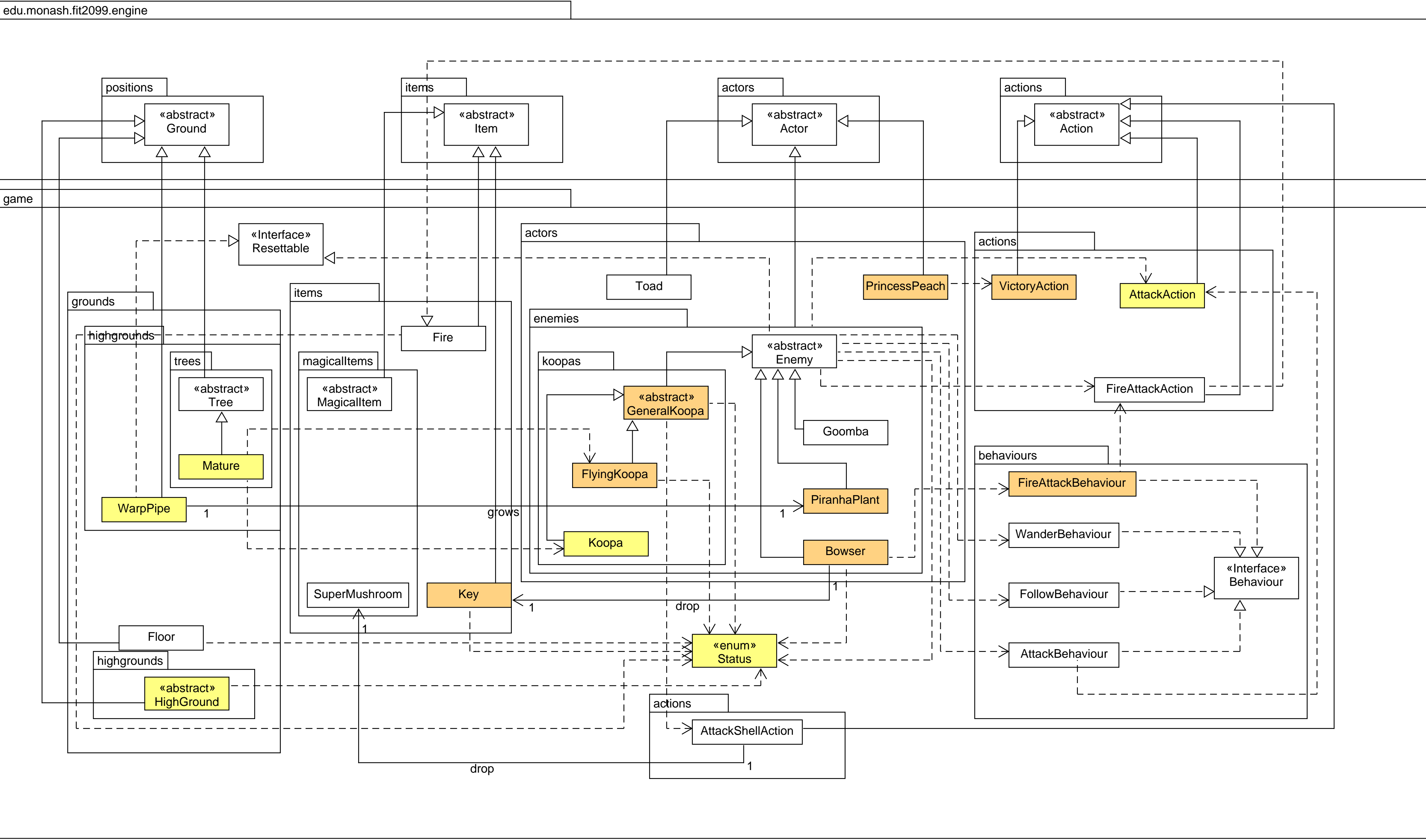


Assignment 3 REQ2: More allies and enemies!

Note
   
 New classes are in Orange color
   
 Modified classes are in Yellow color
   
 Classes from Original Base Code OR classes created in Assignment 2 but without any modifications are in white color



Overall responsibility for New and Modified classes

- 1) WarpPipe: WarpPipe is the place for Player to teleport to second map. It is a class that extends from the Ground class and implements Resettable.
- 2) HighGround: HighGround is an abstarct class as a base class for subclasses(i.e, Wall and WarpPipe). However, it cannot be represented on the game map as it is not concrete.
- 3) Mature: Mature tree will spawn Koopa or Flying Koopa under spawn rate. It is a class that extends from the Tree class.
- 4) Key: Key is dropped by Bowser after Player defeat Bowser. It is a class that extends from the Item class.
- 5) GeneralKoopas: GeneralKoopas is an abstract class that functions as a base class for subclasses.However, it cannot be represented on the game map as it is not concrete.
- 6) FlyingKoop: FlyingKoopas is a class represents the enemy in this game which will attack Player automatically. It is a class that extends from the GeneralKoopas class.
- 7) Koopa: Koopa is a class represents the enemy in this game which will attack Player automatically. It is a class that extends from the GeneralKoopas class.
- 8) PiranhaPlant: PiranhaPlant is an enemy who stand at warppipe and attack Player when player come close. It is a class that extends from the Enemy class.
- 9) Bowser: Bowser is an enemy who attack Player by using fires. It is a class that extends from the Enemy class.
- 10) Status: Status is an enumeration class that gives 'buff' or 'debuff'. It is also useful to give a 'state' to abilities or actions that can be attached-detached.
- 11) PrincessPeach: PrincessPeach is an actor who caught by Bowser and wait for Mario. It is a class that extends from the Actor class.
- 12) VictoryAction: VictoryAction is an action for Player to interact with PrincessPeach to end this game. It is a class that extends from the Action class
- 13) AttackAction: AttackAction is an action for Player to attack enemies by weapons. It is a class that extends from the Action class
- 14) FireAttackBehaviou: FireAttackBehaviou is a class contains the fire attack actions of Enemies(Bowser) to attack Player automatically. It is a class that implements Behaviour class.