

This class design is related to making a character for a game. For personal practice, I wanted to experiment with making certain attributes for a playable character, such as their name, their “class” or role as specified in the code, and battle stats which are currently just hp, attack, and defense. Each attribute has an accessor and mutator, along with a member function that allows you to view all the stats in one function call.

PlayableCharacter
<div>-name: String</div> <div>-role: String</div> <div>-hp: int</div> <div>-atk: int</div> <div>-def: int</div>
<div>+setName(String a): void</div> <div>+getName(): String</div> <div>+setRole(String a): void</div> <div>+getRole(): String</div> <div>+setHp(int n): void</div> <div>+getHp(): int</div> <div>+setAtk(int n): void</div> <div>+getAtk(): int</div> <div>+setDef(int n): void</div> <div>+getDef(): int</div> <div>+getInfo(): void</div> <div>+PlayableCharacter()</div> <div>+PlayableCharacter(String a, String b, int i, int j, int k)</div>