Two player Game

Each team has a

Red, Blue, Green warriors

Booster   Medic   Tank

Each Round has 2 battles

- Medic can heal after each battle
  - 5 total hp per round

- Each player Selects

Game over when 1 team runs out of warriors

Warriors of Light

Warrior

int hp — 10

~~int attack; damage~~
~~~~

int attack();   Virtual int assignDamage ()

int ~~~~

Red	Blue	Green
Beserker	Medic	Tank

Red — Beserker

Higher Attack Modifier

More Damage

hp — 10

Damage 1 — 5

Fury Damage 1—5

Blue — Medic

Healing

hp — 10

Damage 1-5

Can assign 5 hp per round

Green — Tank

Higher Defense Modifier

Less damage

More Damage Absorption

Absorb damage ();

hp — 10

Damage 1—5
Absorbs 1—5 Damage

Chance for Bonus Damage Absorption

List Warriors

Choose Warrior for Battle

Battle #1 ~ ~~(scribble)~~

(Heal
Remove Defeated Warriors ← check Victory Condition

List Warriors

Choose warrior for Battle

Battle #2

~~(scribble)~~ Remove Defeated warriors ← check Victory Condition

Heal

Game

run — game loop

~~(scribble)~~ ~~construct~~

~~(scribble)~~ handle Round

handle Battle

~~(scribble)~~ get Player Names

Player 1

Player 2

Player

team

name