Rationale Requirement 2

For this requirement, the classes: Charmander, Squirtle, and Bulbasaur inherits all the properties of the Pokémon class. According to the requirement, brief Charmander spawns from Crater ground hence there is a dependency relationship between them, same goes with the waterfall and Squirtle classes and also the Tree and Bulbasaur classes.

The class fire is associated with Charmander because he is fire-type Pokémon and so is Water and Squirtle and Grass and Bulbasaur.

The weapons are dependent on the Pokémon types and the ground they are standing on, as described in the assignment brief. For example, the weapon Ember can only be equipped by Charmander given the condition he is standing on its type ground i.e. Fire. The same is the case with Bubble and Vine Whip.

CHANGES IN ASSIGNMENT 2:

All of it is pretty much the same. We put all the elements i.e. fire, water, and grass in an ENUM class to simplify things.

Additionally, we made an intrinsic attack class and removed the objects Ember, Bubble, and vine whip. And made the method special attack do all the work.