# Java OOP Basics Exam: THE WAR OF THE COMIC

# StoryLine

You were watching tv when the EBS(Emergency Broadcast System) started. It seems that all of the heroes and anti heroes from the comics were brought to live and since they have different understandings they started the COMICS WAR. The consequences are very bad and the government hired you (THE PROGRAMMER WIZZARD) to make a program that calculates who wins. You have only 6 hours to finish the task , so hurry up time is ticking !

# Task 1: Structure

The structure of the program consists of Charcters and Arenas. Implement your classes, in the same way as they are **described** **below** (class names, field types, field names etc.). Keep the **naming conventions** and **rules**.

## Entities

### ComicCharacterImpl

Comic characters have 4 properties you must implement:

* **name –** a **String;**

**-** The name should be only from alphabetical characters and not bigger than 12 characters or less than 2. The name can have "**\_**";

**-** If not, **throw** an **IllegalArgumentException with the message** “**Comic Character name is not in the correct format!**”.

* **energy** – a **positive integer;**

**-** A **positive integer** (include 0) not bigger than 300;

**-** If not, **throw** an **IllegalArgumentException with the message** “**Energy is not in the correct range!**”.

* **health** – a **possitive floating point number;**

**-** If not, **throw** an **IllegalArgumentException with the message** “**Health should be a possitive number!**”.

* **intelligence**– a **possitive** **floating point number**;

**-** number not bigger than 200;

**-** If not, **throw** an **IllegalArgumentException with the message** “**Intelligence is not in the correct range!**”.

* **powers** - a **collection** of type **SuperPower**

All these properties are set trough the constructor. Тhe "power" collection should not be placed as a parameter in the constructor. There are **2 types** of comic characters – **Hero** and **AntiHero.** Each of them have one special: Hero-heroism/AntiHero-evilness

**Hero**

All heroes have 1 additional property:

* **heroism** – a **possitive** **floating point number** it describes how heroic is the hero.

**-** If not, **throw** an **IllegalArgumentException with the message** “**Heroism should be a possitive number!**”.

The heroism should be set trough the constructor.

There are 2 types of heros – **MarvelHero** and **DCHero**

**AntiHero**

The anti heroes have a property for their evilness

* **evilness** – a **possitive** **floating point number** for anti heroes percent of evilness.

**-** If not, **throw** an **IllegalArgumentException with the message** “**Evilness should be a possitive number!**”.

The evilness should be set trough the constructor.

There are 2 types of anti heroes – **Villain** and **Titan**

**BEHAVIOR OF ComicCharacterImpl:**

**- void** takeDamage(**double** damage):

The Comic Character health is reduce from the damage   
  
- **void** boostCharacter(**int** energy,**double** health,**double** inteligence):

Changes Comic Character energy,health and inteligence with the new values but first you have to see if they are correct.

- String getName():

Returns the Comic Character name  
  
- **int** getEnergy():

Returns the Comic Character energy  
  
- **double** getHealth():

Returns the Comic Character health  
  
- **double** getIntelligence():

Returns the Comic Character intelligence

String useSuperPowers():

If the Comic character doesn't have a super power , return "<comic character name> has no super powers!"

If the character has powers , iterate over the colection and for every power:

- add to characters energy the Super power points;

- add to characters health the Super power points multiplied by two;

Else returns "<comic character name> used his super powers!"

**BEHAVIOR OF Hero/AntiHero:**

- **double** getSpecial():

Returns the special of Hero/AntiHero => heroism/evilness

**BEHAVIOR OF MarvelHero/DcHero/Titan/Villain**

- **double** attack():

Returns the attack points of the given character.You can find how to make the attack points in the Functionality section!

### ArenaImpl

The arena is the place where heroes fight against anti heroes.

* **arenaName** – a **string**
* **heroes** – a **collection** that contains the heroes fighting in the current arena
* **antiHeroes** – a **collection** that contains the anti heroes fighting in the current arena;
* **capacity** – an **integer** that holds the maximum characters that can participate;

### Power

The power is a special ability.

* **name** – a **string**

- The power name should start and finish with '@' and consist only of alphabetical characters not less than 5 characters along with '@'. The name can have "**\_**".

- If not, **throw** an **IllegalArgumentException with the message** “**Super power name not in the correct format!**”.

* **powerPoints** - a possitive **floating point number**;

- If not, **throw** an **IllegalArgumentException with the message** “**Power points should be a possitive number!**”.

