Homework 3 Grading Guidelines

**Player Total: 27 points**

Player’s Constructor
Points: 4

```java
Player p = new Player(90);
maxStrength -> 90;
strength -> 90
isAlive -> true
points -> 0
```

Player’s maxStrength
Points: 4

```java
Player p2 = new Player(250);
p2.MaxStrength -> 100
```

```java
Player p3 = new Player(20);
p2.MaxStrength -> 100
```

Player’s fight
Points: 4

```java
Player p5 = new Player(80);
p5.fight(20) -> true
p5.getPoints() -> 200
p5.getStrength() -> 60
```

```java
p5.fight(80) -> false
```
p5.getStrength() -> 0;
p5.getPoints() -> 800;

Player’s points
Points: 4
Player p6 = new Player(120);
p6.fight(20);
p6.getPoints() -> 200;

Player’s life
Points: 4
Player p7 = new Player(120);
p7.isAlive() -> true
p7.fight(20);
p7.isAlive() -> true;
p7.fight(110);
p7.isAlive() -> false;

Reviving player
Points: 4
Player p8 = new Player(150);
p8.fight(50);
p8.revive(10) -> true
p8.revive(50)->true
**Thief Total: 23 points**

Thief's constructor
Points: 3.5

Thief t1 = new Thief(0.1);
t1.isFree() -> true

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Thief's stash
Points: 4

Thief t1 = new Thief(0.1);
t1.rob(100);
t1.getStash() -> 10.0;
Thief t2 = new Thief(0.2);
t2.rob(201);
t2.getStash() -> 40.2

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Thief's Shared Stash
Points: 4

Thief t1 = new Thief(0.1);
Thief t2 = new Thief(0.2);

t1.rob(300);
t2.rob(100);

t1.getSharedStash() -> 350.0


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Thief's rob
Points: 4

Thief t1 = new Thief(0.1);
Thief t2 = new Thief(0.5);

t1.rob(200);
t2.rob(500);
t1.getSharedStash() -> 430.0;

t2.rob(301);
t2.getSharedStash() -> 580.5;

 t1.getStash() -> 20.0;
t2.getStash() -> 400.5;

getCapturedAndAttemptBail test
Points: 4

Thief t1 = new Thief(0.4);
t1.rob(100);
t1.getCapturedAndAttemptBail(2000);
t1.isFree() -> true

t1.getStash() -> 0.0
t1.getSharedStash() ->60.0
t1.isFree() ->false

Thief t2 = new Thief(0.1);
t2.rob(300);
t2.getCapturedAndAttemptBail(10);
t2.isFree() -> free
t1.getStash() -> 0.0
t1.getSharedStash() ->320.0

getThievesStash test
Points: 3.5

Thief t2 = new Thief(0.2);
t2.rob(100);
Thief.getThievesStash() -> 80;