OOPHW4

(1) your name and school ID

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(2) the relations between the classes that you design

Two pets which are opponent to each other.
A arena land which is the activity place for two pets.
Pets work on the arena; and arena controls the pets.
If pet's want information about the opposite pet, it needs to ask arena for help and arena will return info.

(3) the advantages of your design in terms of software engineering (say, co-development)

- I put the skill class in the pet class itself so that others can know that the skills are unique for this pet and not access by other pet.
- The arena manages most information for users; when engineers wanna check the screen output, they can easily do by checking only arena class.

(4) the disadvantages of your design in terms of software engineering (say, co-development)

- I think I should create one more pet class which has some common function in these created by me, then other can use and create new pets it easily.
- In skill classes, the code is unreadable by others because each skill we need to create one more class.

(5) the advantages of your design in terms of the interestingness of the game

- Unlike normal fight game, I create a scenario about love.
  In common sense, boy is more active when meeting a girl he likes while girl may think he is annoying.
  So the end of the game is either that the boy success to make a girlfriend

or refusing by the girl.

- And each round the situation will be different due to the probability and the skill they use.
  And they may have some powerful skill with rather low probability.

(6) the disadvantages of your design in terms of the interestingness of the game

one main disadvantage is that users cannot join this game!!
I am so sorry for that.
Why I design that "type Enter key to continue" is because TA is busy for check our homework and have no time to enjoy games so just enter one key is more convenience for TA.

(7) any part that you implemented that is worth getting \bonus" points

- I set probability for any skill to execute, so we have different result in each game.
- I keep the balance between pets by adjusting their hp cost, mp cost and their skill probability.
- The map setting takes lot of effort. Users can view what the arena looks like and where are the pets. Because I use "clear" command available on linux, when playing this game on linux, user can see the map which is stick on the same location.