
OBJECT ORIENTED PROGRAMMING

PEER PROGRAMMING - A GAME

- ▶ Work in a playground
- ▶ One person should make three classes, 'Player', 'GoodPlayer' and 'BadPlayer'
 - ▶ Player has an 'attack' method, which returns a tuple (message: String, damage: Int). Message is the message that the player says during the attack, and damage is the amount of damage it does
 - ▶ Both good players and bad players have some (≥ 2) possible attacks. Good and bad players have different possible attacks, they are performed randomly when attack is called
 - ▶ Players also have a health integer (default to 100), and an isAlive method (a player is alive if their health is above 0)
- ▶ The other person creates a 'Match' class, which takes two players during initialization
 - ▶ It also has a 'playGame()' method, which pits each player against each other, alternating taking turns until one of the players is no longer alive. At the end of the match, print out the winner
- ▶ Put one GoodPlayer against a BadPlayer, look at the printed results!
- ▶ Bonus: Give players names, print those out before they match