

```
1 package com.example.battlegame;
2
3 import java.util.ArrayList;
4
5 public class Attack {
6     private String attackName;
7
8     private int attackDamage;
9
10    public Attack(String attackName, int attackDamage
11    ){
12        this.attackName = attackName;
13        this.attackDamage = attackDamage;
14    }
15
16    public String getAttackName() {
17        return attackName;
18    }
19
20    public int getAttackDamage() {
21        return attackDamage;
22    }
23 }
```

```
1 package com.example.battlegame;
2
3 public class Player {
4     private String name;
5
6     private Classes fighterClass;
7
8     private int[] attributes = {50,50,50,50};
9
10    public Player(String name, Classes fighterclass){
11        this.name = name;
12        this.fighterClass = fighterclass;
13        for (int i = 0; i < attributes.length; i++) {
14            attributes[i] += fighterclass.
15            getAttributeChanges()[i];
16        }
17    }
18 }
19
```

```
1 package com.example.battlegame;
2
3 import java.lang.reflect.Array;
4 import java.util.ArrayList;
5
6 public class Classes {
7     private String className;
8
9     private int[] attributeChanges;//Strength, Speed
    , Health, Defense
10
11     private ArrayList<Attack> attacks;
12
13
14     public Classes(String className){
15         this.className = className;
16         if(className.equals("knight")){
17             this.attributeChanges = new int[]{20,-5,0
18 ,10};
19
20             attacks.add(new Attack("Piercing Stab",
21 15));
22             attacks.add(new Attack("Slice", 5));
23             attacks.add(new Attack("Sharpness++", 0
24 ));
25             attacks.add(new Attack("Lance Dash", 20
26 ));
27             attacks.add(new Attack("Sweep & Slice",
28 10));
29
30         } else if(className.equals("mage")){
31             this.attributeChanges = new int[]{-10,15,
32 20,0};
33
34             attacks.add(new Attack("Fire Rain", 30));
35             attacks.add(new Attack("Shadow Slice", 25
36 ));
37
38             attacks.add(new Attack("Speed++", 0));
39             attacks.add(new Attack("Sun Spear", 35));
40             attacks.add(new Attack("Water Whip", 10
41 ));
42         }
43     }
44 }
```

```
33
34         } else if(className.equals("archer")){
35             this.attributeChanges = new int[]{-10,25,
36             0,10};
37             attacks.add(new Attack("Piercing Arrows"
38             , 10));
39             attacks.add(new Attack("Exploding Arrows"
40             , 25));
41             attacks.add(new Attack("Speed++", 0));
42             attacks.add(new Attack("Loudest Arrows",
43             10));
44             attacks.add(new Attack("Multishot", 20));
45
46         } else if(className.equals("bard")){
47             this.attributeChanges = new int[]{20,-5,0
48             ,10};
49             attacks.add(new Attack("Bagpipe Shriek",
50             5));
51             attacks.add(new Attack("Flute Slice", 10
52             ));
53             attacks.add(new Attack("Health Song", 0
54             ));
55             attacks.add(new Attack("Xylophone
56             Confusion", 5));
57             attacks.add(new Attack("Speed Song", 15
58             ));
59
60         } else if(className.equals("shooter")){
61             this.attributeChanges = new int[]{20,-5,0
62             ,10};
63             attacks.add(new Attack("Piercing Bullets"
64             , 20));
65             attacks.add(new Attack("Bayonet Slice",
66             10));
67             attacks.add(new Attack("Speed++", 0));
68             attacks.add(new Attack("Snipe", 100000));
69             attacks.add(new Attack("MultiShot", 30));
70         }
```

```
61     }
62
63     public ArrayList<Attack> getAttacks() {
64         return attacks;
65     }
66
67     public int[] getAttributeChanges() {
68         return attributeChanges;
69     }
70
71     public String getClassName() {
72         return className;
73     }
74 }
75
```

```
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    private Player p1 = new Player("Ayush");
11
12    @FXML
13    protected void onHelloButtonClick() {
14        welcomeText.setText("Welcome to JavaFX
15        Application!");
16    }
17 }
```



```
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 }
```