Summary

A wizard has a spell book containing multiples spells of the same type
For example, a wizard can have 2 fire spells in it's book or 3 frost spells in it's book, but never a mix of fire and frost

Wizard

A wizard is a class associated to a Spell , either FireSpell or FrostSpell
A wizard can cast a spell by it's name only if it's present in it's spell book
A wizard can cast all the spells of it's spell book at once
A Wizard is initialized with a FireSpell array or FrostSpell array

Spell

A spell is an abstract class

A spell has a name that is exposed

Classes that extends Spell have to implement a cast function

FireSpell

A FireSpell inherit from a Spell
Has a burningDamage equal to 20 and that value cannot be modified
When a FireSpell is cast it displays the name of the spell and then display : "Boom you are burning the enemy ! It took 20 damages"
A FireSpell is initialized with a name only

FireSpell name

A FireSpell name can only be "Fire Bolt" , "Fire Wall" , or "Big Bang"

FrostSpell

A FrostSpell inherit from a Spell

Has a slowing rate equal to 0.5 and that value cannot be modified

When a frost spell is cast it displays the name of the spell and then display : "Brrr you are freezing the enemy, it's slowed by 0.5"

A FrostSpell is initialized with a name only