Test

1. No more than 1 head gear, 2 hand gear, and 2 foot wear.
2. Need to choose the equipment with higher attack value first. Then choose equipment with higher defense, last choose equipment with random.
3. Equipment name can't be empty.
4. Equipment's attack and defense value can't be empty.
5. test each function, like getAttack, getDefense. Test if they have correct output
6. Test player's toString(). make sure the final att and def are correct

---

Battle - Interface

+ getEqupList()
+ getPlayer1()
+ getPlayer2()
+ getWinner()

Battle

- Player player1
- Player player2
- int static maxRound = 10
- List<equipment> equipmentList()

+ Battle(Player player1, Player player2, List<equipment> equipmentList)
+ getEqupList()
+ getPlayer1()
+ getPlayer2()
+ getWinner()

Player
Interface

+ choseEquipment()
+ toString()
+ getAttack()
+ getDefense()

Player

- Object headGear
- List<Object> handGear
- List<Object> footWear
- int static maxHandFoot = 2
- int static maxHead = 1
- attack: int
- defense: int

+ Player():
+ choseEquipment()
+ toString()
+ getAttack()
+ getDefense()

GearType - enum

FOOT_WEAR
HEAD_GEAR
HAND_GEAR

Equipment - interface

+ getGearType ()
+ getAttack()
+ getDefense()
+ getNoun()
+ getAdjective()
+ getName()
+ combineEquip()

AbstractEquip

- gearType type
- int attack
- int defense
- String adjective
- String noun

+ abstractEquip(gearType type, int attack, int defense, String adjective, String noun)
+ getGearType ()
+ getAttack()
+ getDefense()
+ getName()
+ getNoun()
+ getAdjective()
+ combineEquip()

---

headGear

- gearType type
- int attack
- int defense
- String adjective
- String noun

+ headGear (gearType type, int attack, int denfense, String adjective, String noun)
+ combineEquip()

---

handGear

- gearType type
- int attack
- int defense
- String adjective
- String noun

+ headGear (gearType type, int attack, int denfense, String adjective, String noun)
+ combineEquip()

---

footWear

- gearType type
- int attack
- int defense
- String adjective
- String noun

+ headGear (gearType type, int attack, int denfense, String adjective, String noun)
+ combineEquip()