As two Players,

So we can play a personalised game of Battle,

We want to Start a fight by entering our Names and seeing them

As Player 1,

So I can see how close I am to winning

I want to see Player 2's Hit Points

As Player 1,

So I can win a game of Battle,

I want to attack Player 2, and I want to get a confirmation

As Player 1,

So I can start to win a game of Battle,

I want my attack to reduce Player 2's HP by 10

As two Players,

So we can continue our game of Battle,

We want to switch turns

As Player 1,

So I can see how close I am to losing,

I want to see my own hit points

As Player 1,

So I can lose a game of Battle,

I want Player 2 to attack me, and I want to get a confirmation

As Player 1,

So I can start to lose a game of Battle,

I want Player 2's attack to reduce my HP by 10

As a Player,

So I can Lose a game of Battle,

I want to see a 'Lose' message if I reach 0HP first

|  |  |
| --- | --- |
| Nouns | Property/owner |
| Player | Owner |
| Name | Property |
| HP | Property |
|  |  |
| Message | Owner |
| Win/lose | Property |
| Confirmation | Property |
|  |  |
| Fight | Owner |
| Turn | Property |

|  |  |
| --- | --- |
| Actions | Owned By |
| Start | Fight |
| See\_HP | Player |
| Attack | Player |
| Switch | Fight |
| See\_Message | Message |

|  |  |
| --- | --- |
| Actions | Property it reads/changes |
| Start | Make a new instance of fight |
|  | Makes two new instances of player |
| See\_HP | Read player.hp |
| Attack | Change player.hp (for opponent) |
| Switch | New instance of fight.turn |
| See\_Message | Read pre-set message |

When we start: make a new instance of fight

Which makes two new instances of players

Player 1 & Player 2

Each player will have 100hp

Player 1 turn first

See HP: Display opponents HP

Display our HP

Attack: Reduces either players HP by 10

See message\_confirmation

Call see.hp

Switch players

When HP = 0, message\_winner/loser