

OOP LAB 4 Design

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your task:

1. design interface(s) to represent at least two types of RPG characters
2. design interface(s) to represent at least two types of accessories

be sure to specify operations clearly

no coding required, but you can write some code to test your ideas

submission: a document containing diagrams or descriptions of your design

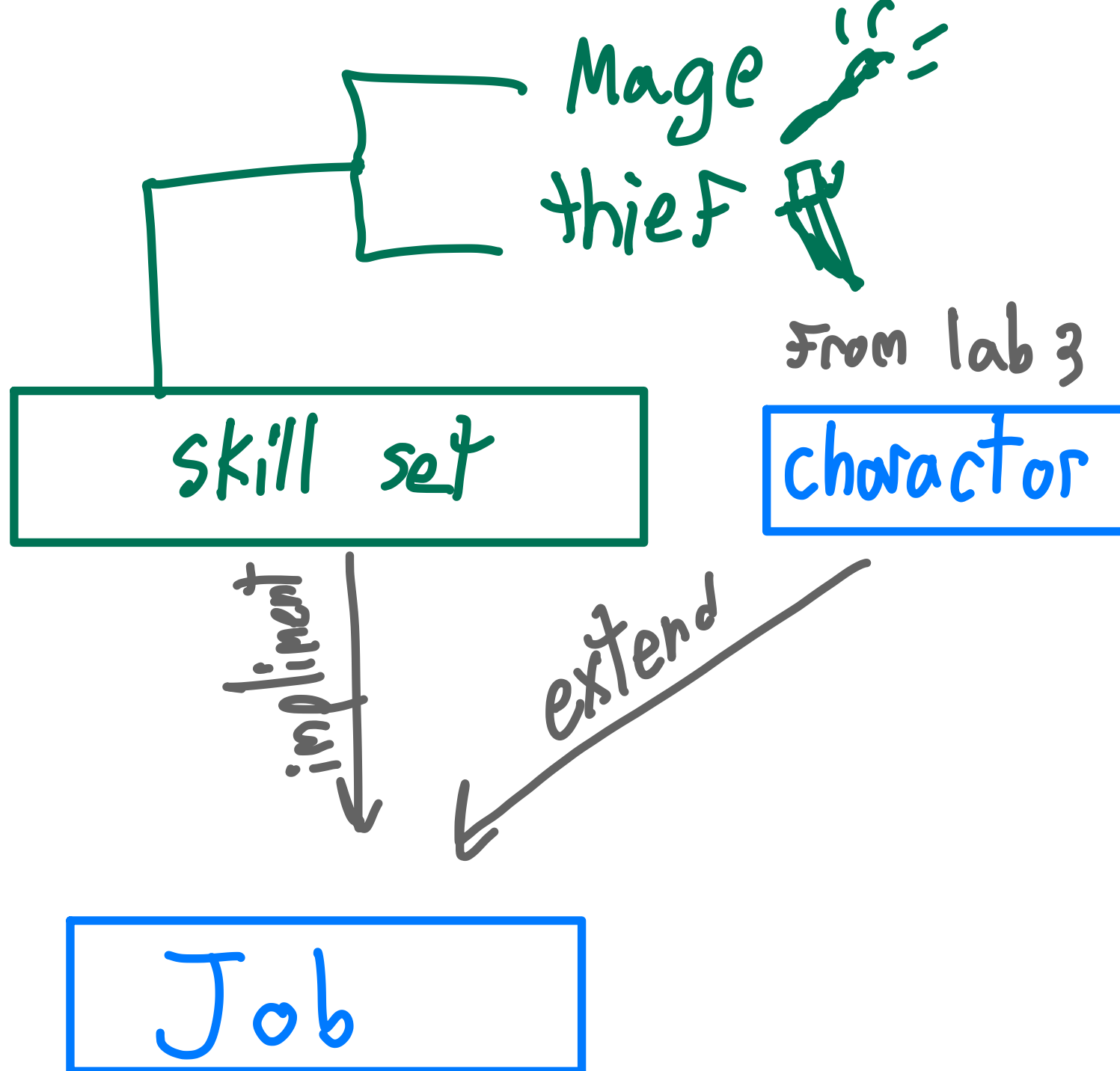
be creative (but realistic)!



class



interface



Accessories

[boots
necklace

} each accessories
is suitable for 1 job.
ex Archer gloves for archers.
Mage gloves for mages.

