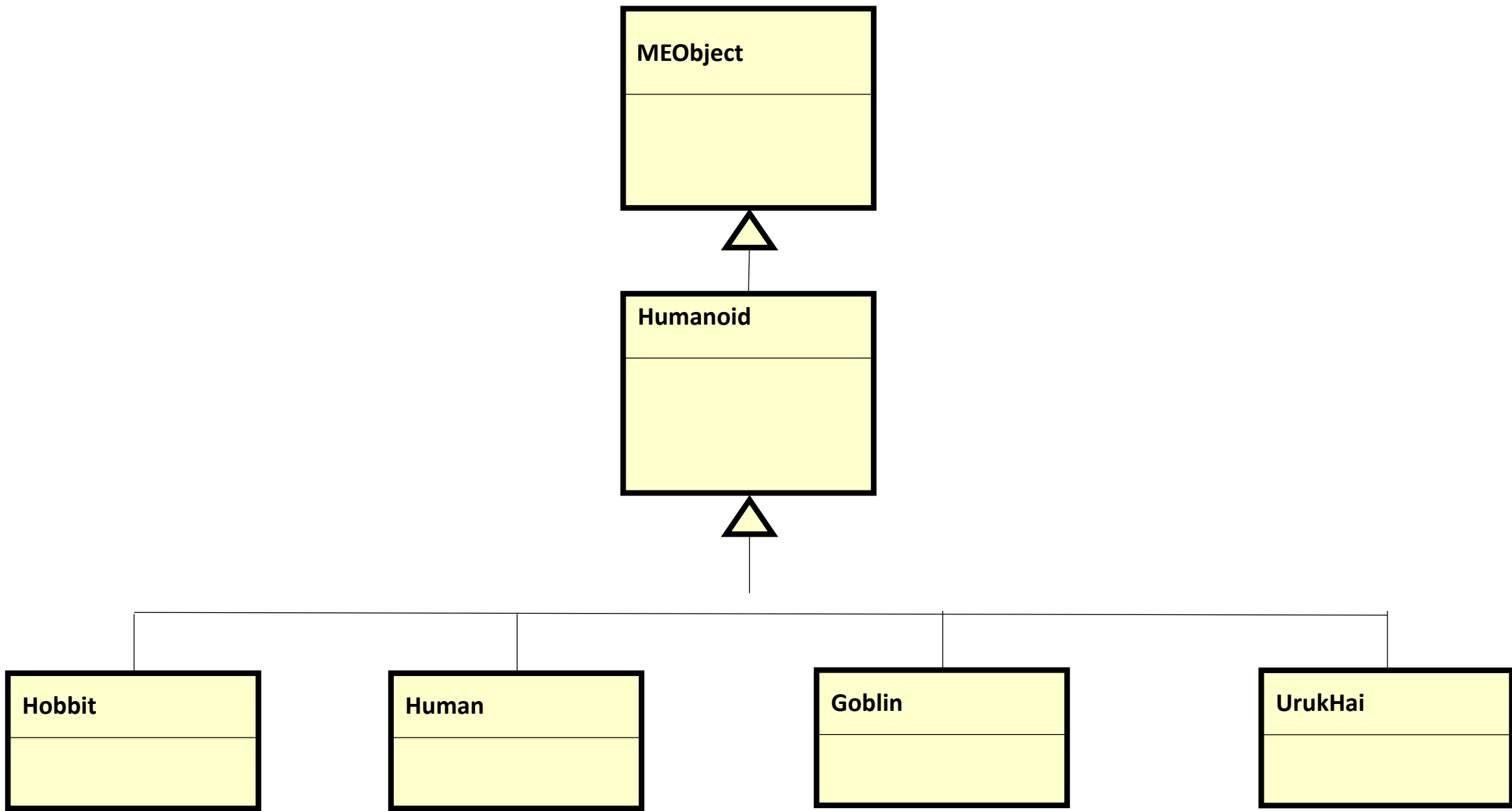




Object
appearance : char HitPoints: int +DEFAULT_APPEARANCE : char +DEFAULT_HIT_POINTS : int +DEAD : int +Object() << constructor >> +Object(anApperance:char) << constructor >> +ductDamage(damage:int) : void +tAppearance() : char +tHitPoints() : int +tAppearance(anAppearance:char) : void +tHitPoints(hitPoints:int):void

Humanoid
+DEFAULT_APPEARANCE : char +ATTACK_DAMAGE : int +DEAD : int -aGenerator : Random -row: int -column: int -range: int +Humanoid(anAppearance:char, row:int, column: int) << constructor >> +move(): Coordinate +directionToLocation(direction:int) : Coordinate +getHitPoints() : int +setAppearance(anAppearance:char) : void +setHitPoints(hitPoints:int):void

- Attribute description (Humanoid)
1. Range: how far the humanoid can attack, all but the UrukHai have a range of 1 (only attacks adjacent squares)
- Method descriptions (Humanoid)
1. Move: determines randomly determined direction
 2. directionToLocation: given a compass direction (1-8) the method returns a (row,column) location

Hobbit

+DEFAULT_APPEARANCE : char
+HIDE_TERRAIN : int
+MAX_HIT_POINTS : int
+attack():int
+move(): Coordinate
+remainsHidden(): boolean
+deductDamage(damage:int)

Method descriptions (Hobbit)

1. Move: moves the hobbit east to the right and then south to the bottom.
2. remainsHidden: determine if the hobbit hides during a turn
3. deductDamage: when hobbit is attacked but hidden no damage is deducted from the hit points

Human

+MAX_HIT_POINTS : int
+attack():int

Goblin

DEFAULT_APPEARANCE : char
+attack():int

UrukHai

+DEFAULT_APPEARANCE : char : int
+MAX_HIT_POI : int
+DEFAULT_ATTACK_RANGE : int
+attack():int

Attribute descriptions (UrukHai)
1. DEFAULT_ATTACK_RANGE = 2
(can use bow to attack at
range e.g. up to 2 rows up)