

# Systems Requirements Second Implementation

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## Summary :

In this implementation we will be implementing the main method, the troop class, and the shop. The main method should be the main menu for the file while you wait to transition wherever you want to go (shop, battle, or quit). The troop class should contain the values for the troops, get and set methods for each troop, and a toString() for the troop. Then in the shop class the player should be able to buy and sell troops.

## 1. Main Method

- a. The player should start in the main method.
- b. The first thing that the main method should bring up would be the start menu options.
- c. After the player has loaded or created their game it should give the player the option to save the game, go to the shop, or quit the game (the battle option will come in a later implementation).
- d. The main menu should loop the options until the player has decided to quit.

## 2. The Troop Class

- a. It should contain the following values :
  - i. The troops minimum and maximum health
  - ii. The amount of spaces that the player can move
  - iii. The range that the troop can attack
  - iv. The amount of damage that the troop can deal
  - v. Their status(dead or alive)
  - vi. Their buy and sell value
  - vii. Their move status and attack status
  - viii. Their x and their y
  - ix. The troops troop tag
- b. It should have get and set methods for all of these values
- c. It should contain two toString() methods(one for the shop and one for the battle field)

## 3. The Shop Menu

- a. The shop menu should be able to access the player's data and tell what troops they have and how much money they have.
- b. The shop menu should be able to change the player's data based on whether the player has bought or sold troops.
- c. There should be a minimum number of troops that the player can have so that they don't sell too many.
- d. There should be a maximum number of troops that the player can have so that they don't have too many.
- e. The shop should be able to display the troop's stats and their buy and sell value.

- f. The shop should be able to show what troops are available to buy.
- g. The shop should be able to show the troops that the player currently has.
- h. It should check that the player has enough money to buy the troop that the player has selected and add that troop to the player's data if they do and subtract the money paid from the player data.
- i. The shop should be able to check if the player does not go below the minimum number of troops that they can have and if they don't it should remove the sold troop from the player's data and add their sell value to the player's data.