System Manual

The Enemy header file is the base class that holds all of the methods and attributes for the monsters and heroes. The Hydra, Cerberus, Griffin, Dragon, Hero, and Minotaur header files contain all of the methods and attributes that were include in the base class, Enemy. In the cpp files for each of the monsters and hero. The getName function returns the name of the monster or hero. This allows the program to display the name of the monster/hero when called. The getDescription function is only used for monsters and returns a description of what the monster is like. The getHealth function is used for the Hero. It returns the health of the hero, so we can update how much health the Hero was. The Attack function is used by both monsters and heroes. The function takes in a pointer and sends the amount of damage to the doDamage function. The doDamage function subtracts the amount of health by the amount of damage dealt. The resetHealth function reinitializes the health of the monster or hero to its original health. The getFireball function returns the amount of fireballs the user has left. The getPotions function returns the amount of potions the user has left. The getFireball and getPotions are only used by the monster or hero. The fireball function takes in a pointer and sends the amount of damage of the fireball to the doDamage function. The defensive sets the variable defense to true so in the doDamage function, the damage dealt by the enemy will be cut in half. The potions function adds 10 health to the overall health of hero. The special function is an attack that does more damage than the attack of the monster and sends it to the doDamage function.