

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 contributes 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
```