**BEHAVIOR OF Power**

**- String** getName():

Returns the name of the power

**- double** getPowerPoints():

Returns the powerPoints + Power name length divided by 2

## Contracts

**Every contract should be implemented by the correct class!**

* **ComicCharacter**

Contract with methods:

- **void** takeDamage(**double** damage);  
  
 - String getName();  
  
 - **void** boostCharacter(**int** energy,**double** health,**double** intelligence);  
  
 - **int** getEnergy();  
  
 - **double** getHealth();  
  
 - **double** getIntelligence();  
  
 - **double** attack();  
  
 - **double** getSpecial();

- String useSuperPowers();

- **void** addSuperPower(SuperPower superPower);

* **Arena**

Contract with methods:

- String getArenaName();  
  
 - **boolean** isArenaFull();  
  
 - **void** addHero(ComicCharacter hero);  
  
 - **void** addAntiHero(ComicCharacter antiHero);  
  
 - **boolean** fightHeroes();

* **Manager**

Contract with methods:

- String checkComicCharacter(String characterName);  
  
 - String addHero(ComicCharacter hero);  
  
 - String addAntiHero(ComicCharacter antiHero);  
  
 - String addArena(Arena arena);  
  
 - String addHeroToArena(String arena, String hero);  
  
 - String addAntiHeroToArena(String arena, String antiHero);

- String loadSuperPowerToPool(SuperPower superPower);

- String assignSuperPowerToComicCharacter(String comicCharacter,String superPower);

- String usePowers(String characterName);  
  
 - String startBattle(String arena);  
  
 - String endWar();

* **SuperPower**

Contract with methods:

- String getName();

- **double** getPowerPoints();

**Important**

The **parameters** should be in the **EXACT** **given order** and the **EXACT given types (use primitive types as parameters)**.

**String Representation**

Implement **toString()** methods for all the classes except for the **Arena** class. You can see the requirements in the **Output** **Section** below.

# Task 2: Business Logic

The main logic of the program will be in a class called **WarManager**, which will hold the **main functionality**,the class should have these **methods** (the methods should have correct return types, names and parameters):

* **String checkComicCharacter(String characterName)**
* **String addHero(ComicCharacter hero)**
* **String addAntiHero(ComicCharacter antiHero)**
* **String addArena(Arena arena)**
* **String addHeroToArena(String arena,String hero)**
* **String addAntiHeroToArena(String arena,String antiHero)**
* **String loadSuperPowerToPool(SuperPower superPower)**
* **String assignSuperPowerToComicCharacter(String comicCharacter, String superPower)**
* **String usePowers(String characterName)**
* **String startBattle(String arena)**
* **String endWar()**

## Commands in WarManger

**WarManager class** should hold the main **functionality** to the input commands of the user. These are the **input commands** you need to accept from the **input**.

* **checkComicCharacter(String characterName)**
* **RETURNS** information about the comic character with the given **name**
* **IF** the comic character has health that is <= 0, **returns** message

"**<characterName> has fallen in battle!**"

