

# Project 3

Group 3

# Maricar

- Lute music class that implements Abilities
- Game Outcome Display:  
  
If the player selects Fireball, then an opponent is randomized and then the randomly selected class would determine the outcome display.  
  
-Fighter displays: failureGraphic()  
  
-Bard displays: graphicEffect()  
  
-Magic character displays: “Its a draw.”
- Javadoc

# Kody

## **FighterCharacter.Java**

- Implemented distinct abilities and attributes

## **GUI Interaction**

- Button Event Listeners
  - Assigned action listeners to “Fireball”, “Shield”, and “Lute” buttons
- Created methods to simulate battles after button actions
  - onFireballSelected()
  - onShieldSelected()
  - onLuteSelected()

# Humera

## ShieldDefense.java

- shield defense class that implements abilities

## GUI

- Created labels with player name and win rate
- Action buttons
  - Displays fireball, shield, and lute buttons with assigned colors
- Ensured that buttons are enabled only when player is selected
  - `playersComboBox.addActionListener(new ActionListener() {...`

# Martin

## BardCharacter.java

- Created the new character class with its specific abilities and attributes
  - 100 HP and medium armor
  - Specific graphicalEffect() and failureGraphic() messages

## GUI

- Created main application window (JFrame)
  - Titled “Fireball | Shield | Lute”
- Created the dropdown list to select a player’s name
  - Only displays characters who are active