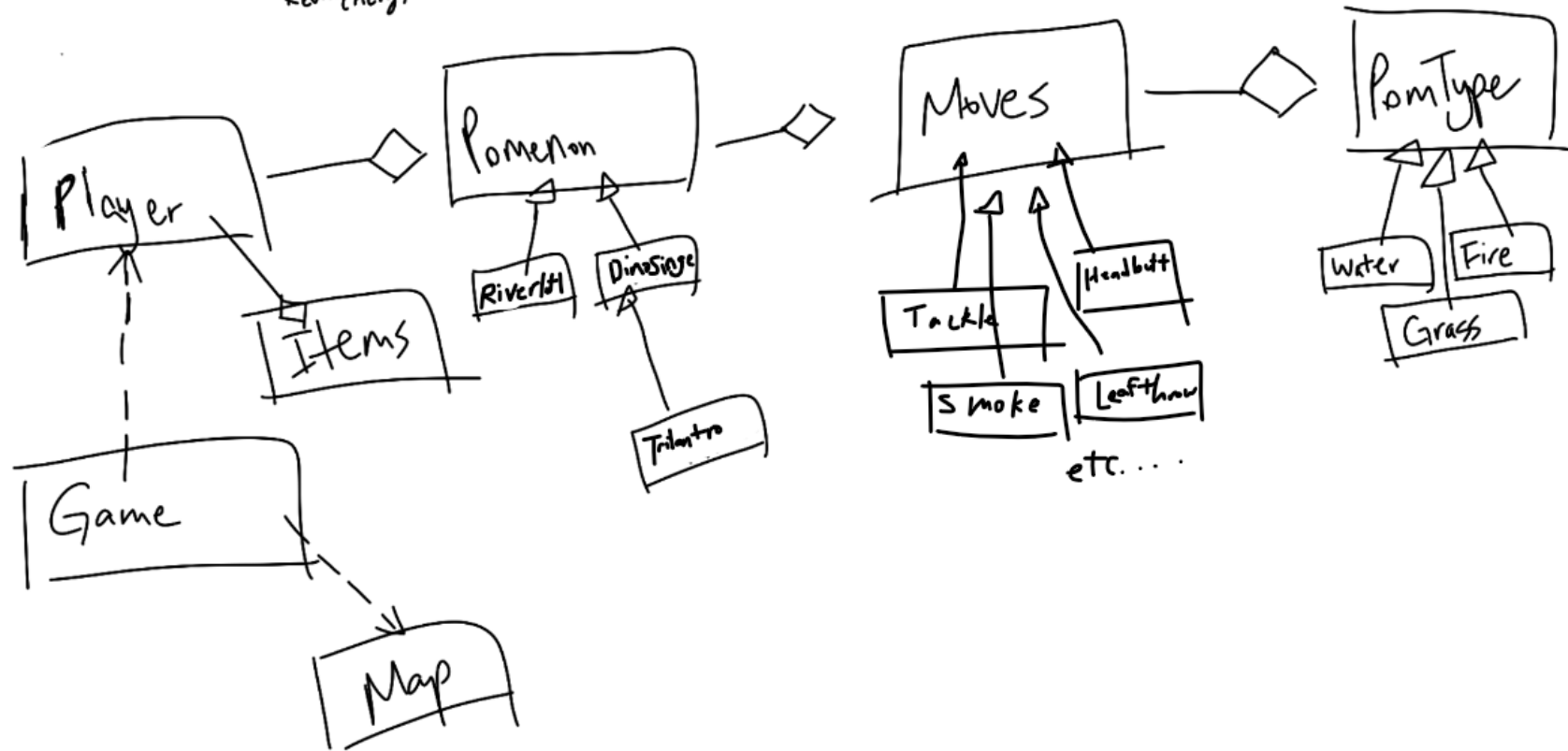


Classes: Team Ratolotls (Gloria Lee, Jack Chen, Kevin Cheng)

