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APCS1 pd2
HW62 -- Pointing Your Rocket Skyward
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Class Woo

Variables:

- ArrayList<Character>
- ArrayList<String> notebook

Methods:

- +void begin()
- +void day()
- +void night()
- +void open()
- +void write()
- +void erase()

Class Character

Variables:

- int energy
- int susVal
- int charNum
- String type
- String name
- boolean player

Methods:

- +void converse(Character)
- +void investigate()
- +void eavesdrop(Character)
- +boolean vote()
- +void defend()
- +Character accuse(Character)
- +String toString()
- +String listChars()

Class Mafia extends Character

Variables:

Methods:

- +kill()

Class Doctor extends Character

Variables:

Methods:

+heal()

Class Detective extends Character

Variables:

Methods:

+investigate()