Blobb Notes

Last update 20140622

**EDITS:**

Add lower case to menu commands – done

Add ID to Named

Consolidate StringTools in another file

What does types.hh define types for?

Fix: verify parameter errors loading properly \*\*

Fix: ensure new names become new ID (if name is changed, warrior not found by that new name)

Delete min, change max to current

Fix: Ensure fight ends when fight ends

What are ‘extras’? in parameters, etc – old warriorattribs?

Delete all mVariable=variable actions

Fixed typos; added lower case menu commands; fixed paremter.error assignment

**FUTURE EDITS:**

Output warrior, all warriors, or fight (fight = all warrior states plus seed +? start/end)

Multiple Warriors – send warvector instead of just w1, w2

Time passage

Add ID set to parameter

Named > Top class (ObjID, Name, Description, ParentTag, EquipTag, TypeRef)

Parameter = Universal with adjusted items

Slots = current, max for each authorized type

Fight Load = aggregate by equipped items; update parameters as appropriate

Change disabilities to ability objects (type special) & delete special items

Output fight details with logservice?

**Commands:**

Quit, Menu, Load file, Save file, Warriors list, Register new or update, Fight > Quit, Menu, Swing-by-swing, Death (all)

- capitals only

**Library:**

Utility: CLUI, LogService, Math, Printable, Random, StringTools, TimeStamp

Foundation: AbsObject, ArchiveTypes, BloBB, Named

Function: FightEngine, Options, Warrior, Parameter

Additional Headers: ClassDef, ClassImp, Common, Config, Exception, Types

Blobb> CLUI > Printable > Named

Blobb (BloBB(), set/starttime, set/endtime, set/random, set/warriors, add/warrior, printMenu, main, PrintUsage, PrintBanner, BuildDefault)

CLUI (CLUI(), os(), setOutStream, is(), setInStream(), request, readString, readDouble)

Printable (utility class for printing objects)

AbsObject (isEmpty, clear, className, isSame, isA, isSameClass, isEqual, isSortable, compare, printClassName, write, save, read, load)

**Named (name, title)**

**Parameter (value, error, min, max)**

**Warrior (Prowess, Agility, Intel, Personality, Health, Fatigue, Stun, Disarm, Fallen, FatigueTime, HealthTime; + ceralize warrior data)**

Options (print/set help, version, copyright, batch-mode, program name, input file name)

Random (uniform, exponential, Gaussian, poisson, powerlaw)

TimeStamp (no sub-second times)

ArchiveTypes (0=bin, 1=json, 1=xml)

ClassDef (class definition for Blobb/cereal)

ClassImp (class definition for Blobb/cereal/ArchiveTypes)

Common (common includes, cstdlib, string, vector, ostream, istream, iostream + Config.hh, Types.hh)

Config (header data)

Exception

FightEngine (FightEngine with clui, random, w1, w2, int fight, protected prinMenu, swing, death)

LogService

Math

StringTools (File base, director, extension)

Types (defines data types)