

# **The Class Character**

## **1 Specification:**

- 1) AttackValue – indicates the attack-force of the character.
- 2) AttackChance – indicates the probability of a successful attack, e.g. Hobbits have only a 1 in 3 probability of a successful attack.
- 3) DefenceValue – indicates the defensive abilities of the character.
- 4) DefenceChance – indicates the probability to defend against a successful attack, e.g. Hobbits can defend against 2 out of 3 successful attacks.
- 5) Health (H) – indicates the health status of a character. Once the health level has reached 0 the character is defeated.
- 6) Strength (S) – indicates the weight a character can carry.

## **2 User's View of Services**

The Character class is used for enemy and player.

There are the attributes of the combat rules.

### 3 Internal Data Representation

Variable	Type	Access
CharType	String	Public
AttackValue	int	Public
AttackChance	double	Public
DefenceValue	int	Public
DefenceChance	double	Public
Health	int	Public
Strength	int	Public

### 4 Remaining Definitions

### 5 Coding