**Methods:**

|  |  |
| --- | --- |
| Identifier: | getName() |
| Parameters: |  |
| Return Value: | **String** – A String representing the name of this Creature |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getDescription() |
| Parameters: |  |
| Return Value: | **String** – A String representing a description of this Creature. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getDefeatedText() |
| Parameters: |  |
| Return Value: | **String** – A String representing text to be displayed when this Creature is defeated. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getItemToDestroy() |
| Parameters: |  |
| Return Value: | **Item** – The Item which is necessary to defeat this Creature. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setItemToDestroy(Item item) |
| Parameters: | item – An Item which will destroy (defeat) this Creature. |
| Return Value: |  |
| Other: |  |

**Constructor Methods:**

There are no requirements for which constructor methods you create, but you will likely want to include a Constructor method which takes three String values as arguments for the name, description, and text to display when the Creature is defeated. Otherwise it will be necessary to include additional mutator methods to modify those properties.