Design Document

Project Description:

You will have two classes. A defensive class and an offensive one. These classes will extend the base functionality of the chicken class to be representative of their names. You will only need to address the two subclasses and not the previously designed classes.

List the Classes and their methods and variables used.

public class DefChick extends Chicken {

private double increase_block

public DefChick(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 DefChick()

@Override

public void hit(int damage) {

if (super.successful_action(increase_block)) {

System.out.println(super.get_name() + " has blocked some damage");

Random rand = new Random();

damage = (int) (damage * rand.nextDouble());

public class OfeChick extends Chicken {

private double increase_damage

public OfeChick(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 OfeChick()

@Override

public void hit(int damage) {

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if (super.successful_action(increase_damage) {

System.out.println(super.get_name() + " has attacked for more damage");
```

Simple flow chart.