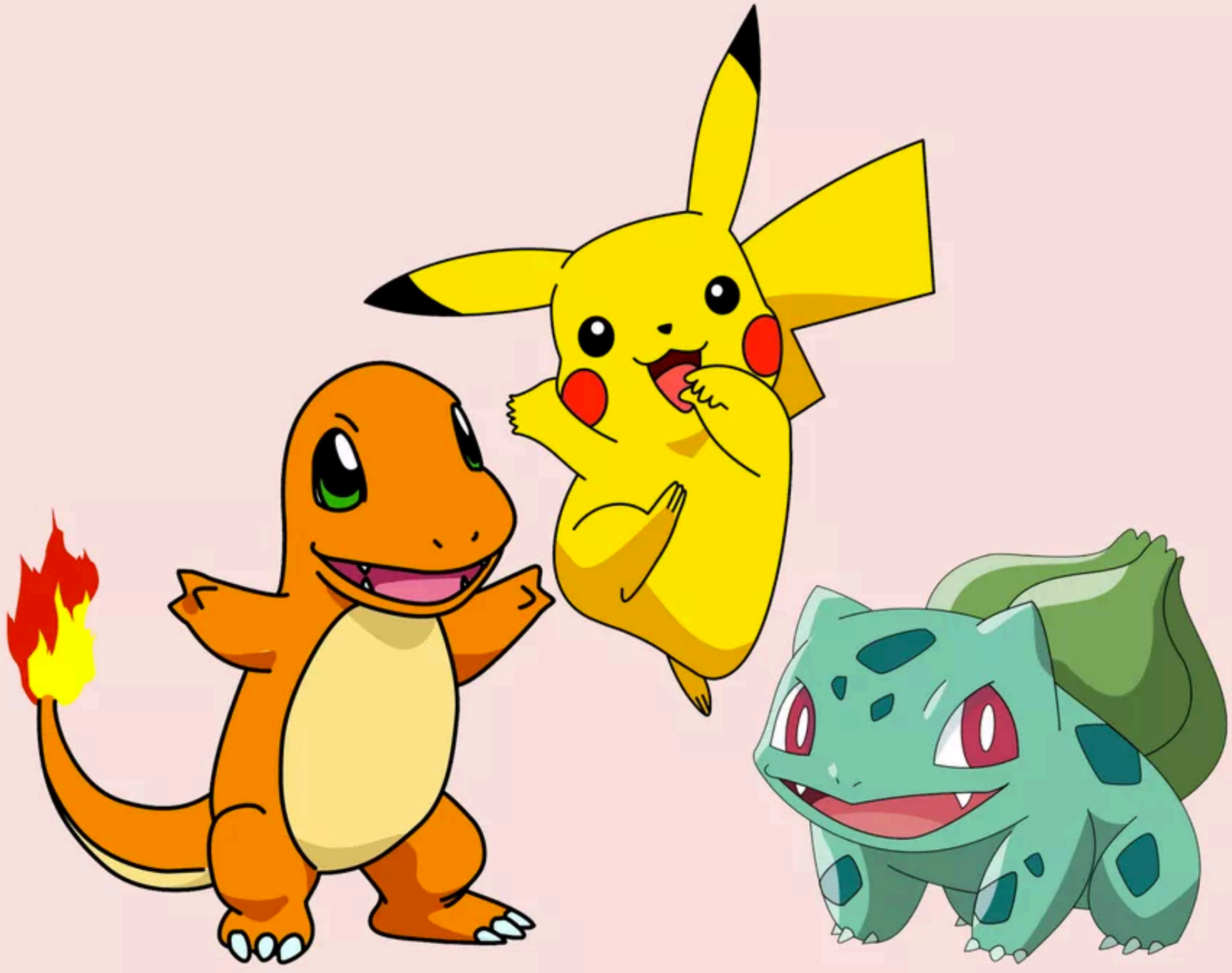
物件導向設計

之

Pokémon番外篇

https://upload.wikimedia.org/wikipedia/en/thumb/a/a6/Pok%C3%A9mon_Pikachu_art.png/220px-Pok%C3%A9mon_Pikachu_art.png



