







# PROJECT UPDATE 1

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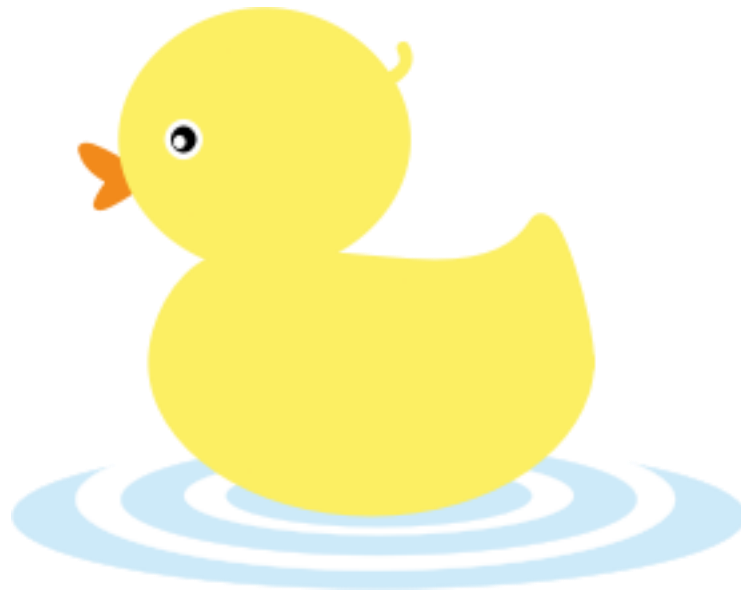
# GAME IDEA

- Cute fuzzy animals face off against scary animals using robots.

Pick Your Heros Choose 3 heros by clicking on their pictures.		
		
Chubby Chipmunk Health Points: 100 Attack Speed: Maximum Damage: Minimum Damage: Hit Chance: Defense Chance:	Cuddly Kitten Health Points: 100 Attack Speed: Maximum Damage: Minimum Damage: Hit Chance: Defense Chance:	Darling Duckling Health Points: 100 Attack Speed: Maximum Damage: Minimum Damage: Hit Chance: Defense Chance:
		
Fuzzy Puppy Health Points: 100 Attack Speed: Maximum Damage: Minimum Damage: Hit Chance: Defense Chance:	Tiny Turtle Health Points: 100 Attack Speed: Maximum Damage: Minimum Damage: Hit Chance: Defense Chance:	Wise Owl Health Points: 100 Attack Speed: Maximum Damage: Minimum Damage: Hit Chance: Defense Chance:
Your Heros		

# DESIGN PATTERNS WE'RE USING

- ◉ Factory
  - Heroes and Monsters
- ◉ Decorator
  - Robots
- ◉ Strategy
  - Special Actions
- ◉ Mediator
  - Battle

