

Accelerock	Rock		Att	Acc	PP
Acid Armor	Poison		-	-	20
Acid Spray	Poison		40	100	20
Acid	Poison		40	100	30
A					15

All Moves List

The Strategy pattern can be applied to Pokémon fighting moves by creating different subclasses of the "Strategy" class that represent different move sets. Each Pokémon has a series of movements that they can use during combat. These moves can be of different types, such as physical attacks, special attacks, status attacks, etc. These strategies can then be assigned to each Pokémon based on its characteristics and abilities to maximize its potential in battle.

Team 6 -Abstract Factory 10/10

Game:Fortnite




- 36 TORRES PINCAY CARLOS ALEXANDER
- 37 TREJO DUQUE ALEX FERNANDO
- 38 ULCO VELASCO JEFFERSON MANUEL
- 39 VERDUGO CABRERA WALTHER SEBASTIAN
- 40 VILLARROEL BARRENO JUSTIN JOSHUA
- 41 YARANGA SUQUILLO LEONARDO JAVIER

FORTNITE



Weapons



GRAY	COMMON
GREEN	UNCOMMON
BLUE	RARE
PURPLE	EPIC
GOLD	LEGENDARY

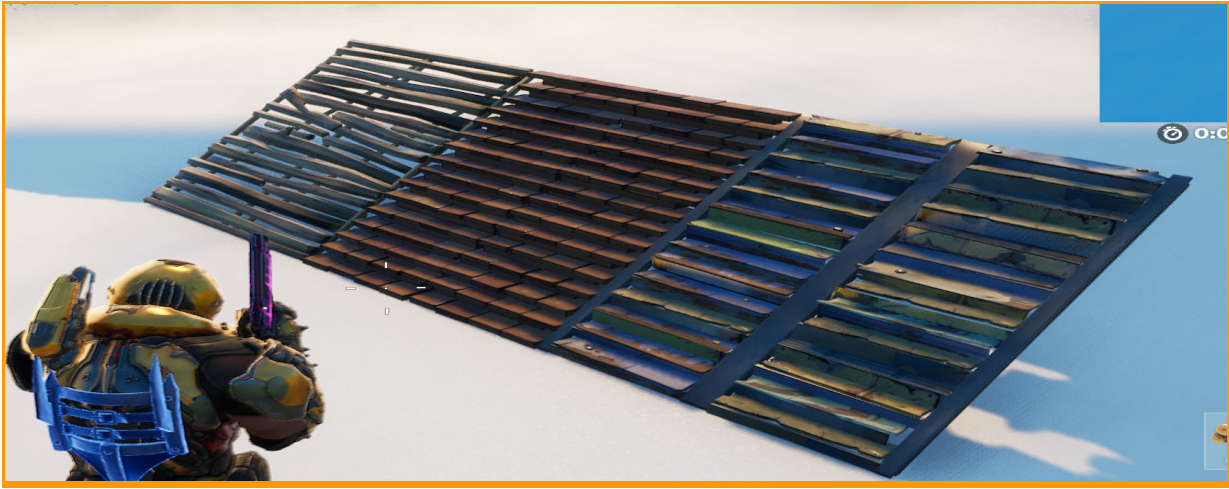
We can see the abstract factory when we can get 5 types of rarities that can belong to weapon families such as a pistol, melee weapon, rocket launcher, rifle, submachine gun, shotgun and sniper rifle. Each abstract family creates in general the same type of weapon, but the rarity will improve its characteristics.

				
<p>Rifle Damage:30[common],36[legendary] Cadence 1.5x TimeReload:2.53s[common],2.07s[legendary]</p>		<p>The Assault Rifle is a fully automatic, rapid fire, medium to long range weapon. It has accuracy on the first shot that allows for longer range engagements.</p>		
				
<p>Shotgun Damage:86.4[common],105.6[legendary] TimeReload:5.5s[common],4.5s[legendary]</p>		<p>It is a slow firing, high damage shotgun. It is lethal at close range with tight dispersion, but shoots slowly to compensate. It is very weak at medium and long range.</p>		
				
