

## CC3001 - Tarea 01

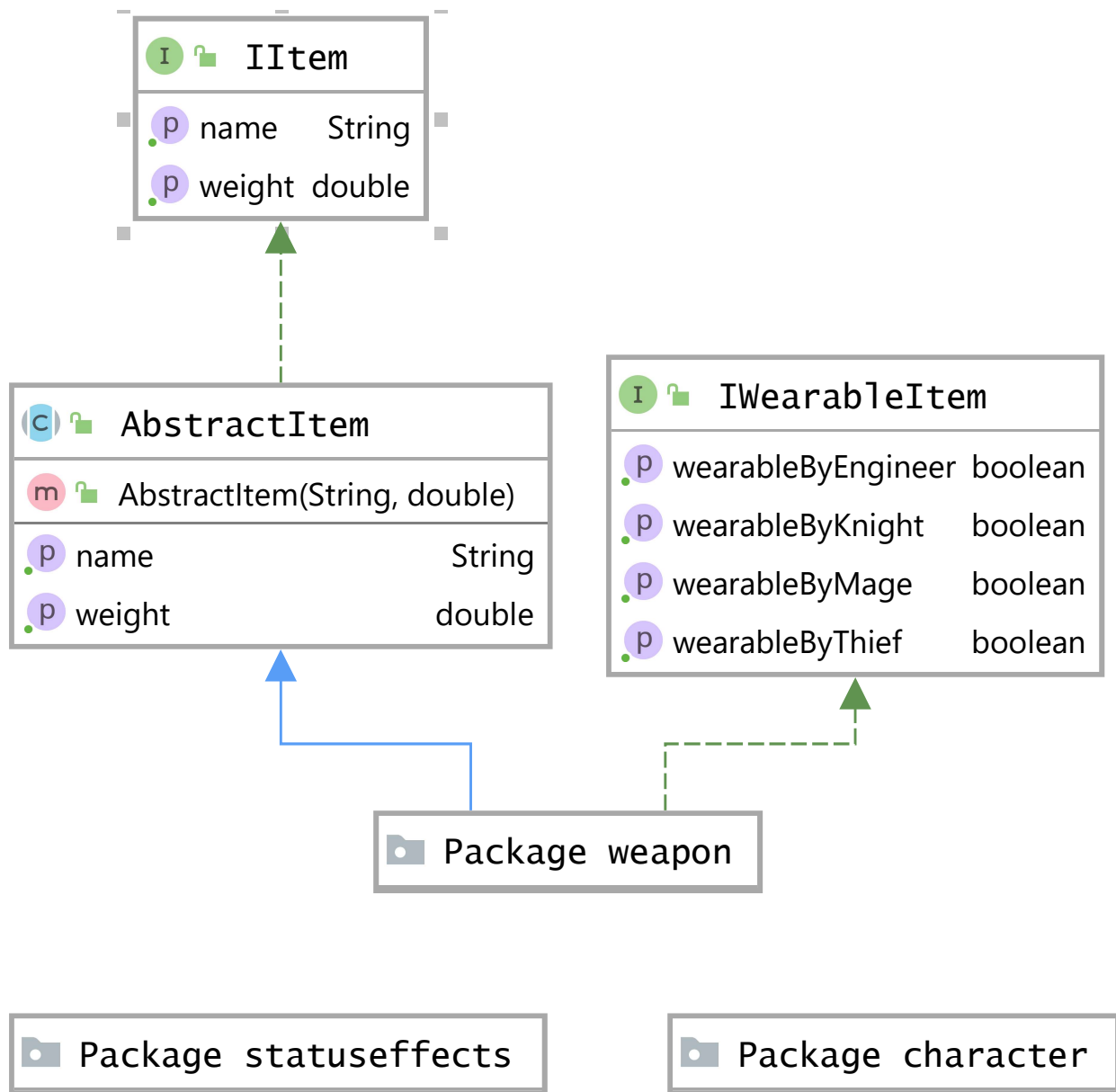
Alumno: Joaquín Cruz Cancino  
Rut: 20200007K