Pd. 8



Pomenon
<b>Instance Vars</b> <ul style="list-style-type: none"><li>- String name</li><li>- int health</li><li>- int level</li><li>- int experience</li><li>- ArrayList&lt;Moves&gt; moves</li></ul>
<b>Methods</b> <ul style="list-style-type: none"><li>+ Pomenon(String pname, PomType ptype, int phealth, int plevel, int pexperience)</li><li>+ String getName()</li><li>+ PomType getType()</li><li>+ AL&lt;String&gt; getWeaknesses()</li><li>+ int getHealth()</li><li>+ int getLevel()</li><li>+ int getXP()</li><li>+ AL&lt;Moves&gt; getMoves()</li><li>+ String setName( Str newName )</li><li>+ Moves addMove( Moves newMove)</li><li>+ int setHealth( int newHealth )</li><li>+ int setLevel( int newLevel )</li><li>+ int setXP (int newXP )</li><li>+ boolean attack(Moves myMove, Pomenon enemy)</li><li>+ boolean isWeakness(PomType myMove, Pomenon enemy)</li><li>+ boolean isDead()</li></ul>

Player
<b>Instance Vars</b> <ul style="list-style-type: none"><li>- String playerName</li><li>- ArrayList&lt;Pomenon&gt; playerPomenons</li><li>- ArrayList&lt;Pomenon&gt; playerTeam</li><li>- ArrayList &lt;Items&gt; playerBag</li><li>- int balance</li></ul>
<b>Methods</b> <ul style="list-style-type: none"><li>+ Player(String pplayerName, int pbalance)</li><li>+ String getPlayerName()</li><li>+ int getBalance()</li><li>+ ArrayList&lt;Pomenon&gt; getPlayerPomenons()</li><li>+ ArrayList&lt;Pomenon&gt; getPlayerTeam</li><li>+ Pomenon addPomenon(Pomenon new Pomenon)</li><li>+ String toString()</li><li>+ String listPomenons()</li><li>+ Pomenon releasePomenon(int pokemon)</li></ul>

PomType
<b>Instance Vars</b> <ul style="list-style-type: none"><li>- String typeName</li><li>- ArrayList&lt;String&gt; weaknesses</li><li>- ArrayList&lt;String&gt; strengths</li></ul>
<b>Methods</b> <ul style="list-style-type: none"><li>+ PomType(String pType)</li><li>+ String getTypeName()</li><li>+ AL&lt;String&gt; getWeaknesses()</li><li>+ AL&lt;String&gt; getStrengths()</li><li>+ String addWeaknesses(String a)</li><li>+ String addStrengths(String a)</li></ul>
Moves
<b>Instance Vars</b> <ul style="list-style-type: none"><li>- String moveName</li><li>- int moveDamage</li><li>- PomType moveType</li></ul>
<b>Methods</b> <ul style="list-style-type: none"><li>+ Moves(String name, int damage, PomType type)</li><li>+ int getMoveDamage()</li><li>+ PomType getMoveType()</li></ul>

Game
<b>Instance Vars</b> <ul style="list-style-type: none"><li>- boolean gameOver</li></ul>
<b>Methods</b> <ul style="list-style-type: none"><li>+ void introduction()</li><li>+ void walk()</li><li>+ void battle (Player me, Player you)</li><li>+ boolean checkUsablePomenon(Player gamer)</li></ul>

Player has an array of Pomenons. Pomenons have an array of moves. Move have PomType attributes.

Map (map1, map2, map3, etc.)
<b>Instance Vars</b> <ul style="list-style-type: none"><li>- char[][] _maze</li><li>- int height, width</li><li>- int initRow, initColumn</li><li>- char originalTile</li></ul> <ul style="list-style-type: none"><li>Final - char PLAYER</li><li>Final - char GRASS</li><li>Final - char EXIT</li><li>Final - char DIRT</li><li>Final - char WALLVert</li><li>Final - char WALLHor</li><li>Final - char TREE</li><li>Final - char SLANT</li></ul>
<b>Methods</b> <ul style="list-style-type: none"><li>+ int getInitRow()</li><li>+ int getInitCol()</li><li>+ char getPrev()</li></ul> <ul style="list-style-type: none"><li>+ Map(File inputFile)</li><li>+ boolean placePlayer(int row, int columns)</li><li>+ char playerMove()</li></ul>