boots

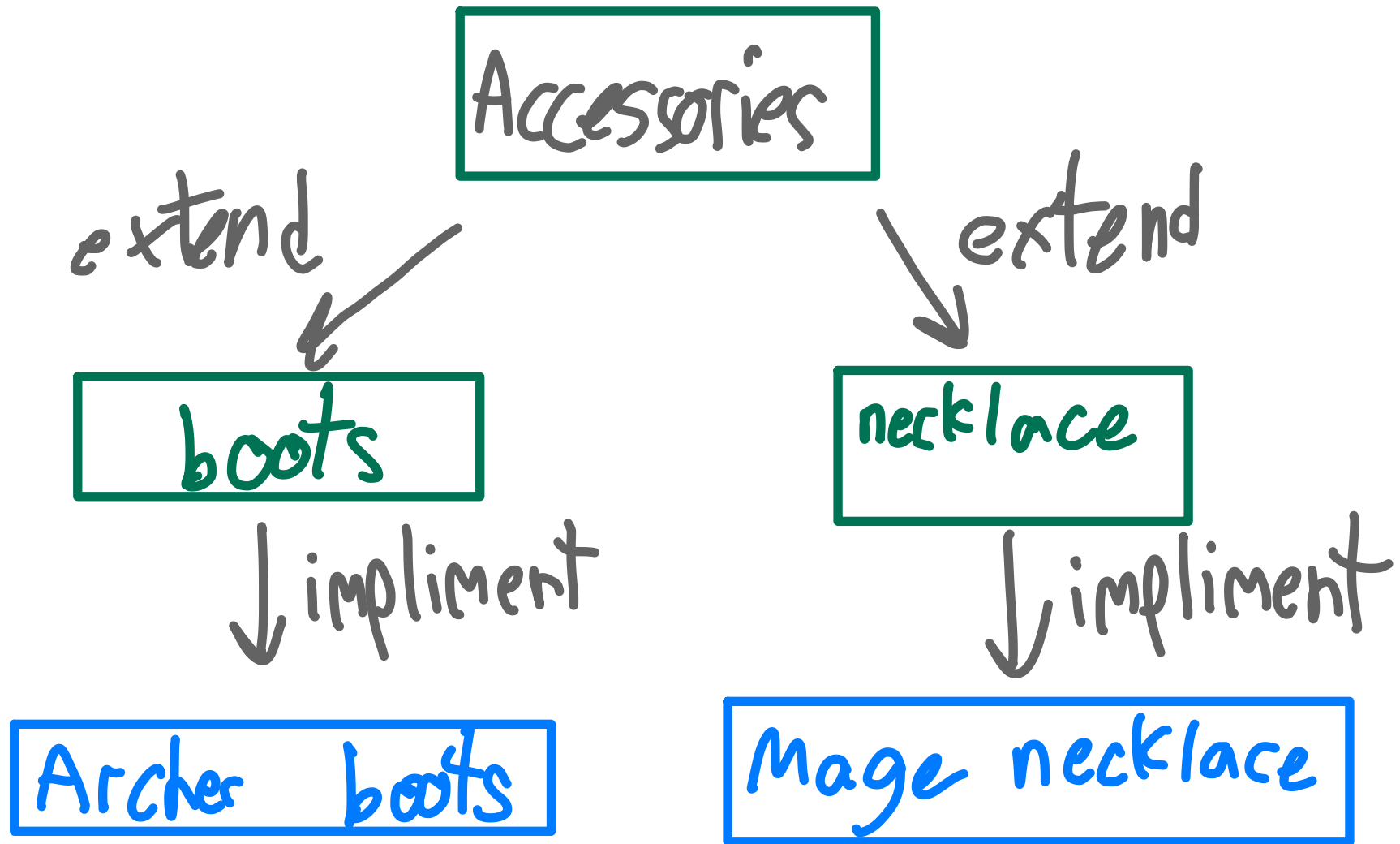
↓ implement

Archer boots

necklace

↓ implement

Mage necklace



Accessories interface methods



- get status
 - return glove's status
- get levelRequirement
 - return minimum level to wear.
- get jobRequirement
 - return which job can equip.

Necklace interface



- teleport
 - teleport player to somewhere
- hp Recover
 - recover hp in small amount

boots interface



- sprint
 - increase move speed.
- high Jump
 - increase jump distance.

Thief interface

- stealth

- go invisible + reduce move speed.

- rob

- loot an item (50% chance)

- double attack

- deal some damage 2 times.

Mage interface

- Fire ball
 - deal damage up to 2 target.
- Thunder Bolt
 - cast single target spell
- increase Int (passive)
 - additional int