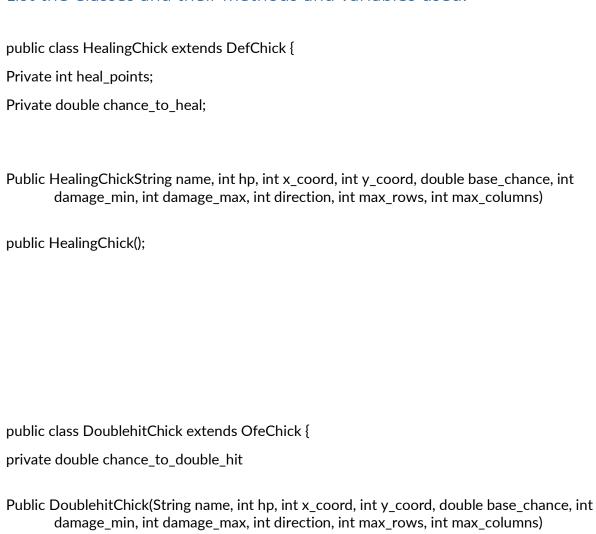# Design Document

Project Description:

You will create at least 1 sub class each for the two previously described sub classes. Don't worry, they don't need to modify two much. Just be creative. For instance the two classes I have thought of are a fried chicken and a rubber chicken. The fried chicken has a longer range of fire than normal and the rubber chicken can absorb more damage than normal. It can also self heal. Feel free to do whatever you want. Just make it work first and then go for larger things.

List the Classes and their methods and variables used.

public class HealingChick extends DefChick {

Private int heal_points;

Private double chance_to_heal;

Public HealingChickString name, int hp, int x_coord, int y_coord, double base_chance, int
        damage_min, int damage_max, int direction, int max_rows, int max_columns)

public HealingChick();

public class DoublehitChick extends OfeChick {

private double chance_to_double_hit

Public DoublehitChick(String name, int hp, int x_coord, int y_coord, double base_chance, int
        damage_min, int damage_max, int direction, int max_rows, int max_columns)

Public DoublehitChick()

Design Document

Simple flow chart.