

```
1 package com.company;
2
3 import java.util.List;
4
5 public class PlayingArea {
6     private List<Ninja> ninjas;
7     private Dice dice;
8     private int roundCount;
9
10    public PlayingArea(List<Ninja> ninjas){
11        this.ninjas = ninjas;
12        this.dice = new Dice();
13        roundCount = 1;
14    }
15
16    private boolean CheckIfAnyNinjaDead(List<Ninja> ninjas){
17        for (Ninja ninja : ninjas){
18            if (ninja.getHealth() <= 0)
19                return false;
20        }
21
22        return true;
23    }
24
25    private Ninja CheckWhichNinjaIsDead(List<Ninja> ninjas){
26        if (ninjas.get(0).getHealth() <= 0)
27            return ninjas.get(0);
28        else
29            return ninjas.get(1);
30    }
31
32
33
34    private Ninja GetAttackingNinja(List<Ninja> ninjas){
35        //it can be draw , or one winner
36    }
```

```
37     if (ninjas.get(0).getDiceRollPoint() > ninjas.get(1).getDiceRollPoint())
38         return ninjas.get(0);
39     else if(ninjas.get(0).getDiceRollPoint() < ninjas.get(1).getDiceRollPoint())
40         return ninjas.get(1);
41     else
42         return null;
43 }
44
45
46
47 public void Fight() throws InterruptedException {
48
49     System.out.println("Let the fight begin ...");
50
51     Thread.sleep(3000);
52     System.out.println();
53
54     while(CheckIfAnyNinjaDead(ninjas)){
55         System.out.println("ROUND "+roundCount+ " FIGHT");
56         roundCount++;
57
58         Thread.sleep(3000);
59         System.out.println();
60
61         System.out.println("Rolling dice ...");
62         dice.Roll(ninjas);
63
64         Thread.sleep(3000);
65         System.out.println();
66
67         List<Ninja> tempArray = ninjas;
68
69
70
71         Ninja attackingNinja = GetAttackingNinja(ninjas);
72
```

```
73         if (attackingNinja==null){
74             System.out.println("This round is DRAW");
75             System.out.println("-----");
76             Thread.sleep(3000);
77             continue;
78         }
79
80         else{
81             System.out.println("Attacking turn : " + attackingNinja.getName());
82             tempArray.remove(attackingNinja);
83             Ninja defendingNinja = tempArray.get(0);
84             System.out.println("DEFEND YOURSELF , " + defendingNinja.getName());
85
86             System.out.println();
87             Thread.sleep(2000);
88
89             tempArray.add(attackingNinja);
90
91             attackingNinja.Attack(defendingNinja);
92             Thread.sleep(3000);
93         }
94
95         System.out.println("-----");
96     }
97
98     Ninja deadNinja = CheckWhichNinjaIsDead(ninjas);
99     System.out.println("RIP to the "+deadNinja.getName());
100
101     Thread.sleep(2000);
102
103     ninjas.remove(deadNinja);
104     Ninja winnerNinja = ninjas.get(0);
105     System.out.println(winnerNinja.getName().toUpperCase()+" WINS");
106     System.out.println("FATALITY");
107
108
```

```
109         Thread.sleep(3000);
110     }
111 }
112
```