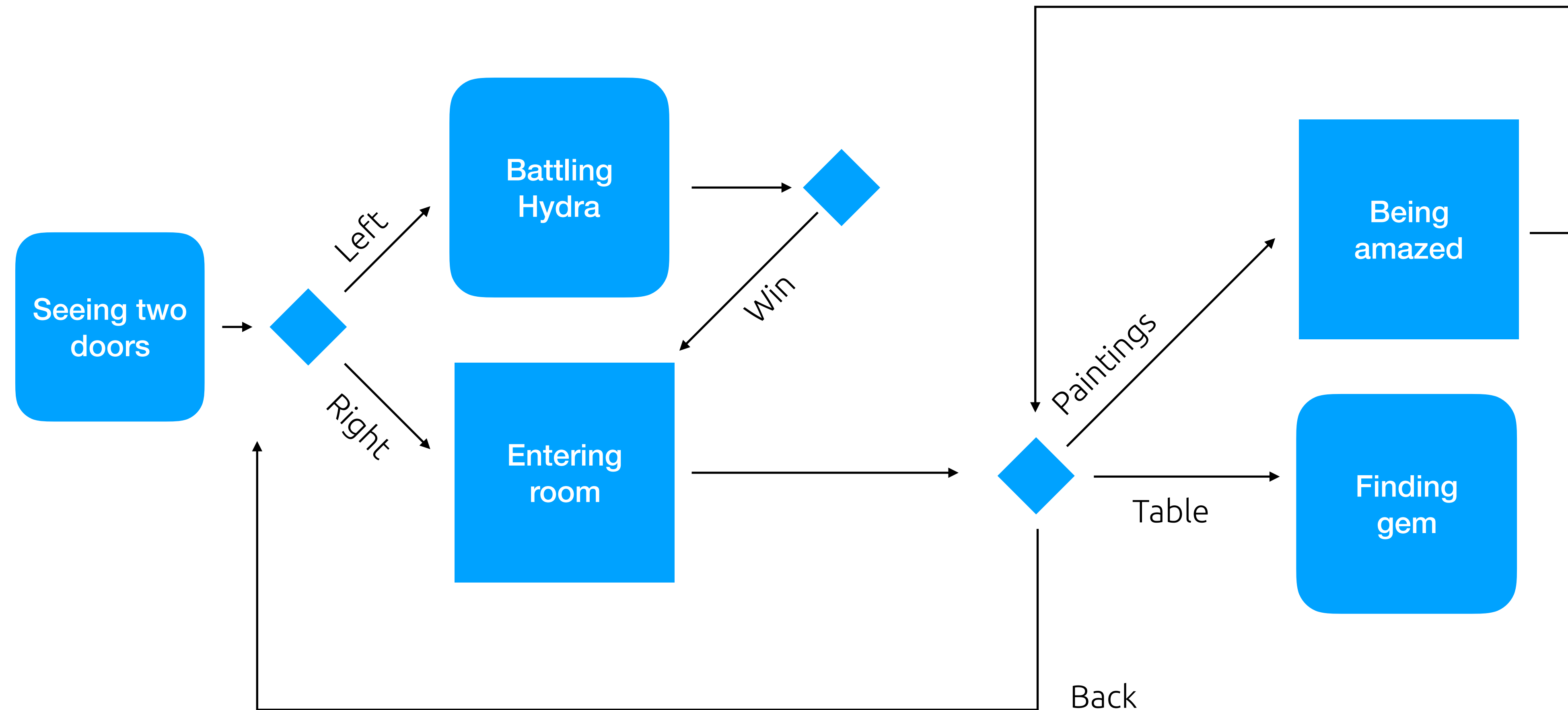


Micro Assignment

# Battle Game

Merge the two assignments Choice and Battle, creating a game where the user can choose between options that lead to situations, some of which he/she must battle a monster.

- Copy classes from Choice and Battle into a new project, selecting the *Main* class from Choice.



## Example output:

Seeing two doors

Choose:

"left"

"right"

left

Battle with hydra

Hydra was hit by 23. Hydra health: 27

Avatar was hit by 22. Avatar health: 78

Hydra was hit by 27. Hydra health: 0

Avatar was hit by 7. Avatar health: 71

Hydra was killed in battle.

Entering room

Choose:

"paintings"

"table"

"back"

table

Finding gem

Process finished with exit code 0

Hints:

- In the Main class, create public static variable *avatar* (Avatar) and instantiate it in *main()*.
- In the *Situation* class:
  - Add private variable *text* (String).
  - Add private variable *monster* (Monster).
  - Make the options array private.
  - Implement public method *setContent()* that takes *text* (String) and *options* (Option[]) and stores them in locally (using *this*).
- In the *Main* class:
  - In *populateWorld()*
    - Use the new *setContent()* method instead of setting options directly.
- In the *Situation* class:
  - Implement public method *setContent()* that takes *monster* (Monster) and *winSituation* (Situation) and stores them locally (*winSituation* is stored in options, as the only option).
  - In *play()*
    - If situation has a monster, battle it. If win, return *options[0].getConsequence()*, else return null.
    - If no monster, call *getOptionSelectedByUser()* and return the consequence.
- In the *Main* class:
  - In *populateWorld()*
    - For *situation[1]*, use the overloaded *setCotent()* method to pass in a new monster.