Dungeon Program : Refactoring

CSCD 212

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uses

uses

Dungeon

+ main() : void
+ chooseHero() : static
+ playAgain() : boolean
+ battle(DungeonCharacter, DungeonCharacter) : void

MonterFactory

+ int OGRE_ID
+ String OGRE_CLASS_NAME
+ int OGRE_HP
+ int OGRE_ATTACK_SPEED
+ String OGRE_ATTACK_STRING
+ double OGRE_HIT_CHANCE
+ double OGRE_HEAL_CHANCE
+ int OGRE_MIN_DAMAGE
+ int OGRE_MAX_DAMAGE
+ int OGRE_MIN_HEAL
+ int OGRE_MAX_HEAL
+ int GREMLIN_ID
+ String GREMLIN_CLASS_NAME
+ int GREMLIN_HP
+ int GREMLIN_ATTACK_SPEED
+ String GREMLIN_ATTACK_STRING
+ double GREMLIN_HIT_CHANCE
+ double GREMLIN_HEAL_CHANCE
+ int GREMLIN_MIN_DAMAGE
+ int GREMLIN_MAX_DAMAGE
+ int GREMLIN_MIN_HEAL
+ int GREMLIN_MAX_HEAL
+ int SKELETON_ID
+ String SKELETON_CLASS_NAME
+ SKELETON_HP
+ int SKELETON_ATTACK_SPEED
+ String SKELETON_ATTACK_STRING
+ double SKELETON_HIT_CHANCE
+ double SKELETON_HEAL_CHANCE
+ int SKELETON_MIN_DAMAGE
+ int SKELETON_MAX_DAMAGE
+ int SKELETON_MIN_HEAL
+ int SKELETON_MAX_HEAL

+ makeMonster(int) : DungeonCharacter
+ makeRandomMonster() : Monster

HeroFactory

+ int WARRIOR_ID
+ String WARRIOR_CLASS_NAME
+ int WARRIOR_HP
+ int WARRIOR_ATTACK_SPEED
+ String WARRIOR_ATTACK_STRING
+ double WARRIOR_HIT_CHANCE
+ int WARRIOR_MIN_DAMAGE
+ int WARRIOR_MAX_DAMAGE
+ double WARRIOR_BLOCK_CHANCE
+ int SORCERESS_ID
+ String SORCERESS_CLASS_NAME
+ int SORCERESS_HP
+ int SORCERESS_ATTACK_SPEED
+ String SORCERESS_ATTACK_STRING
+ double SORCERESS_HIT_CHANCE
+ int SORCERESS_MIN_DAMAGE
+ int SORCERESS_MAX_DAMAGE
+ double SORCERESS_BLOCK_CHANCE
+ int THIEF_ID
+ String THIEF_CLASS_NAME
+ int THIEF_HP
+ int THIEF_ATTACK_SPEED
+ String THIEF_ATTACK_STRING
+ double THIEF_HIT_CHANCE
+ int THIEF_MIN_DAMAGE
+ int THIEF_MAX_DAMAGE
+ double THIEF_BLOCK_CHANCE

+ makeHero(int) : DungeonCharacter

Keyboard

- boolean printErrors
- int errorCount
- String current_token
- StringTokenizer
- BufferedReader in

+ getErrorCount() : int
+ resetErrorCount() : void
+ getPrintErrors() : boolean
+ setPrintErrors(boolean) : void
- error(String) : void
- getNextToken() : String
- getNextToken(boolean) : String
- getNextInputToken(boolean) : String
+ endOfLine() : boolean
+ readString() : String
+ readWord() : String
+ readBoolean() : boolean
+ readChar() : char
+ readInt() : int
+ readLong() : long
+ readFloat() : float
+ readDouble() : double

return Hero

return Monster

<<Interface>>
DungeonCharacter

+ getName() : String
+ getHitPoints() : int
+ getAttackSpeed() : int
+ isAlive() : boolean
+ addHitPoints(int) : void
+ subtractHitPoints(int) : void
+ attack(DungeonCharacter) : void
+ battleChoices(DungeonCharacter) : void

Implements

Implements

Hero

String classType
String name
int hitPoints
int attackSpeed
String attackString
double chanceToHit
double chanceToHeal
int damageMin
int damageMax
SpecialAttack special
int numTurns
int MIN_ADD
int MAX_ADD

+ Hero(String, int, int, String, double, int, int, double, SpecialAttack) : Constructor
+ readName() : String
+ getName() : String
+ getHitPoints() : int
+ getAttackSpeed() : int
+ isAlive() : boolean
+ numTurnsIncrement() : int
+ numTurnsDecrement() : int
+ addHitPoints(int) : void
+ subtractHitPoints(int) : void
+ defend() : boolean
+ attack(): void

Monster

String name
int hitPoints
int attackSpeed
double chanceToHit
double chanceToHeal
int damageMin
int damageMax
int minHeal
int maxHeal
String attackString

+ Monster(String, int, int, String, double, double, int, int, int, int) : Constructor
+ getName() : String
+ getHitPoints() : int
+ getAttackSpeed() : int
+ isAlive() : boolean
+ addHitPoints(int) : void
+ subtractHitPoints(int) : void
+ heal() : void
+ attack(): void

uses

<<Interface>>
SpecialAttack

+ getAttackName() : String
+ doAttack(Hero, DungeonCharacter) : void

Implements

Implements

Implements

SupriseAttack

double DEFAULT_MIN
double DEFAULT_MAX
String attackName
double min
double max

+ SupriseAttack(String, double, double) : Constructor
+ SupriseAttack(String) : Constructor
+ getAttackName() : String
+ doAttack(Hero, DungeonCharacter) : void

CrushingBlow

+ CrushingBlow() : Constructor
+ getAttackName() : String
+ doAttack(Hero, DungeonCharacter) : void

HealSpecial

int MIN_ADD
int MAX_ADD

+ HealSpecial() : Constructor
+ getAttackName() : String
+ doAttack(Hero, DungeonCharacter) : void