* **IF** the comic character doesn't exist, **returns** message  
  "**Sorry, fans! <characterName> doesn't exist in our comics!**"
* **addHero(ComicCharacter hero)**
* **ADDS** a hero with the given **name**
* **RETURNS** message "**<hero name> is ready for battle!**"
* **IF** a hero with the **same name already exists**,**BOOST** all of his old parameters (energy,health,inteligence) with the new one, **returns** message "**<hero name> evolved!**". If some of the parameters are not correct return the appropriate message.The **order** of changing the parameters should be energy,health,intelligence.
* **addAntiHero (ComicCharacter antiHero)**
* **ADDS** an antiHero with the given **name**
* **RETURNS** message "**<antiHero name> is ready for destruction!**"
* **IF** an antiHero with the **same name already exists**,**BOOST** all of his old parameters (energy,health,inteligence) with the new one, **returns** message "**<hero name> is getting stronger!**".If some of the parameters are not correct return the appropriate message.The **order** of changing the parameters should be energy,health,intelligence.
* **addArena(Arena arena)**
* **ADDS** an arena with the given name
* **RETURNS** message "**<arena name> is becoming a fighting ground!**"
* **IF** an arena with the same name already exists, **returns** message   
  "**A battle is about to start there!**"
* **addHeroToArena(arenaName, heroName)**
* **IF** a hero is already assigned to an arena ,**returns** message   
  "**<heroName> is fighting!**"
* **IF** the hero health is <= 0, **returns** message "**<heroName> is dead!**"
* **IF** the arena capacity is reached , **returns** message "**Arena is full!**"
* **ELSE** adds hero to the arena and , **returns** message "**<heroName> is fighting for your freedom in <arenaName>!**"
* **addAntiHeroToArena(arenaName, antiHeroName)**
* **IF** an anti hero is already assigned to an arena ,**returns** message   
  "**<antiHeroName> is fighting!**"
* **IF** the anti hero health is <= 0, **returns** message "**<antiHeroName> is dead!**"
* **IF** the arena capacity is reached , **returns** message "**Arena is full!**"
* **ELSE** adds anti hero to the arena and , **returns** message "**<antiHeroName> and his colleagues are trying to take over <arenaName>!**"
* **loadSuperPowerToPool(SuperPower superPower)**
* **IF** a super power already exists ,**returns** message   
  "**This super power already exists!**"
* **ELSE** adds super power to pool , **returns** message **"<super power name> added to pool!**"
* **assignSuperPowerToComicCharacter(String comicCharacter,String superPower)**
* **IF** a super power is already assigned to a ComicCharacter ,**returns** message   
  "**<super power name> already assigned!**"
* **ELSE** adds super power to ComicCharacter , **returns** message **"<comic character> has a new super power!**"
* **IMPORTANT :** After you assign a super power to a character you can't assign it to any other character
* **usePowers(String characterName)**
* **IF** the Comic Character doesn't have any powers ,**returns** message   
  "**<comic character name> has no super powers!**"
* **ELSE** return message "**<comic character name> used his super powers!**"
* **startBattle(arenaName)**
* **IF** the arena has zero participants , **returns** message "**SAFE ZONE!**"
* **STARTS** the battle in the arena
* **IF** heroes win, **returns** message "**Heroes won the battle of <arenaName>!**"
* **IF** anti heroes win, **returns** message "**Anti** **Heroes won the battle of <arenaName>!**"
* **REMOVES** the arena
* **endWar()**
* **IF** heroes won battles are more or equal to anti heros, **returns** message "**After <count of all battles> battles our FRIENDLY HEROES WON!"**
* **ELSE returns** message "**WE ARE DOOMED!**"

## Functionality

**Starting Battle**

Every battle should be **counted**!

When you start the battle in the arena you should define which team is bigger (**heroes or anti heroes**) .

**IF** the heroes team is bigger or equal : the anti heroes attack(if the anti heroes team is bigger, the heroes team attack first).  
 EXAMPLE: heroes are 10 and anti heroes are 5. In this case anti heroes attack the first five heros and stop.

**The first of the anti heroes are attacking the first of the heroes, then the second attacks the second, and so on.**

After each attack, the dead heroes are **removed** and check if the battle is completed (until one of the teams stays **without live characters**).

After that dead heroes should be **removed**(heroes with health **less or equal to zero**).

**If** all of the heroes are dead **return false** (The heroes lost).

**Then** its time for the heroes to attack. The same rule apply from above. Removing dead anti heroes and if all anti heroes are dead **return true**(The anti heroes lost). **ALSO** in some cases the second attack: the atacking team may be bigger. In that case you should stop the attack when you atack all of the characters.

The two teams fight until one of them has no heros/anti heroes left.

\*Every ComicCharacter should take damage from his enemy.

Different ComicCharacters have different attack power:

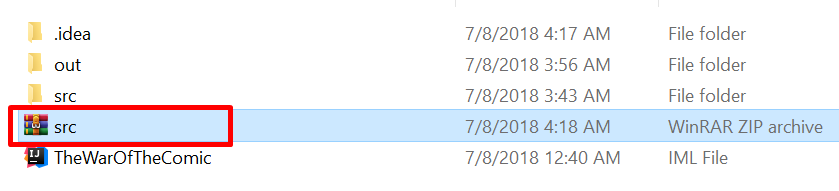
* **MarvelHero: attack power = ((energy + special) \* intelligence) / 2.5**
* **DCHero: attack power = energy / 1.5 + special + intelligence**.
* **Villain: attack power = (intelligence \* special) / energy.**
* **Titan: attack power = (energy + intelligence + special) \* 3.**

**ENDING THE WAR**

When you get command "WAR\_IS\_OVER" the war stops . If the HEROES has **equal or more** battles won they are the winners. ELSE the ANTI HEROES WIN. The program ends!

