PROJECT 2 Screenshots

main
  java
    org.example
      © Dragon
      © Enemy
      © GenEnemy
      © Ghost
      © Goblin
      © Ogre
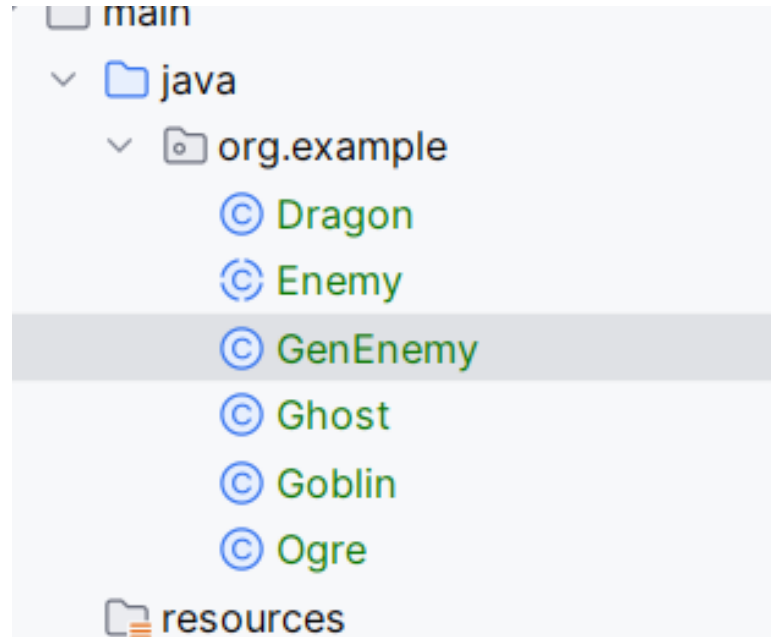   resources

```java
1    package org.example;
2
3    import java.util.ArrayList;
4    import java.util.Random;
5
     new *
6  ▶ public class GenEnemy {
         new *
7  ▶    public static void main(String[] args) {
8            ArrayList<Enemy> enemy = new ArrayList<>();
9            Random random = new Random();
10
11           for(int i = 0; i < 100; i++) {
12               int randomNumber = random.nextInt( bound: 4) + 1;
13
14               int weight, height;
15               if (randomNumber == 1) {
16                   weight = random.nextInt( bound: 6) + 5;
17                   height = random.nextInt( bound: 31) + 70;
18                   enemy.add(new Goblin(weight, height));
19               } else if (randomNumber == 2) {
```

attacks from each of the enemies in the array list..

```
C:\Users\vikto\.jdks\ope
Rawr!
Rawr!
Gurgle!
Ugh!
Rawr!
Ugh!
Boo!
Gurgle!
Gurgle!
Gurgle!
Ugh!
Boo!
Rawr!
Ugh!
Rawr!
Rawr!
Ugh!
Ugh!
Boo!
Boo!
Boo!
Rawr!
Boo!
Ugh!
Rawr!
Rawr!
Gurgle!
Gurgle!
Ugh!
```

```
Ugh!
Ugh!
Rawr!
Rawr!
Rawr!
Ugh!
Boo!
Gurgle!
Ugh!
Gurgle!
Rawr!
Rawr!
Ugh!
Gurgle!
Rawr!
Ugh!
Boo!
Ugh!
Gurgle!
Ugh!
Ugh!
Gurgle!
Ugh!
Gurgle!
Rawr!
Rawr!
Boo!
Boo!
Ugh!
Ugh!
```

```
Gurgle!
Boo!
Rawr!
Gurgle!
Ugh!
Gurgle!
Gurgle!
Boo!
Gurgle!
Gurgle!
Boo!
Ugh!
Boo!
Gurgle!
Boo!
Boo!
Boo!
Ugh!
Gurgle!
Gurgle!
Boo!
Rawr!
Boo!
Ugh!
Rawr!
Boo!
Gurgle!
Gurgle!
Boo!
Boo!
```

```
Gurgle!
Gurgle!
Boo!
Boo!
Gurgle!
Rawr!
Rawr!
Ugh!
Ugh!
Gurgle!
Rawr!
Boo!
Boo!
Ugh!
Rawr!
Boo!

Process finished with exit code 0
```