**EvilVeggie UML**

*<<Abstract>>*

**EvilVeggie**

# [SerializeField] evilness: enum (mild/tough)

# healthPoints : float

# damage : float

+ abstract Move() : void

+ DestroyIfOutOfSight() : void

+ SetEvilnessLight() : void (if tough then red point light, else return;)

…

*<<Singleton>>*

**EvilVeggieStats**

- [SerializeField] stats : float[ float[] ]

MILD TOUGH

|  |  |  |
| --- | --- | --- |
| healthPoints | 1|1|1 | 2|2|2 |
| damage | 3|4|5 | 6|8|10 |

m|t|c m|t|c

m = mushroom

t = tomato

c = carrot

**EvilCarrot**

**EvilTomato**

**EvilMushroom**

*In implemented EvilVeggie classes (Mushroom, Tomato, Carrot), in Start method:*

* *If Mushroom and evilness = mild, then take the 1st value of the rows in MILD.*
* *If Mushroom and evilness = tough, then take the 1st value of the rows in TOUGH*

*And so on…*