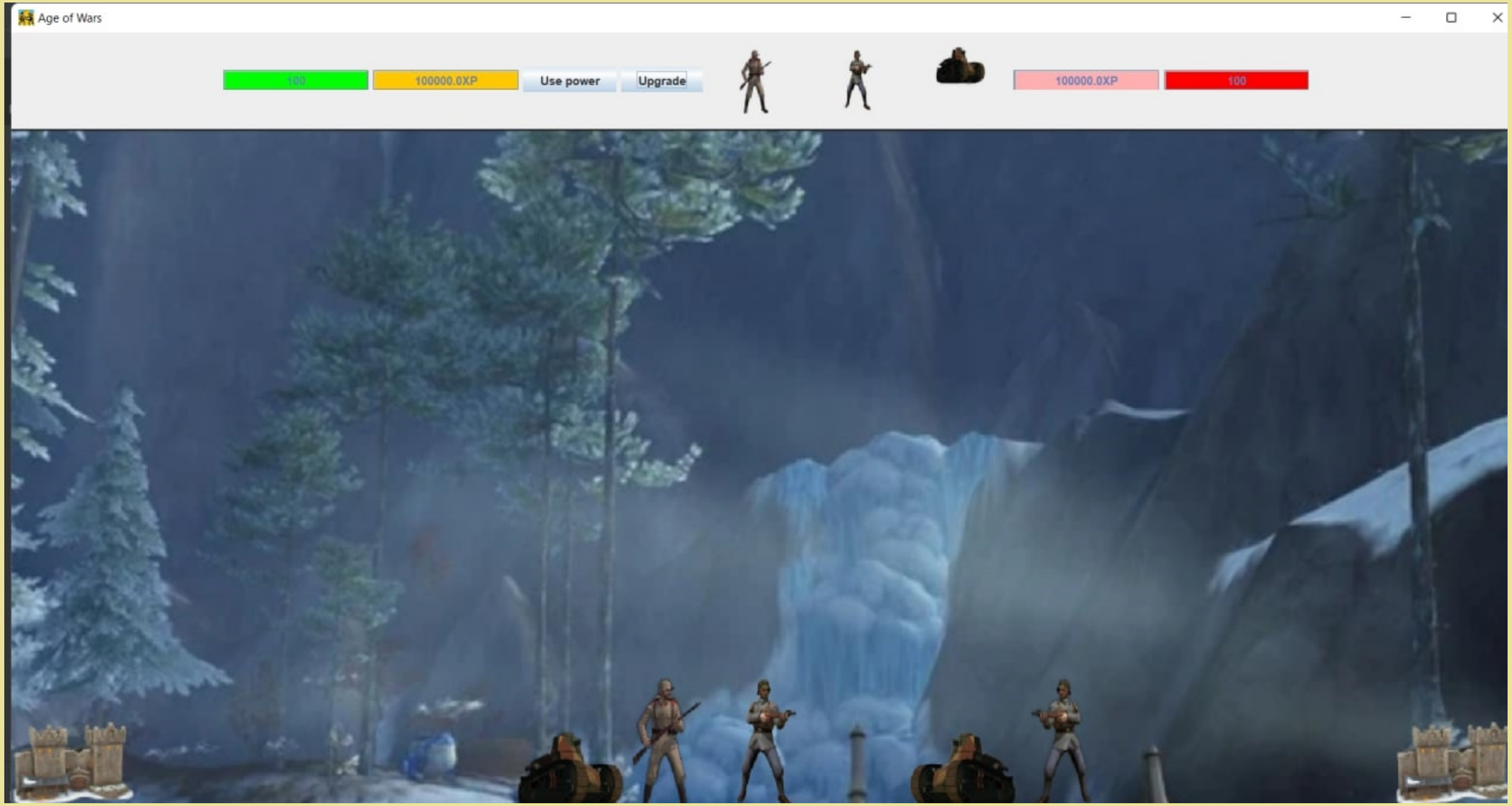

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