Role Playing Games
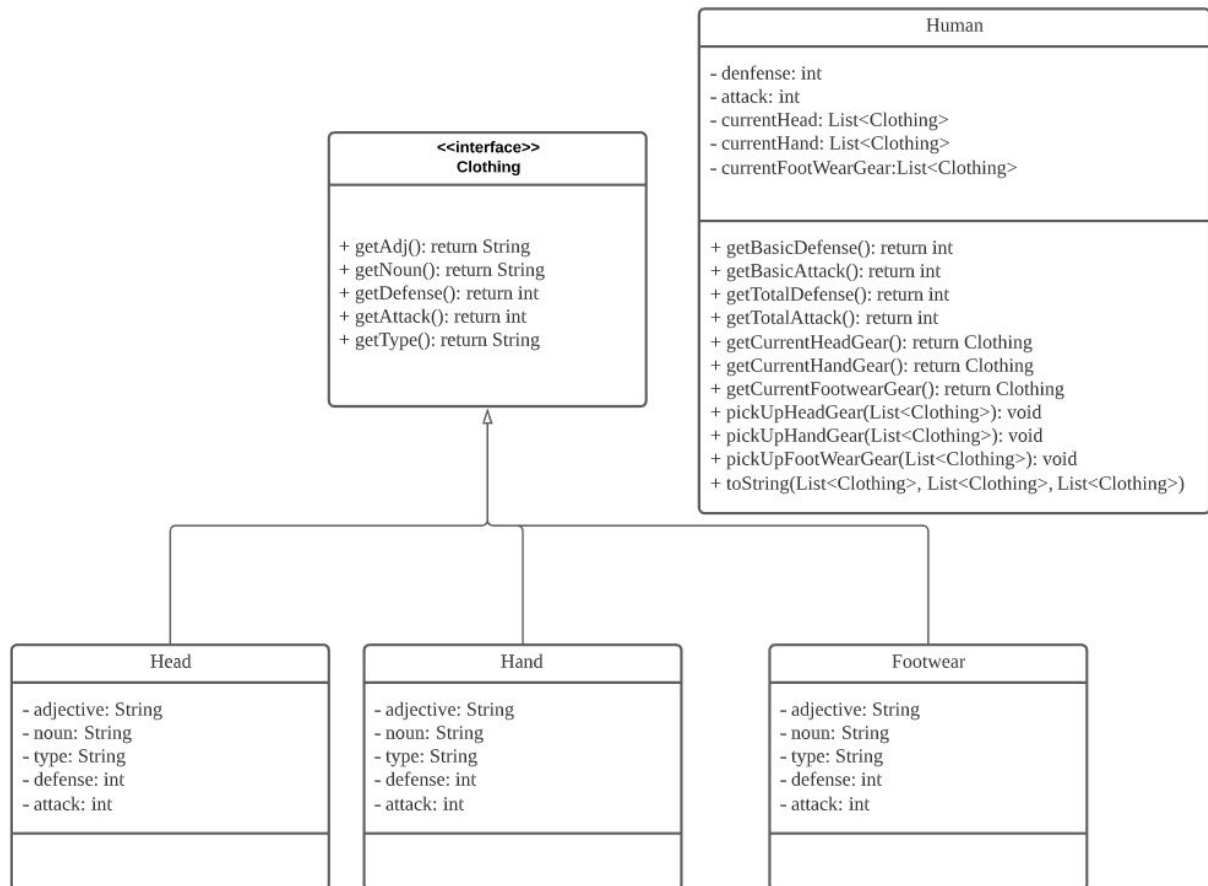
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- UML diagram

- Test case:
1. Creating clothing:
    - ❏ Clothing hats = new HeadGear("Big", "Straw Hat", 1, 0)
        - -> assertEquals("Big", hats.getAdj())
        - -> assertEquals("Straw Hat", hats.getNoun())
        - -> assertEquals(1, hats.getDefense())
        - -> assertEquals(0, hats.getAttack())
    - ❏ Clothing hats = new HeadGear("Big", "Straw Hat", 1, 9)
        - -> assertEquals(0, hats.getAttack())
2. Creating character:
    - ❏ Human player = new Human(1, 2)
        player.pickUpHeadGear(hats)
        player.pickUpHandGear(gloves), player.pickUpHandGear(swords)
        player.pickUpFootwearGear(boots), player.pickUpFootwearGear(sneakers)
        assertEquals("Big", player.getCurrentHeadGear.getAdj())
        assertEquals("Multifunction, Furious", player.getCurrentHandGear.getAdj())
        assertEquals(1, player.getBasicAttack())