Project 1: Showdown Extension

*Due: 5:00PM, February 23, 2018*

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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!

<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 HP Boost 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:

- **Level 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.

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

- **Level 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 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!

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