CC3001 - Tarea 01

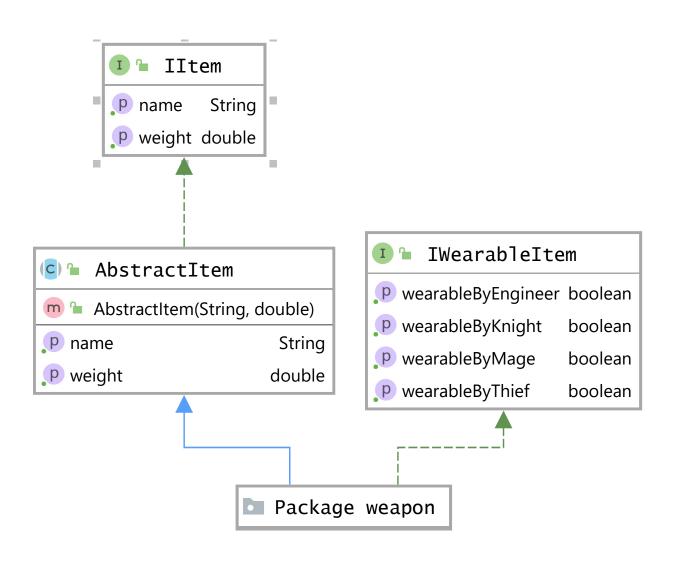
Alumno: Joaquín Cruz Cancino Rut: 20200007K

14 de Octubre, $2020\,$

Link del Repositorio

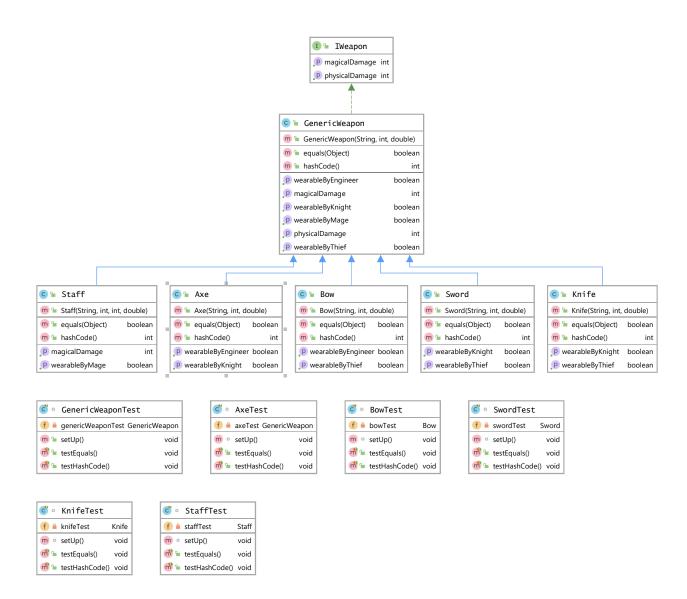
 $https://github.com/CC3002\text{-}Metodologias/final-reality-Cubolink}$

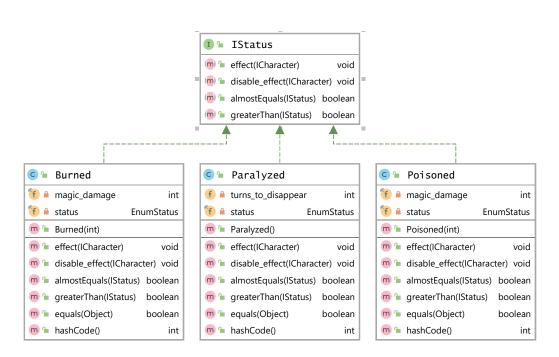
Diagramas



Package statuseffects

Package character

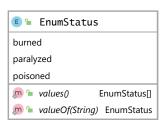




c •	BurnedTest	
f A	burnedTest	Burned
f A	magic_damage	int
f A	turns BlockingQueue <i< th=""><th>Character></th></i<>	Character>
m •	setUp()	void
m 1	testEffect()	void
m •	testEquals()	void
₼	testHashCode()	void

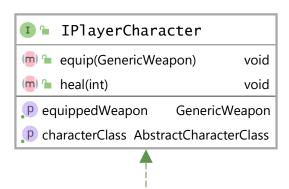
c •	PoisonedTest	
f A	poisonedTest	Poisoned
f A	magic_damage	int
f A	turns BlockingQueue	(ICharacter>
m °	setUp()	void
m =	testEffect()	void
m =	testEquals()	void
m =	testHashCode()	void

c •	ParalyzedTest	
f A	paralyzedTest	Paralyzed
f A	turns BlockingQueue<10	Character>
m °	setUp()	void
m •	testEffect()	void
m •	testEquals()	void
1 1	testHashCode()	void





p weight



© ኈ PlayerCharacter	
m 📔 PlayerCharacter(BlockingQueue <icharacter>, String, int, int, AbstractCharacterClass)</icharacter>	
m 🚡 waitTurn()	void
m = attack(ICharacter)	void
m heal(int)	void
m 🗎 equip(GenericWeapon)	void
m 🖆 equals(Object)	boolean
m hashCode()	int
P equippedWeapon	GenericWeapon
P characterClass	AbstractCharacterClass
P weight	double

C o	PlayerChar	acterTest
f A	turns Blocki	ngQueue <icharacter></icharacter>
f n	testCharacters	List < Player Character >
f n	testWeapon	GenericWeapon
m •	setUp()	void
m 1	waitTurnTest()	void
m 1	attack()	void
m 1	heal()	void
m	getWeight()	void
m	testEquip()	void
m 1	testAddStatus() void
m L	testEquals()	void
m 1	testHashCode() void

Package CharacterClass

