Operation Contract List

Operation: selectOption()

Cross References: Use Case(s): Battle System

Precondition: System properly loads battle screen

Postcondition: the user selects an option from the battle menu

Operation: displayChoices()

Cross References: Use Case(s): Battle System

Precondition: Battle is initiated, and system

Postcondition:

> -If "fight" is selected, the player selects an enemy.

> -If "flee" is chosen, the system exits the battle and returns to the map screen.

> -If "abilities" is chosen, the system updates the menu displayed and shows the user's abilities on the menu.

Operation: selectEnemy()

Cross References: Use Case(s): Battle System

Precondition: The user selected to "fight"

Postcondition: the player has selected the enemy they wish to attack

Operation: displayEnemyHealth()

Cross References: Use Case(s): Battle System

Precondition: The user has selected an enemy to fight and has attacked the enemy.

Postcondition: the system calculates damage based on the attack of the user minus the defense of the enemy.

Operation: enemyAttack()

Cross References: Use Case: Battle System

Precondition: The user and enemy are fighting in the battle system.

Postcondition:

       -the system deducts from the energy health

       - updates the screen

       -the user's turn has ended.

Operation: displayPlayerHealth()

Cross References: Use Case: Battle System

Precondition: it is the enemy's turn to attack

Postcondition:

       -the enemy system selects the player to be attacked

       -and the system calculates damage

       -the system updates the screen.

Operation: displayMapScreen()

Cross References: Use Case: Battle System

Precondition: the battle is over, or the user has quit the battle

Postcondition:

       - the system exits the battle

       -returns the player to the map screen.