**Testing**

**After finishing upload zip file with SRC folder. Do not expect points from the JUDGE!**

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# Task 3: Input/Output

## Input

* The input will come in the form of commands, in format :

- **CHECK\_CHARACTER <character name>**

**- REGISTER\_HERO <character name> <type> <energy> <health> <intelligence> <heroism>**

**- REGISTER\_ANTI\_HERO <character name> <type> <energy> <health> <intelligence> <evilness>**

**- BUILD\_ARENA <arena name> <capacity>**

**- SEND\_HERO <arena name> <hero name>**

**- SEND\_ANTI\_HERO <arena name> <anti hero name>**

**- SUPER\_POWER <super power name> <power points>**

**- ASSIGN\_POWER <comic character name> <super power name>**

**- UNLEASH <comic character name>**

**- COMICS\_WAR <arena name>**

**- WAR\_IS\_OVER**

## Output

Each command prints a message :

Any floating point number should be rounded to the second decimal point.

* **addHero**:
* "**{hero name} is ready for battle!**" or
* "**{hero name} evolved!**"
* **addAntiHero**:
* "**{antiHero name} is ready for destruction!** or
* "**{hero name} is getting stronger!**"
* **checkComicCharacter RETURNS** a **String representation** of the **ComicCharacter** with the **GIVEN NAME**:
* **"#Name: {name}**
* **##Health: {health}// Energy: {energy}// Intelligence: {intelligence}**

If the Comic Character is Hero,print:

* **###Heroism: {special}**

Else if the Comic Character is Anti Hero, print:

* **###Evilness: {special}**

If the ComicCharacter is DCHero,print :

* **####DC Attack Power: {attack power}**

Else if the ComicCharacter is MarvelHero,print :

* **####Marvel Attack Power: {attack power}**

Else if the ComicCharacter is Villain,print :

* **####Villain Attack Power: {attack power}**

Else if the ComicCharacter Titan ,print :

* **####Titan Attack Power: {attack power}**
* **addArena**:
* **"{arena name} is becoming a fighting ground!"** or
* "**A battle is about to start there!**"
* **addHeroToArena**:
* "**{heroName} is fighting!**" or
* "**{heroName} is dead!"** or
* "**Arena is full!**" or
* "**{heroName} is fighting for your freedom in <arenaName>!**"
* **addAntiHeroToArena**:
* "**{antiHeroName} is fighting!**" or
* "**{antiHeroName} is dead!"** or
* "**Arena is full!**" or
* "**{antiHeroName} and his colleagues are trying to take over {arenaName}!**"
* **loadSuperPowerToPool**:
* "**{super power name} added to pool!**" or
* "**This super power already exists!"**
* **assignSuperPowerToComicCharacter**:
* "**{super power name} already assigned!**" or
* "**{comic character name} has a new super power!"**
* **usePowers**:
* "**{comi character name} has no super powers!**" or
* "**{comic character name} used his super powers!"**
* **startBattle**:
* "**SAFE ZONE !"** or
* "**Heroes won the battle of {arenaName}!"** or
* **"Anti** **Heroes won the battle of {arenaName}!"**
* **endWar**:
* "**After {count of all battles} battles our FRIENDLY HEROES WON!"** or
* "**WE ARE DOOMED!**"

# Constrains

* **All strings** in the input may consist of **any ASCII character**, except **SPACE**
* So that the input is easily processed – hint: split by white space!
* There will be **NO invalid** input lines
* **All integers** in the input will be in **range [0, 1000]**.
* You **won't** recieve non-existent hero/anti hero when adding them to arena

# Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| REGISTER\_ANTI\_HERO Lex\_Luthor Villain 20 300.50 40.72 9.32  REGISTER\_ANTI\_HERO Red\_Skull Villain 34 130 9 5  CHECK\_CHARACTER Lex\_Luthor  BUILD\_ARENA Sofia 3  REGISTER\_HERO Chuck\_Noris MarvelHero -12 230 23 23  SEND\_ANTI\_HERO Sofia Lex\_Luthor  REGISTER\_HERO Hulk MarvelHero 100 700.50 5.25 8  SUPER\_POWER @Super\_Strength@ 3  BUILD\_ARENA MANHATAN 7  ASSIGN\_POWER Red\_Skull @Super\_Strength@  CHECK\_CHARACTER Hulk  REGISTER\_ANTI\_HERO Red\_Hulk Villain 91 725 3 5  SEND\_HERO Sofia Hulk  SEND\_ANTI\_HERO Sofia Red\_Skull  COMICS\_WAR MANHATAN  UNLEASH Red\_Skull  SEND\_ANTI\_HERO Sofia Red\_Hulk  CHECK\_CHARACTER Red\_Skull  COMICS\_WAR Sofia  WAR\_IS\_OVER | Lex\_Luthor is ready for destruction!  Red\_Skull is ready for destruction!  #Name: Lex\_Luthor  ##Health: 300.50// Energy: 20// Intelligence: 40.72  ###Evilness: 9.32  ####Villain Attack Power: 18.98  Sofia is becoming a fighting ground!  Energy is not in the correct range!  Lex\_Luthor and his colleagues are trying to take over Sofia!  Hulk is ready for battle!  @Super\_Strength@ added to pool!  MANHATAN is becoming a fighting ground!  Red\_Skull has a new super power!  #Name: Hulk  ##Health: 700.50// Energy: 100// Intelligence: 5.25  ###Heroism: 8.00  ####Marvel Attack Power: 226.80  Red\_Hulk is ready for destruction!  Hulk is fighting for your freedom in Sofia!  Red\_Skull and his colleagues are trying to take over Sofia!  SAFE ZONE!  Red\_Skull used his super powers!  Arena is full!  #Name: Red\_Skull  ##Health: 152.00// Energy: 45// Intelligence: 9.00  ###Evilness: 5.00  ####Villain Attack Power: 1.00  Heroes won the battle of Sofia!  After 1 battles our FRIENDLY HEROES WON! |
| REGISTER\_HERO Iron\_Man MarvelHero 40 550.49 200.00 9.00  REGISTER\_ANTI\_HERO Dr\_Doom Villain 60 600 180.45 6.50  SUPER\_POWER Levitation 20  BUILD\_ARENA New\_York 5  REGISTER\_HERO Flash DCHero 130 300 3 7.50  BUILD\_ARENA New\_York 9  REGISTER\_HERO Batman DCHero 10 90 150.50 9.30  BUILD\_ARENA Wakanda 10  SEND\_HERO Wakanda Iron\_Man  SEND\_ANTI\_HERO New\_York Dr\_Doom  SUPER\_POWER @Infinity\_Gauntlet@ 30  REGISTER\_ANTI\_HERO Thanos Titan 200 1400 100 7  CHECK\_CHARACTER Flash  SEND\_ANTI\_HERO New\_York Thanos  SEND\_HERO Wakanda Flash  ASSIGN\_POWER Thanos @Infinity\_Gauntlet@  CHECK\_CHARACTER Thanos  SEND\_HERO New\_York Batman  COMICS\_WAR New\_York  CHECK\_CHARACTER Thanos  REGISTER\_ANTI\_HERO Galactus Titan 600 800 20 2  SEND\_ANTI\_HERO Wakanda Thanos  REGISTER\_ANTI\_HERO Loki Villain 20 490 100 4  SEND\_ANTI\_HERO Wakanda Loki  ASSIGN\_POWER Iron\_Man @Infinity\_Gauntlet@  REGISTER\_HERO Black\_Panter MarvelHero 27 490 90.50 5  SEND\_HERO Wakanda Black\_Panter  REGISTER\_HERO Green\_Lanter DCHero 30 130 40 6  SEND\_HERO Wakanda Green\_Lanter  COMICS\_WAR Wakanda  UNLEASH Thanos  CHECK\_CHARACTER Thanos  WAR\_IS\_OVER | Iron\_Man is ready for battle!  Dr\_Doom is ready for destruction!  Super power name not in the correct format!  New\_York is becoming a fighting ground!  Flash is ready for battle!  A battle is about to start there!  Batman is ready for battle!  Wakanda is becoming a fighting ground!  Iron\_Man is fighting for your freedom in Wakanda!  Dr\_Doom and his colleagues are trying to take over New\_York!  @Infinity\_Gauntlet@ added to pool!  Thanos is ready for destruction!  #Name: Flash  ##Health: 300.00// Energy: 130// Intelligence: 3.00  ###Heroism: 7.50  ####DC Attack Power: 97.17  Thanos and his colleagues are trying to take over New\_York!  Flash is fighting for your freedom in Wakanda!  Thanos has a new super power!  #Name: Thanos  ##Health: 1400.00// Energy: 200// Intelligence: 100.00  ###Evilness: 7.00  ####Titan Attack Power: 921.00  Batman is fighting for your freedom in New\_York!  Anti Heroes won the battle of New\_York!  #Name: Thanos  ##Health: 1400.00// Energy: 200// Intelligence: 100.00  ###Evilness: 7.00  ####Titan Attack Power: 921.00  Energy is not in the correct range!  Thanos and his colleagues are trying to take over Wakanda!  Loki is ready for destruction!  Loki and his colleagues are trying to take over Wakanda!  @Infinity\_Gauntlet@ already assigned!  Black\_Panter is ready for battle!  Black\_Panter is fighting for your freedom in Wakanda!  Green\_Lanter is ready for battle!  Green\_Lanter is fighting for your freedom in Wakanda!  Anti Heroes won the battle of Wakanda!  Thanos used his super powers!  #Name: Thanos  ##Health: 156.43// Energy: 239// Intelligence: 100.00  ###Evilness: 7.00  ####Titan Attack Power: 1038.00  WE ARE DOOMED! |
| REGISTER\_HERO Chuck\_Noris MarvelHero -12 230 23 23  REGISTER\_ANTI\_HERO Lex\_Luthor Villain 20 300.50 40.72 9.32  REGISTER\_ANTI\_HERO Red\_Skull Villain 34 130 9 5  REGISTER\_ANTI\_HERO BIBO Titan 12 234 100 3  REGISTER\_HERO SAMUEL\_LEE\_JACKSON MarvelHero 29 329 1 9  BUILD\_ARENA Sevastopol 4  BUILD\_ARENA Moon 1  SEND\_ANTI\_HERO Sevastopol Lex\_Luthor  BUILD\_ARENA Moon 1  REGISTER\_HERO Bunny DCHero 96 900 31 21.3  SEND\_HERO Moon Bunny  SEND\_HERO Sevastopol Bunny  COMICS\_WAR Moon  CHECK\_CHARACTER Bunny  SEND\_HERO Sevastopol Bunny  SEND\_ANTI\_HERO Sevastopol Red\_Skull  SEND\_ANTI\_HERO Sevastopol BIBO  COMICS\_WAR Sevastopol  WAR\_IS\_OVER | Energy is not in the correct range!  Lex\_Luthor is ready for destruction!  Red\_Skull is ready for destruction!  BIBO is ready for destruction!  Comic Character name is not in the correct format!  Sevastopol is becoming a fighting ground!  Moon is becoming a fighting ground!  Lex\_Luthor and his colleagues are trying to take over Sevastopol!  A battle is about to start there!  Bunny is ready for battle!  Bunny is fighting for your freedom in Moon!  Bunny is fighting!  Heroes won the battle of Moon!  #Name: Bunny  ##Health: 900.00// Energy: 96// Intelligence: 31.00  ###Heroism: 21.30  ####DC Attack Power: 116.30  Bunny is fighting for your freedom in Sevastopol!  Red\_Skull and his colleagues are trying to take over Sevastopol!  BIBO and his colleagues are trying to take over Sevastopol!  Anti Heroes won the battle of Sevastopol!  After 2 battles our FRIENDLY HEROES WON! |
| REGISTER\_HERO Bloop DCHero 20 300 20 30  SUPER\_POWER @2a@ 23  SUPER\_POWER power 20  SUPER\_POWER @aa@ 30  SUPER\_POWER @InteligencE@ 400  REGISTER\_ANTI\_HERO Stick\_man Villain 2 3 4 5  BUILD\_ARENA Atina 2  BUILD\_ARENA Atina 5  BUILD\_ARENA Bolivia 1  REGISTER\_HERO Spider\_man MarvelHero 20 140 10 30  SEND\_HERO Bolivia Spider\_man  SEND\_HERO Bolivia Bloop  SEND\_HERO Atina Bloop  SEND\_HERO Atina Spider\_man  COMICS\_WAR Bolivia  SEND\_ANTI\_HERO Atina Stick\_man  COMICS\_WAR Atina  WAR\_IS\_OVER | Bloop is ready for battle!  Super power name not in the correct format!  Super power name not in the correct format!  Super power name not in the correct format!  @InteligencE@ added to pool!  Stick\_man is ready for destruction!  Atina is becoming a fighting ground!  A battle is about to start there!  Bolivia is becoming a fighting ground!  Spider\_man is ready for battle!  Spider\_man is fighting for your freedom in Bolivia!  Arena is full!  Bloop is fighting for your freedom in Atina!  Spider\_man is fighting!  Heroes won the battle of Bolivia!  Stick\_man and his colleagues are trying to take over Atina!  Heroes won the battle of Atina!  After 2 battles our FRIENDLY HEROES WON! |