

```
1 package com.example.battlegame;
2
3 public class Player {
4     private String name;
5
6     public Player(Classes fighterclass, Attacks
    attacks){
7
8     }
9
10 }
11
```

```
1 package com.example.battlegame;
2
3 import java.util.ArrayList;
4
5 public class Attacks {
6     private String[] knightattacks = new String[]{"
    Piercing Stab", "Slice", "Sharpness++", "Lance Dash"
    , "Sweep & Slice"};
7     private int[] knightdamage = new int[]{15, 5, 0,
    20, 10};
8 }
9
```

```
1 package com.example.battlegame;  
2  
3 public class Classes {  
4  
5 }  
6
```

```
1 package com.example.battlegame;  
2  
3 public class Weapons {  
4 }  
5
```

```
1 package com.example.battlegame;  
2  
3 public class Powerups {  
4 }  
5
```

```
1 package com.example.battlegame;
2
3 import javafx.fxml.FXML;
4 import javafx.scene.control.Label;
5
6 public class HelloController {
7     @FXML
8     private Label welcomeText;
9
10    @FXML
11    protected void onHelloButtonClick() {
12        welcomeText.setText("Welcome to JavaFX
    Application!");
13    }
14 }
```

```
1 package com.example.battlegame;  
2  
3 public class IndividualClass {  
4 }  
5
```

```
1 package com.example.battlegame;
2
3 import javafx.application.Application;
4 import javafx.fxml.FXMLLoader;
5 import javafx.scene.Scene;
6 import javafx.stage.Stage;
7
8 import java.io.IOException;
9
10 public class HelloApplication extends Application {
11     @Override
12     public void start(Stage stage) throws IOException
13     {
14         FXMLLoader fxmlLoader = new FXMLLoader(
15             HelloApplication.class.getResource("hello-view.fxml"
16         ));
17         Scene scene = new Scene(fxmlLoader.load(),
18             320, 240);
19         stage.setTitle("Hello!");
20         stage.setScene(scene);
21         stage.show();
22     }
23
24     public static void main(String[] args) {
25         launch();
26     }
27 }
```