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Project 3

Design:

* Base class
  + Abstract class, virtual functions that = 0
  + Functions
    - Attack
    - Defense
      * Takes roll, attack points, and calculates actual damage inflicted then updateStrength
    - getArmor
    - getStrength
    - updateStrength
* Menu
  + Display names and get user to pick two
    - Can pick two of the same characters
  + Print round stats including
    - Attacker type
    - Defender type, armout, strength
    - Attackers die roll
    - Defenders die roll
    - Damage inflicted calculations
    - Defenders updated strength points after attack
      * If defenders die, ends game
  + Continue
    - 1 continue
    - 2 quit
* Vampire class
  + Attack
    - 1 12 sided die
  + Defense
    - 1 6 sided die
    - Charm power- 50% chance to charm attacker into not attacking for any attack
      * Trumps medusas glare if happens at same time
    - Takes roll, attack points, and calculates actual damage inflicted then updateStrength
  + getArmor
    - 1
  + getStrength
    - 18
  + updateStrength
* Barbarian class
  + Attack
    - 2 6 sided die
  + Defense
    - 2 6 sided die
    - Takes roll, attack points, and calculates actual damage inflicted then updateStrength
  + getArmor
    - 0
  + getStrength
    - 12
  + updateStrength
* Blue men class
  + Attack
    - 2 10 sided die
  + Defense
    - 3 6 sided die
    - For every four points strength lost, lose a defense die, represents loosing a couple of little blue men
    - Takes roll, attack points, and calculates actual damage inflicted then updateStrength
  + getArmor
    - 3
  + getStrength
    - 12
    - Mob power- for every four points strength lost, loses one defense die
  + updateStrength
* Medusa class
  + Attack
    - 2 6 sided die
    - Glare power – if rolls a 12, target instantly gets turned to stone and medusa wins, unless against harry potter who still has Hogwarts power left
  + Defense
    - 1 6 sided die
    - Takes roll, attack points, and calculates actual damage inflicted then updateStrength
  + getArmor
    - 3
  + getStrength
    - 8
  + updateStrength
* Harry Potter class
  + Attack
    - 2 6 sided die
  + Defense
    - 2 6 sided die
    - Takes roll, attack points, and calculates actual damage inflicted then updateStrength
  + getArmor
    - 0
  + getStrength
    - 10
    - Hogwarts power- if strength <= 0, resets to 20 one time per fight
  + updateStrength