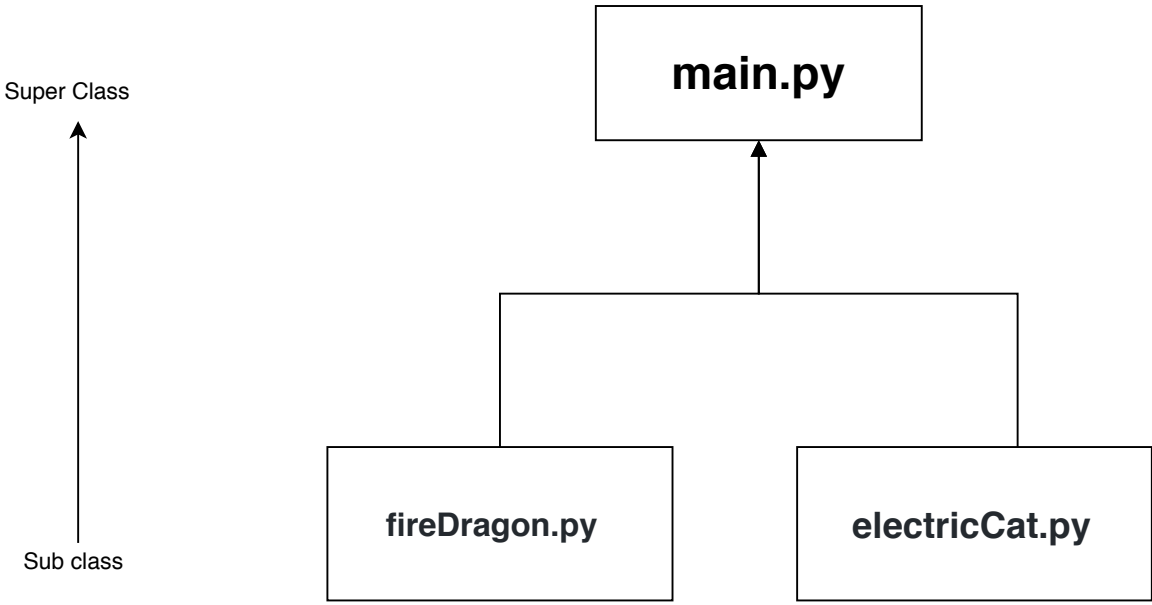


EECS448 Project 3: Progmon Battle Simulator

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 : global - string |
| +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) +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) +LightningBoltAttack(self, enemyPlayer) +ElectricScratchAttack(self, enemyPlayer) +EnergyBeamAttack(self, enemyPlayer) +BiteAttack(self, enemyPlayer) +AIAttack(self, enemyPlayer) +useHealthPotion() +bagEmpty() |