

reservoir:Reservoir

takeDamage()

if ((this.hitpoints <= 20) && (this.hitpoints > 0))

this.setShortDescription("a damaged water reservoir")

this.setLongDescription("A damaged water reservoir, leaking slowly")

this.setSymbol("V")

if (this.hitpoints <= 0)

this.setShortDescription("the wreckage of a water reservoir")

this.setLongDescription("The wreckage of a water reservoir, surrounded by slightly damp soil")

this.setSymbol("X")