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Project: 3

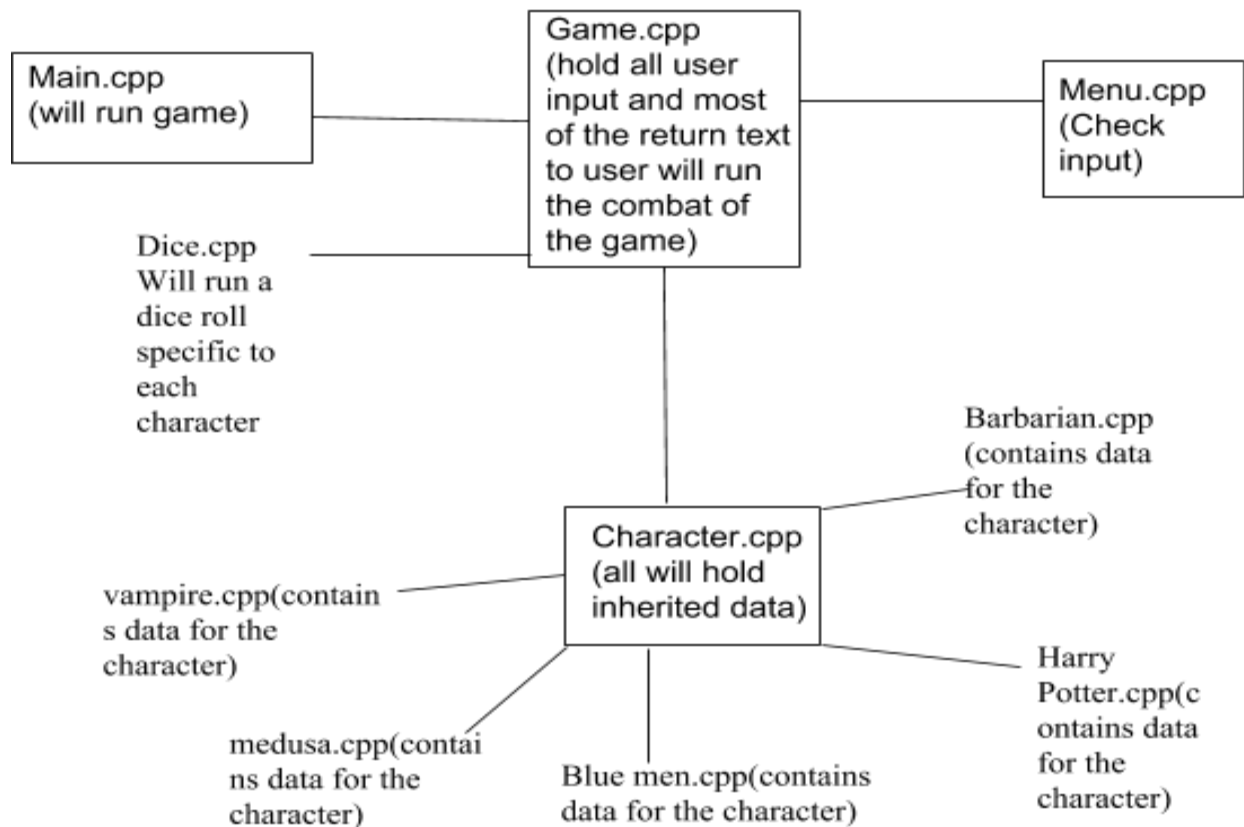
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Class: CS 162 - Introduction to Computer Science II (Section 400)

Approach/Understanding -

- Develop classes
- Implement characters using polymorphism
- Implement a menu to allow the user to test the characters
- Create a fantasy combat game
- Create a vampire, medusa, barbarian, blue men and Harry potter all have armor, strength, defence rolls, attack rolls and lifes as well as factor in each characters special attribute.
- Turn based fighting game
- Characters have specific trumps to certain match ups
- Each combat between 2 characters ends when one of the characters die.
- Display messages to the user 1-6 listed on the project outline
- Calculate total damage after each attack and new character str points
- Allow the user to pick 2 characters and the same characters should be able to fight one another

Basic Game outline!



Test Table For User Input

Test Case	Input Values	Expected Outcomes	Actual Outcomes
Enter a int value 1-5 to pick a character (tested all extremes)	-1,-5,1.4,hello, 3fes	Reprompt user to enter a valid input	Reprompted user to enter a valid input
Enter a int value 1-5 to pick a character	1-5	Allows you to pick a character of int selected	Allowed you to pick a character of int selected
Enter 1 or 2 to exit or continue playing the game (tested extremes)	2.1, -2,-1,a, hello and others	Should not take these inputs should just reprompt user	Asks user to enter in a valid value
Enter 1 or 2 to exit or continue playing the game	1,2	Allow user to exit or keep playing	Allowed user to exit or keep playing the game
NA	NA	NA	NA
NA	NA	NA	NA
NA	NA	NA	NA

Reflection/Debugging/Changes Made:

Might change around how I designed some of the gameplay and combat features couldn't really do this because I spaced on the fact that I had to override some of the special moves rather than hardcode them into the game class. Only obvious change I would make to my game!