Project Description:

Two chickens face each other on a 10x10 grid.  One chicken is controlled by the computer.  One chicken starts in the upper left corner and the other in the lower right corner.  The chicken can move or shoot, but not both.  The way the chicken moves is the way the chicken is pointed. It can change its direction, but this is one turn.

The base chicken class can only move two squares in the direction it faces.  The chicken can only shoot two squares away in a straight line the way it is facing.  The chicken will have variables to store the Hit points.  Hit points represent how many times it can be hit before it dies.  I.E.  if a chicken has 10 hit points and it is hit for 1 damage point it will have 9 hit points left.  The amount of damage could change depending on which sub chicken is firing at it.

List the functions used as well as individual variables etc

Package main

Chick main

Package game

Game print board

chicken Computer

chicken Human

Human chicken Shooting

Human chicken Turning

Computer chicken shooting

Computer chicken turning

Check or judge

Simple flow chat

Main -> print board->human chicken -> shooting or turning -> print board->computer chicken -> shot or turn ->print board-> defined who’s health is 0-> main