OOP Lab 4 Design

- Interface
- Class

Character

implement ↓

CharacterClass

Equipable

↓ extends

Accessories

extends ↙   ↘ extends

boots   rings

implement ↓   ↓ implement

speed boots   mage rings

CharacterClass → Mage   Int ↑

Assassin   Agi ↑

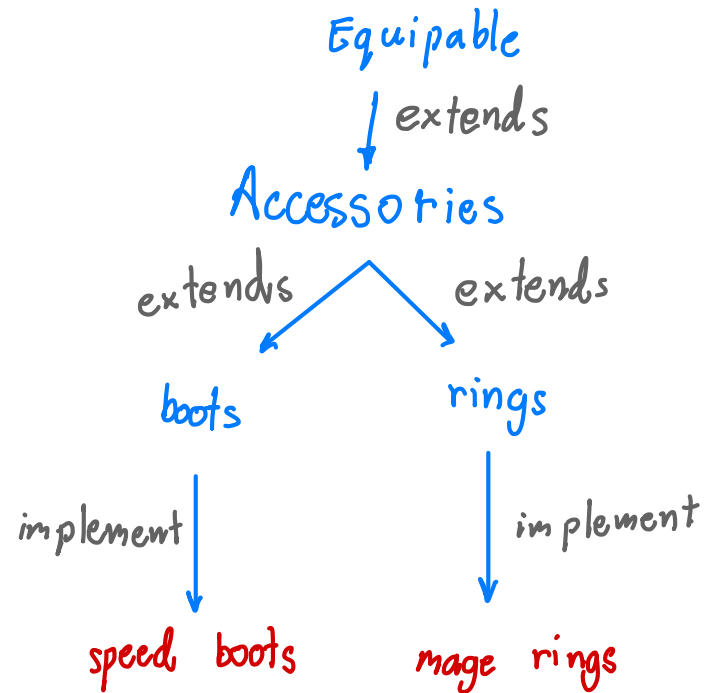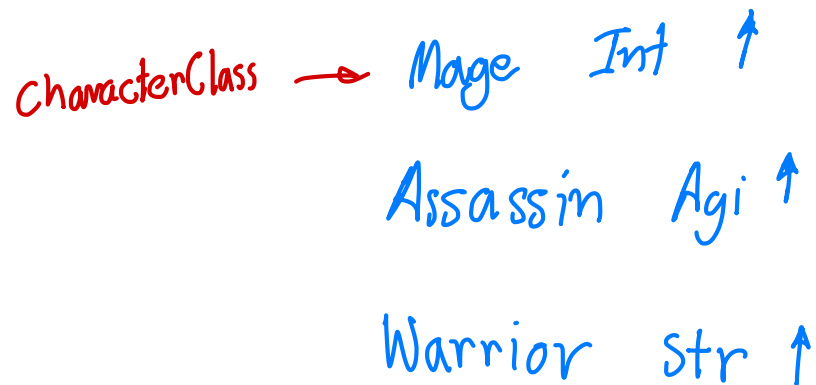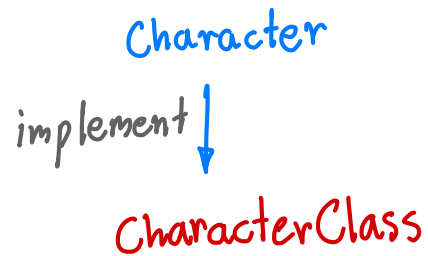Warrior   Str ↑

Character interface method

Is Equipable (Equipable)

Equipable interface method

Equip (Character)

Accessories interface method

- getstat ⇒ give stat accessories
- getstatRequirement ⇒ give minimum stat to equip this accessory
- getJobRequirement ⇒ give which Job can equip this accessory

Boot interface method

- sprint ⇒ increase spd

Ring interface method

- MP ↑
- INT ↑