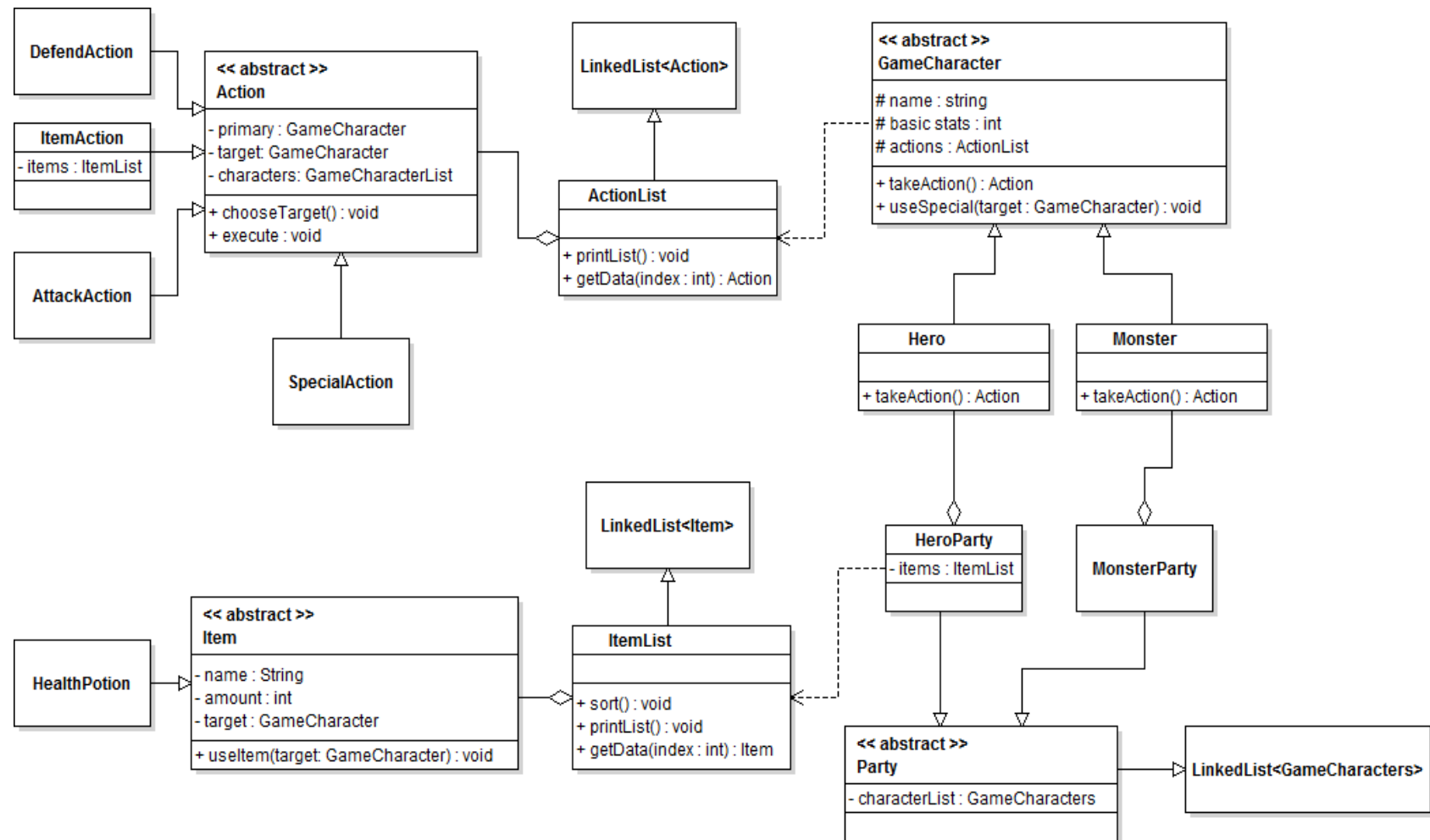


# DESIGN PATTERNS WE'RE THINKING ABOUT

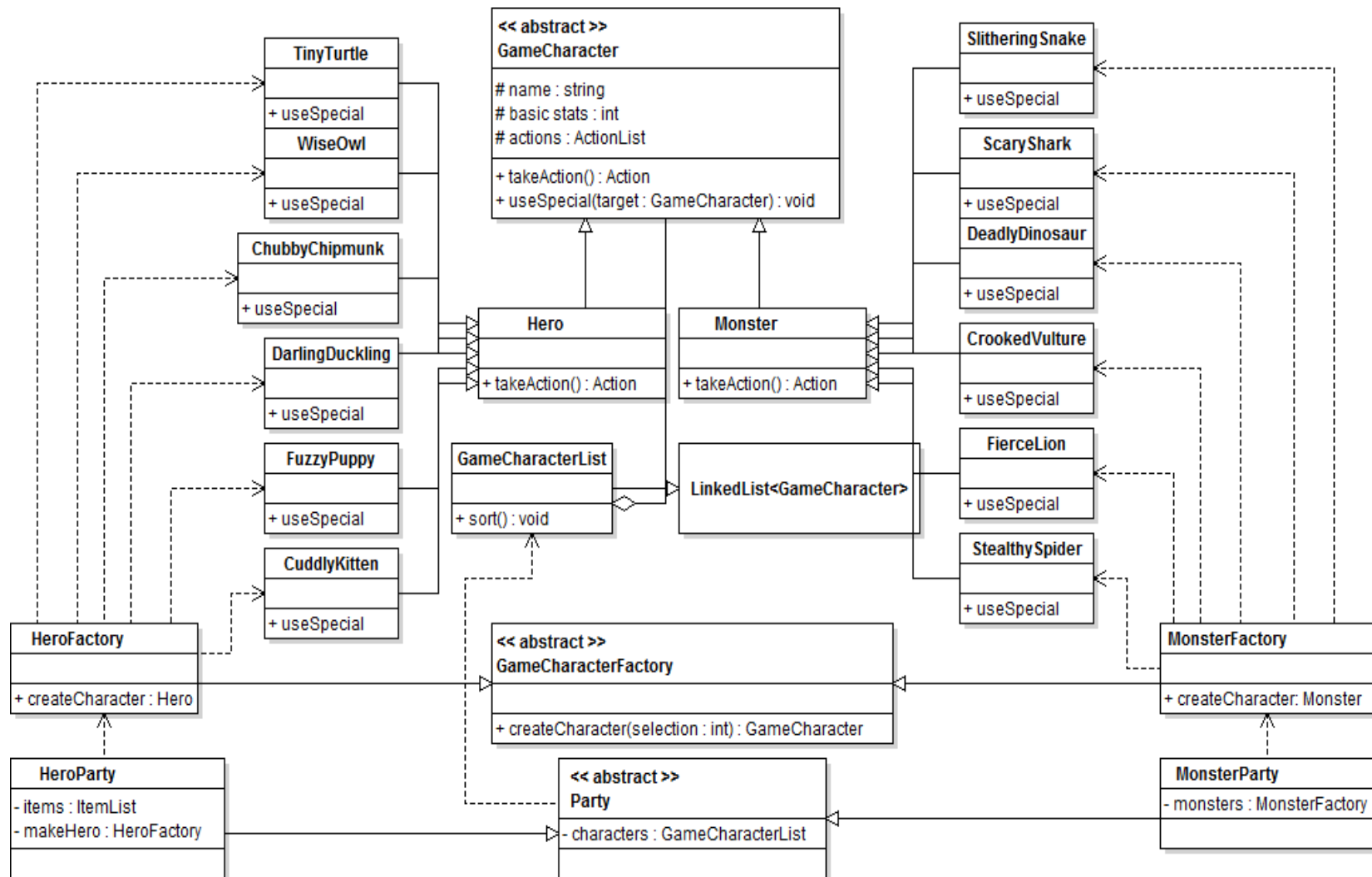
- ◉ State
  - Status effects
- ◉ Decorator
  - Leveling up



