

Test Node.js

Use of the Internet: **Yes**

Duration of test: **max. 120 minutes**

Part of the task is a class representing a warrior (see warrior.js). Your task is to add functionality and make a fight between two warrior instances.

The solution is evaluated by fulfilling the task and quality of the code.

We recommend to follow the steps in this order:

1. Every warrior has a name and values of attack and defence.
2. The warrior contains a method doAttack(defender) and you need to implement:
 - a. The amount of damage to the defending warrior must be based on his defence value and attack value of the second fighter
 - b. The amount of damage is increased by a random number which represents dice roll (1-6)
3. When warrior's health drops below one, the status has to be handled. For example with Error.
4. A fighter with less than half of max. amount of HP gets into Berserk* mode and rolls the dice 3x in a row (only in the next round).
5. Create a class representing the arena where fighters can fight:
 - a. It will contain a method match(warrior1, warrior2), where these two warriors fight.
 - b. Method match() will also contain another parameter that represents how many rounds the fight will have. The fight can end up as a tie. Otherwise wins the one with more HP.
 - c. Fighters take turns who attacks first after each round.
 - d. Every attack causes at least 1 damage.
6. If a warrior loses all his HP, the fight ends immediately.
7. Print all results and process of the fights.

* **Berserkr** = battle frenzy when a fighter is extremely dangerous