

EFFECT*

```
feature -- attributes
  health: INTEGER
  energy: INTEGER
  regen_health: INTEGER
  regen_energy: INTEGER
  armour: INTEGER
  vision: INTEGER
  move: INTEGER
  move_cost: INTEGER
  selection_made: INTEGER
  selection_made_string: STRING
  selections_string: STRING
  output_string: STRING

feature -- selections
  select_option(i: INTEGER)
    -- Selects the option (e.g weapon type, depending on the setup stage) indicated by the given index
    deferred
  end

feature {NONE} -- private helper strings
  get_options_string: STRING
    -- Returns the 'list of options' string that corresponds to the the current setup stage
    deferred
  end

  fill_attributes (p_health: INTEGER ; p_energy: INTEGER ; p_regen_health: INTEGER ;
                  p_regen_energy: INTEGER ; p_armour: INTEGER ; p_vision: INTEGER ;
                  p_move: INTEGER ; p_move_cost: INTEGER)
    -- Each setup stage results in some contributed attributes values depending on the user's choice.
    -- This method stores those attributes so that they can be summed up with their counterparts
    -- from other setup stages
    deferred
  end
```



WEAPON_SETUP+

```
feature -- specialized attributes
  projectile_damage: INTEGER
  projectile_cost: INTEGER
  projectile_cost_unites: INTEGER

feature -- selections
  select_option(i: INTEGER)
    -- Implementation of a deferred command

feature {NONE} -- private helper strings
  get_options_string: STRING
    -- Implementation of a deferred query

  fill_attributes (p_health: INTEGER ; p_energy: INTEGER ; p_regen_health: INTEGER ;
                  p_regen_energy: INTEGER ; p_armour: INTEGER ; p_vision: INTEGER ;
                  p_move: INTEGER ; p_move_cost: INTEGER)
    -- Implementation of a deferred command
```