<p>Sub-machineGun Damage:16 [common], 17[Uncommon], 18[Rare], 19[Epic], 20[Legendary]. TimeReload:2.31s[common], 2.2s[uncommon], 2.1[rare], 2s[Epic], 1.89s[legendary]</p>		<p>The Submachine Gun is a fast firing, short range and high hip-fire accuracy weapon, in line with most SMGs in the game.</p>		

				
<p>MeleeWeapon Damage: 20[opponent], 50[structures], 100 [structures in the blue dot]</p>		<p>Melee weapon that players can use to collect resources and also to damage opponents in close combat. The damage is different for attacking players or destroying structures.</p>		
				
<p>SniperRifle Damage: 95[common], 100[Uncommon], 105[Rare], 110[Epic], 116[legendary] TimeReload:3.3s[common], 3.2s[Uncommon], 3s[Rare], 2.3s[Epic], 2.5s[legendary]</p>		<p>It is available in common, uncommon, rare, epic and legendary variants. It uses heavy bullets.</p> <p>Long-range weapons used primarily to shoot at long distances and cause damage to opponents. The sniper itself is a precision pistol with a zoom range that varies depending on the type of weapon</p> <p>Some snipers have longer range and accuracy, but may also have a longer reload time, while other snipers may have a faster reload time and be more maneuverable, but may also have shorter range and less accuracy.</p>		
				
<p>RocketLauncher</p>		<p>The rocket launcher is an explosive</p>		

<p>Damage:70[common], 85[Uncommon], 100[Rare], 115[Epic], 130[Legendary].</p> <p>TimeReload:4.7s[common], 4.1s[uncommon], 3.6[rare], 3.1s[Epic], 2.5s[legendary]</p>	<p>weapon that launches a rocket slowly but with high damage over a wide area, effective in destroying buildings.</p>
	
<p>Pistol</p> <p>Damage:24[common], 25[Uncommon], 26[Rare], 28[Epic], 29[Legendary].</p> <p>TimeReload:1.5s[common], 1.5s[uncommon], 1.4s[rare], 1.3s[Epic], 1.3s[legendary]</p>	<p>The pistol has as a bonus attribute a 2.0x headshot multiplier, semi-auto with moderate damage, good rate of fire and a large magazine.</p>
<p>Construction</p>	
	
<p>Floor</p> <p>Wood resistance: 200 health Brick resistance: 300 health Metal resistance: 400 health</p> <p>Wooden floor construction time: 3.5s Brick floor construction time: 12s Metal floor construction time: 22.5s</p>	<p>The floor is an elementary horizontal structure when building in Fortnite, the attributes vary depending on the type of material, construction time and the resistance of the material. The wooden floor is the weakest and fastest construction, the brick floor has intermediate resistance as well as time and finally the metal floor resistance greater than the time to be built</p>

	
<p>Wall</p> <p>Wood resistance: 200 health Brick resistance: 300 health Metal resistance: 400 health</p> <p>Wooden wall construction time: 4s Brick wall construction time: 11.5s Metal wall construction time: 24.5s</p>	<p>In general, wood walls are the fastest to build, but they are also the least strong. Stone walls are of intermediate strength and take longer to build than wood walls. Finally, metal walls are the strongest but take longer to build than stone walls. With the construction material factory, you can create construction objects specific to that type of wall's material, using the methods defined in an abstract interface.</p>
	
<p>Pyramid</p> <p>Wood resistance: 200 health Brick resistance: 300 health Metal resistance: 400 health</p> <p>Wooden pyramid construction time: 3.5s Brick pyramid construction time: 12s Metal pyramid construction time: 22.5s</p>	<p>Logic would be implemented to create pyramid objects from specific building materials, using the methods defined in an abstract interface. For example, we can create a class called ConcreteWoodPyramidFactory in which we could implement the creation of wooden pyramids with different sizes and shapes.</p>

	
<p>Ramp</p> <p>Wood resistance: 200 health Brick resistance: 300 health Metal resistance: 400 health</p> <p>Wooden ramp construction time: 3.5s Brick ramp construction time: 12s Metal ramp construction time: 22.5s</p>	<p>In the code that handles ramp construction in the game, an instance of a particular building material ramp factory could be created, depending on the type of material the player is currently using.</p>

