

Homework for Rust: Structs and Enums

Odd-Harald Lillestø Myhren

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Task 1: Design Your Creatures (Using Structs)

In your Rust-powered realm, you need a variety of creatures to populate the land. Create at least three unique creatures using structs. Each creature should have a name, a type (e.g., "Goblin," "Elf," "Dragon"), health points, and attack power. Write a Rust program that defines these creatures and their attributes. This means you need at least three different structs with these fields.

Task 2: Create Your Magical Items (Using Enums)

No adventure is complete without magical items! Design a set of enchanting items using enums. Create three types of items: weapons, armor, and consumables. Each enum variant should have different attributes such as damage points for weapons, defense points for armor, and effects for consumables (use **struct-like** syntax). Write Rust code to showcase the different types of magical items you've created.

Task 3: Train Your Creatures (Implementing Methods)

Your creatures need to be battle-ready! Implement a method for your creatures that allows them to train and improve their attributes. For instance, a creature could gain extra health or attack power through training. Write Rust code that demonstrates how a creature's attributes change after training. You should at least have a `train(&self)`.