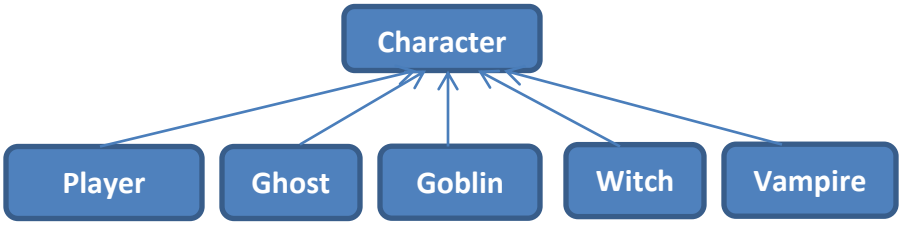
APCS – Mr. Ascione

Brawl!

OBJECTIVE: This lab was designed to help you understand how to create and design an inheritance hierarchy that utilizes an **Abstract Class**

SPEC: Character is our superclass. We will create a Player class and at least 4 different opponents such as Mario, Luigi, Yoshi, or DonkeyKong… or you could do Ghost, Goblin, Witch, Vampire etc. - you pick the opponents. Each Character has a level and health rating. As they battle these figures get updated. You will notice that the getNameOfAttack() and displayCharacter() methods have been declared abstract. This makes sense because the subclasses will be implementing these methods. ToString() could have been handled at the super class level, but in this case it was made abstract so that subclasses can interpret how to print their particular objects.




```
public class Character
{
        private int level, health;

        public Character(){}

        public Creasture(int  h, double cost, int l) {}

        // Add gets and sets

        public abstract String getNameOfAttack();

        public abstract String displayCharacter();

        public abstract String toString(){}
}
```

Complete the code for the superclass and create subclasses for a player and at least 4 opponents.

OUTPUT: Create a basic console runner that allows users to choose an opponent and do battle!

EXTRA: Create a more elaborate GUI… have fun with it!