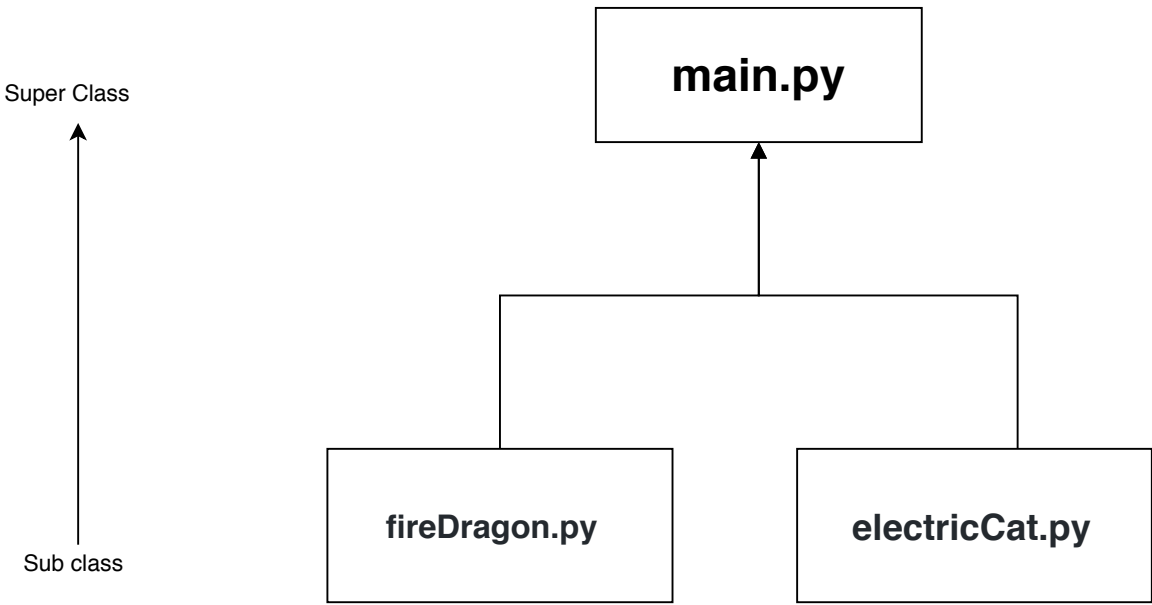


EECS448 Project 3: Progmon Battle Simulator

Team: Five Guys & Cameron

UML : Class Diagram



main.py

+displayHeight : Int - global

+displayWidth : Int - global

+display : window - global

+BLACK : COLOR - global

+WHITE : COLOR - global

+RED : COLOR - global

+font : Font - global

+smallText : Text - global

+mediumText : Text - global

+largeText : Text - global

+progmonP1 : string - global

+progmonAI : string - global

+playerMove : string - global

+myP1 : global

+myAI : global

+gameState : string - global

+progmonNameP1: string - global

+progmonNameAI: string - global

+createTextObject(textToDisplay, fontToUse)

+ quitGame()

+eventHandler()

+isPointInRect(x, y, rect)

+trackPlayButton ()

+trackProgmonButtons_P1()

+trackProgmonButtons_AI()

+trackBattleMenuButtons()

+ handleScreen(gameState)

+ playerTurn()

+ AITurn()

+if __name__=="__ main__" () : def

fireDragon.py

class FireDragon:

+__init__(self)

+doDamage(self, damageDone)

+checkAlive(self)

+getCurrentHealth(self)

+RoarAttack(self, ememyPlayer)

+ClawSwipeAttack(self, enemyPlayer)

+FireBreathAttack(self, enemyPlayer)

+TailWhipAttack(self, enemyPlayer)

+AIAttack(self, enemyPlayer)

+useHealthPotion()

+bagEmpty()

electricCat.py

class ElectricCat:

+__init__(self)

+doDamage(self, damageDone)

+checkAlive(self)

+getCurrentHealth(self)

+LightningBoltAttack(self, enemyPlayer)

+ElectricScratchAttack(self, enemyPlayer)

+EnergyBeamAttack(self, enemyPlayer)

+BiteAttack(self, enemyPlayer)

+AIAttack(self, enemyPlayer)

+useHealthPotion()

+bagEmpty()