

Problem:

Game characters like king, queen, knight etc can use any one weapon at a time, however they can change their weapons throughout the game.

Details:

Character

- Abstract class.
- Has a member variable `charName` and is *composed* of `weaponBehaviour`.
- The method *fight()* lets the character fight with his/ her weapon of choice. We are able to set the weapon of choice in runtime through the member method *setWeaponOfChoice()*.
- We can also set the weapon of choice compile time by overriding the *setWeaponOfChoice()* in the child class.

WeaponBehaviour

- Interface.
- Has a method *useWeapon()*.
- All the classes implementing this interface implement this method according to the specific weapon they represent.*useWeapon()*.

King, Queen, Knight

- Classes extending Character class.

SwordBehaviour, PoisonBehaviour, AxeBehaviour

- Classes implementing WeaponBehaviour interface.
- Represent a specific weapon.