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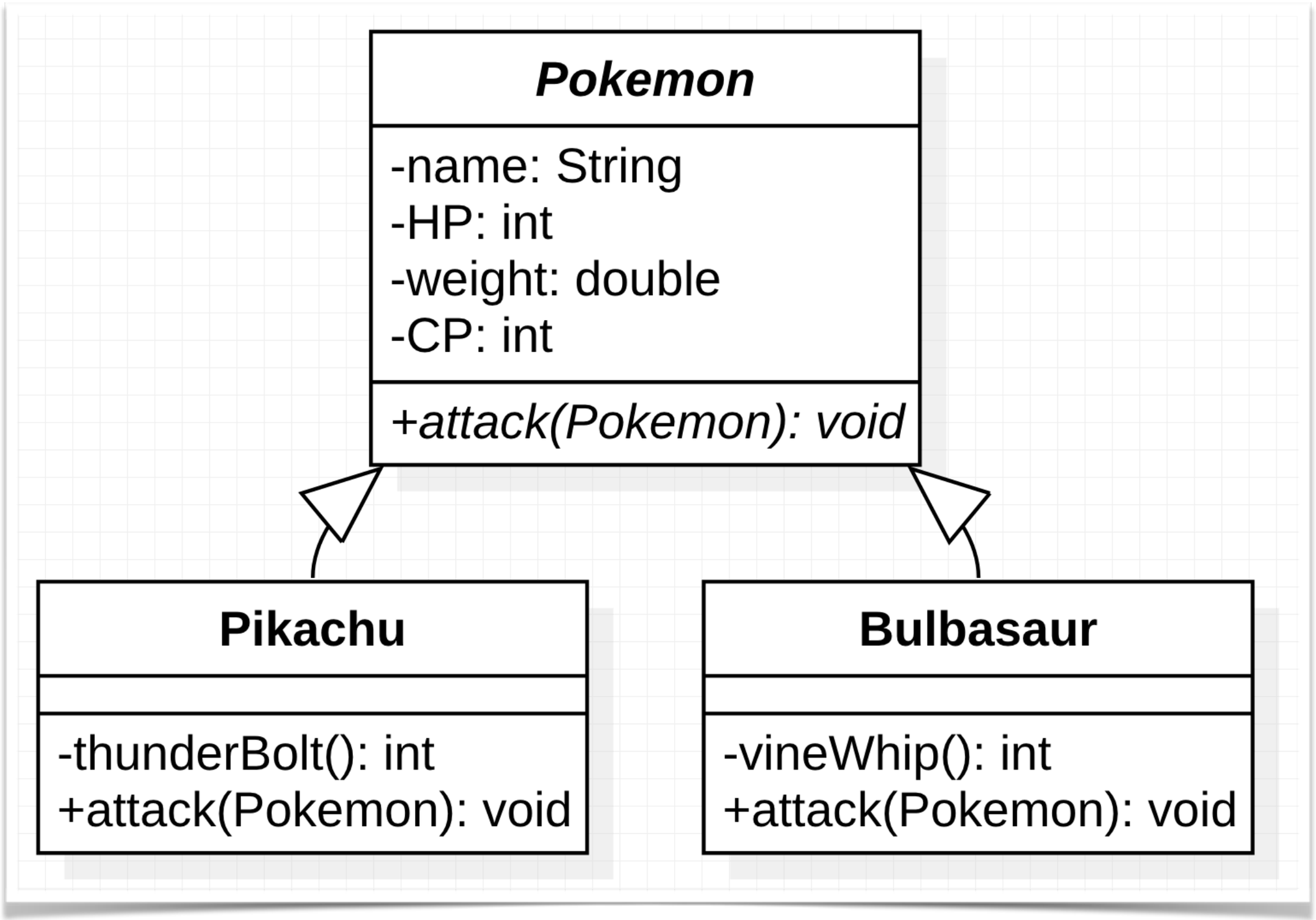
Pokemon
-name: String
-HP: int
-weight: double
-CP: int
+attack(Pokemon): void
Pikachu
-thunderBolt(): int
+attack(Pokemon): void
Bulbasaur
-vineWhip(): int
+attack(Pokemon): void

Fighting

Exercise

https://p2.bahamut.com.tw/M/2KU/28/102cee9960ca78b4340072a5dd1104c5.JPG

Now…

- First, open **PowerPoint** and draw a **scheme** for your game characters.

- Second, open **Eclipse** and write down the Java code based on your scheme.

- In this lab, you need to submit one ppt file and couples of Java source files.

You can refer to the example of Pokemon GO we showed you in class.