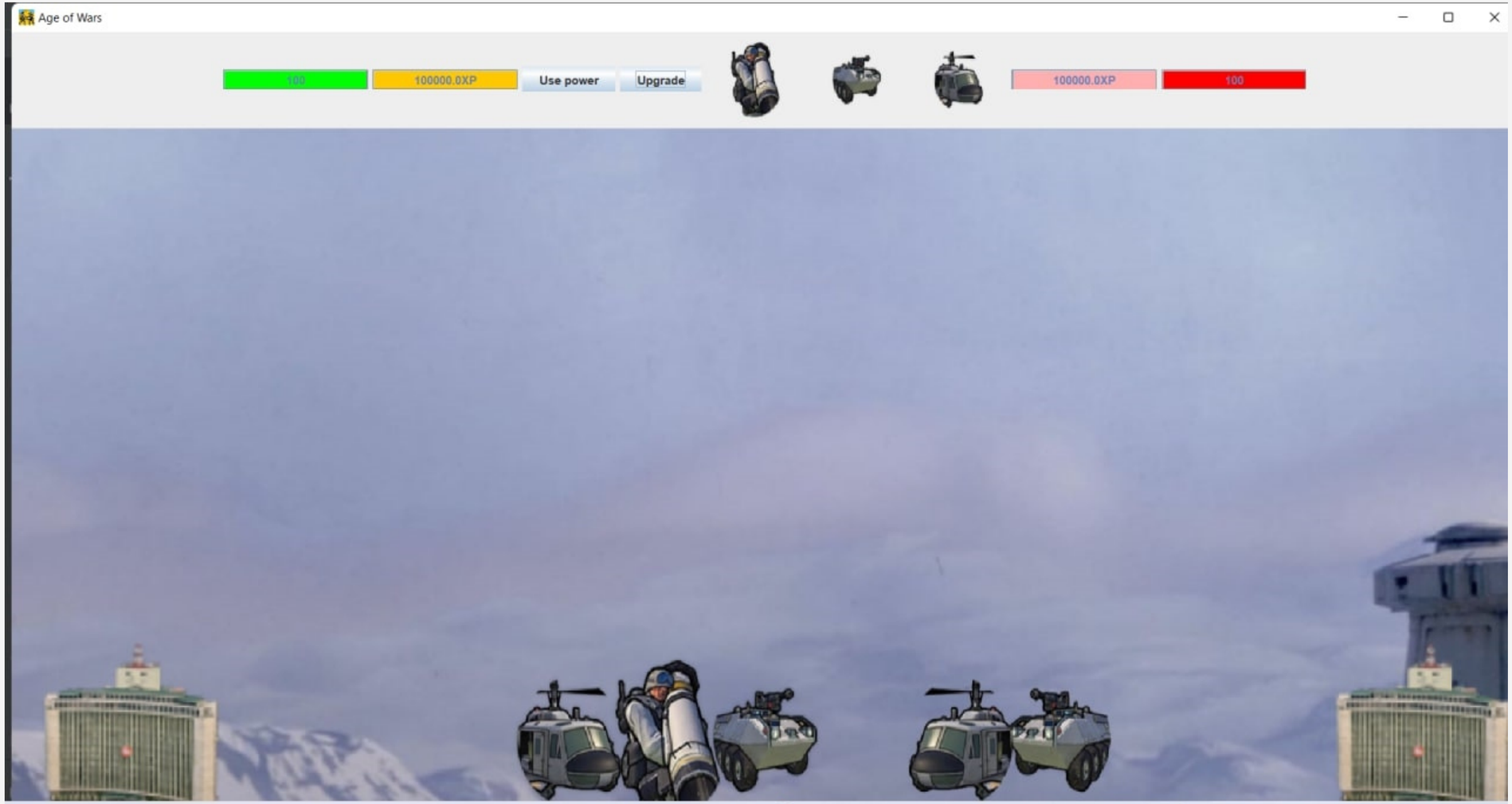
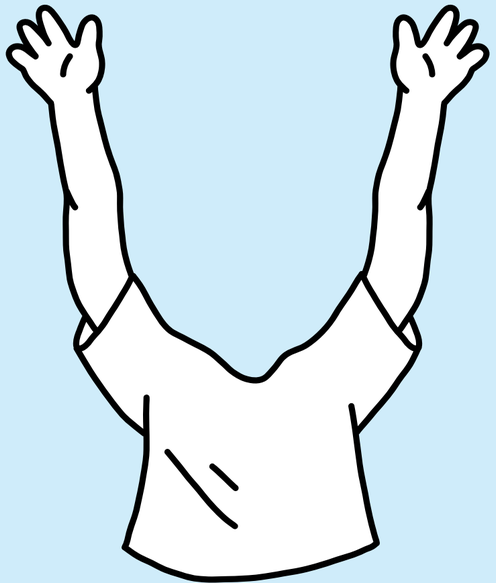
Thank you!