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APCS1 pd2
HW69: Hitting the Target
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Class Woo

Variables:

-ArrayList<Character> livingChars

-ArrayList<Mafia> mafia

-ArrayList<Character> citizens

-Doctor Doc

-Investigator Detective

-Character player

-int type

-Character maybeDed

-String[] NAMES

Methods:

+void begin()

+String display(ArrayList)

+void popGame(int)

+void swap()

+void day()

+void night()

+void converse()

+void end()

Class Character

-String name
-boolean alive
-String type
-int accusations
-int susPoints

Methods:
+Character(String)
+String setName(String)
+String getType()
+String getName()
+String toString()
+boolean isAlive()
+void die()
+boolean vote(boolean)
+Character accuse(Character)
+String toString()
+String listChars()
+int getAccusations()
+void incAccusations()
+void resetAcc()
+int getSusPoints()
+void changeSusPts(int)

Class Mafia extends Character

Variables:

Methods:
+Mafia(String)
+kill()

Class Doctor extends Character

Variables:

Methods:
+Doctor(String)
+save(Character)

Class Investigator extends Character

Variables:

Methods:
+Investigator(String)

Class Conversation

Variables:

-String[][] init

-String[][] followUp

-int qNum

Methods:

+String getAnyInit(int,int)

+String getAnyFollow(int,int)

+String getInitQ()

+String getInitA(int)

+String getfollowQ()

+String getfollowA(int)

Class Story

Variables:

-String[] action

-String[] interruption

-String[] luck

Methods:

+String deathStory(Character)

+String survivalStory(Character)