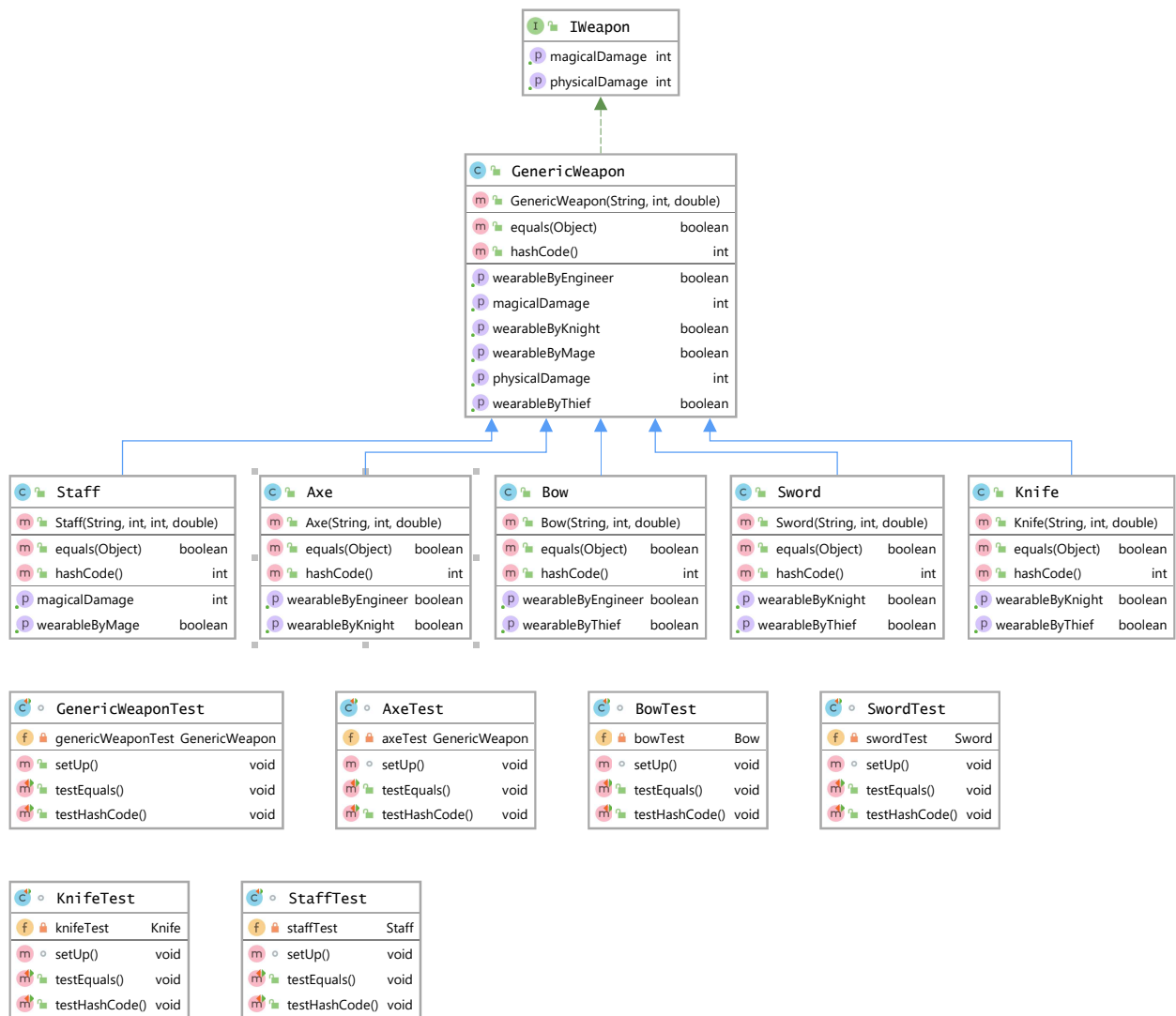
14 de Octubre, 2020

## **Link del Repositorio**

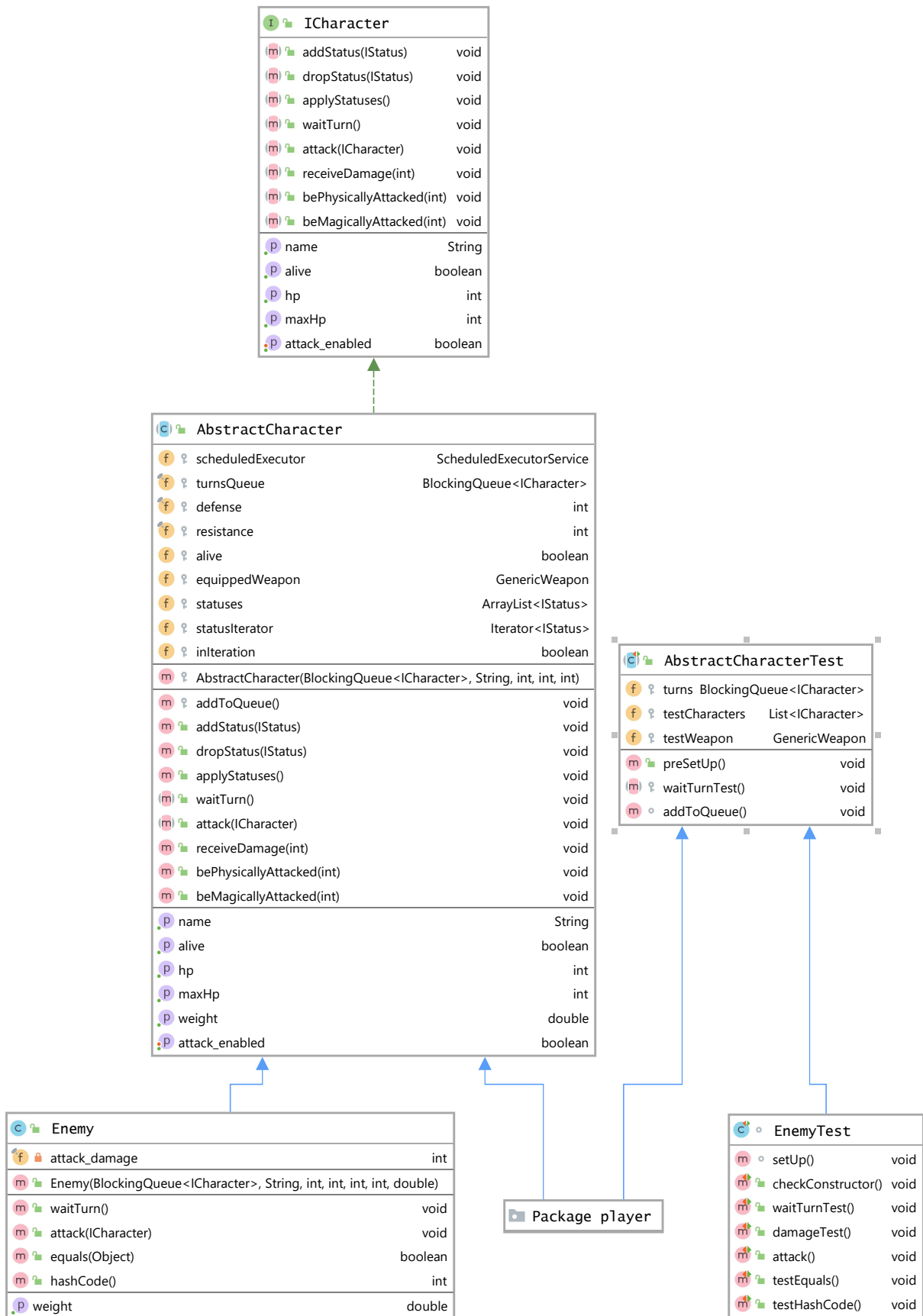
<https://github.com/CC3002-Methodologies/final-reality-Cubolink>

## **Diagramas**









<b>I</b>	<b>IPlayerCharacter</b>	
<b>m</b>	equip(GenericWeapon)	void
<b>m</b>	heal(int)	void
<b>p</b>	equippedWeapon	GenericWeapon
<b>p</b>	characterClass	AbstractCharacterClass



<b>C</b>	<b>PlayerCharacter</b>	
<b>m</b>	PlayerCharacter(BlockingQueue<ICharacter>, String, int, int, int, AbstractCharacterClass)	
<b>m</b>	waitTurn()	void
<b>m</b>	attack(ICharacter)	void
<b>m</b>	heal(int)	void
<b>m</b>	equip(GenericWeapon)	void
<b>m</b>	equals(Object)	boolean
<b>m</b>	hashCode()	int
<b>p</b>	equippedWeapon	GenericWeapon
<b>p</b>	characterClass	AbstractCharacterClass
<b>p</b>	weight	double

<b>C</b>	<b>PlayerCharacterTest</b>	
<b>f</b>	turns	BlockingQueue<ICharacter>
<b>f</b>	testCharacters	List<PlayerCharacter>
<b>f</b>	testWeapon	GenericWeapon
<b>m</b>	setUp()	void
<b>m</b>	waitTurnTest()	void
<b>m</b>	attack()	void
<b>m</b>	heal()	void
<b>m</b>	getWeight()	void
<b>m</b>	testEquip()	void
<b>m</b>	testAddStatus()	void
<b>m</b>	testEquals()	void
<b>m</b>	testHashCode()	void

<b>P</b>	<b>Package CharacterClass</b>
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