Project 1: Showdown Extension

Due: 5:00PM, February 23, 2018

Contents

1 New Hero Cards 1

2 New Control Cards 1

3 Special Powers 1

4 Updated Team Advantage System 2

1 New Hero Cards

At the last possible second, the X Men decide to join forces with the other Heroes when they heard of the Tournament. Lucky for them, you are up for the challenge!

X Men

<table>
<thead>
<tr>
<th>Hero</th>
<th>Status</th>
<th>max HP</th>
<th>Attack</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wolverine</td>
<td>Level 1</td>
<td>60</td>
<td>Berserker Slash</td>
<td>20</td>
</tr>
<tr>
<td></td>
<td>Level 2</td>
<td>90</td>
<td>Tornado Claw</td>
<td>30</td>
</tr>
<tr>
<td></td>
<td>Level 3</td>
<td>120</td>
<td>Weapon X</td>
<td>60</td>
</tr>
<tr>
<td>Storm</td>
<td>Level 2</td>
<td>80</td>
<td>Typhoon</td>
<td>20</td>
</tr>
<tr>
<td></td>
<td>Level 3</td>
<td>100</td>
<td>Whirlwind</td>
<td>40</td>
</tr>
</tbody>
</table>

The lowest-level forms of X Men heroes also have a specific trait that is forgotten when their levels increase. They have the Call for Backup trait; a player with a Hero with this trait in their arena draws an extra card from the deck at the start of a turn.

2 New Control Cards

These new Heroes bring with them new Control cards, making the game more interesting still.

Add these two new Control cards:

- **Revive**: Choose a Hero from your Discard Pile. That Hero is reborn (returned to your hand).

  **Note**: To do this, you may want to be able to display the contents of your Discard Pile. You can do this using a RevivePrompt! After the user has inputted something, you should log a RevivePlay event.
• **HP Boost X Men**: HP Boost X Men functions like the other Replay Cards. If played on a Hero with the matching team, that Hero gains 30 HP. If the teams do not match, the Hero regains only 10 HP.

An updated version of CardFactory.java that includes these cards has been placed in the /course/cs018/src/showdown/src directory.

### 3 Special Powers

In addition to adding new Heroes and Control cards to the game, the following Heroes should be modified to behave as specified below:

- **Season 3 Black Panther**: Intangibility - cannot be attacked for two turns after he enters the field. When a Hero attacks Black Panther while he is still intangible, you should log an Intangible event.

- **Season 3 Wolverine**: Weapon X - with each attack (whether or not it is successful), Wolverine's subsequent attacks deal 5 additional damage.

- **Season 3 Wonder Woman**: Amalthea Strike - In her ultimate form, even a single attack will send her opponents to another realm. (When she attacks a Hero, that Hero is immediately put in the Discard Pile regardless of health or intangibility.) This effect costs Wonder Woman 60 HP\(^1\) per attack.

  **Note:** This effect happens every time Wonder Woman attacks, even if doing so would bring her own health down below 0 HP. Executing the original Amalthea Bash (with 50 HP damage) is completely optional. Can you figure out why just redefining her damage to an arbitrarily large number isn’t sufficient?

### 4 Updated Team Advantage System

In addition to The Avengers and Justice League, there is now also X Men. The new system of team advantages and disadvantages is:

- Justice League have an advantage over the Avengers.
- Avengers have an advantage over the X Men.
- X Men have an advantage Justice League.

**Good luck, and see you at your final grading!**

\(^1\)And a part of her humanity, which you need not account for in your implementation.
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