**Centennial College**

**C++ for Game Developers**

**Lab One**

**Due Date: Jan. 15 @ 11:59 PM**

**In this lab, you are requested to develop the following:**

Create two headers (.h) files for player and explosive as described below. These two files are going to be used in a game-development project.

**Player:**

*Attributes*

* **health: Integer**
* **damage: Integer**
* **manaPower: Integer**

*Methods*

* **void attack()**
* **void applyDamage()**

**Explosive:**

*Attributes*

* **power: Integer**
* **damage: Integer**
* **spawnTime: Float**

*Methods*

* **void explode()**
* **void applyDamage()**

**Fill in the body of the functions to display a meaningful message on console. For instance, the attack() method of player may contain “Player is attacking”.**

Once you have implemented these two files, include them both in the file that contains the main method. Then, call applyDamage() method for both player and explosive.

**Hint:** you need to use “namespace” as we discussed in class.

**Submission:**

You will need to submit ONLY the files that you have developed for this lab.

Please do NOT submit your whole project.