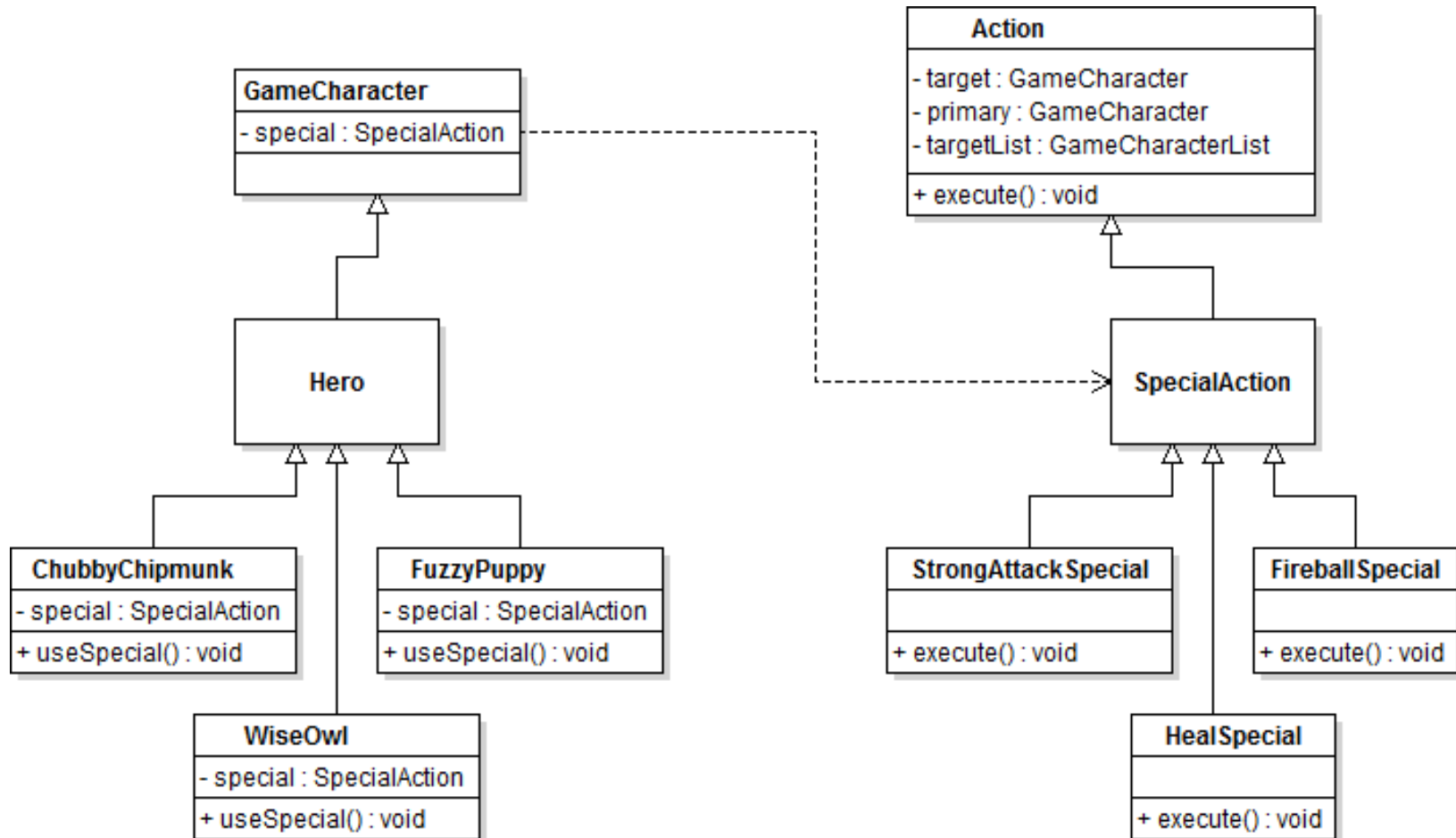
# OVERALL UML



# CHARACTER UML



# SPECIAL ATTACK UML



# BATTLE UML

