

Symulacja Podróżnik

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Po włączeniu symulacji w **świecie** wybierany jest **cel podróży gracza**. W świecie są **bandyci**, **handlarze**. Po **spotkaniu** bandyty następuje **starcie**, po spotkaniu handlarza następuje **handel**. Gracz **może wybierać** następne **kraje** do których chce się udać.

Classname: Bandit	
Superclass: none	
Subclass: none	
Responsibilities: <ul style="list-style-type: none">Interact with playerInteract with merchant	Collaboration: GameObject

Classname: Player	
Superclass: none	
Subclass: none	
Responsibilities: <ul style="list-style-type: none">Interact with banditInteract with merchant	Collaboration: GameObject

Classname: Merchant	
Superclass: none	
Subclass: none	
Responsibilities: <ul style="list-style-type: none">Interact with playerInteract with bandit	Collaboration: GameObject

Classname: Country	
Superclass: none	
Subclass: none	
Responsibilities: <ul style="list-style-type: none">Give neighbours	Collaboration: none

Classname: BanditEncountersMerchant	
Superclass: none	
Subclass: none	
Responsibilities: <ul style="list-style-type: none">Decide interaction with merchant	Collaboration: GameRule Merchant Bandit

Classname: BanditMove	
Superclass: none Subclass: none	
Responsibilities: <ul style="list-style-type: none"> • Move bandit on the map 	Collaboration: GameAction

Classname: FixedGameState	
Superclass: none Subclass: none	
Responsibilities: <ul style="list-style-type: none"> • Create world map • Put objects in world map 	Collaboration: GameRule, Country, Player Merchant GameStateHolder Bandit

Classname: GameObjectFinder	
Superclass: none Subclass: none	
Responsibilities: <ul style="list-style-type: none"> • Find game objects 	Collaboration: Player, Merchant, Bandit

Classname: GameRunner	
Superclass: none Subclass: none	
Responsibilities: <ul style="list-style-type: none"> • Run game 	Collaboration: GameStateHolder

Classname: GameStateHolder	
Superclass: none Subclass: none	
Responsibilities: <ul style="list-style-type: none"> • Check game conditions • Get destination • Find player • Apply game actions 	Collaboration: GameRule Country GameObjectFinder

Classname: PlayerEncountersBandit	
Superclass: none Subclass: none	
Responsibilities: <ul style="list-style-type: none"> • Decide interaction between player and bandit 	Collaboration: GameRule GameObject GameObjectFinder, GameAction

Classname: PlayerEncountersMerchant	
Superclass: none	
Subclass: none	
Responsibilities: <ul style="list-style-type: none"> Decide interaction with merchant 	Collaboration: GameRule GameObjectFinder Player, UserPrompter

Classname: PlayerFightsBandit	
Superclass: none	
Subclass: none	
Responsibilities: <ul style="list-style-type: none"> Decide the fate of player and bandit 	Collaboration: GameAction GameObjectFinder

Classname: PlayerMove	
Superclass: none	
Subclass: none	
Responsibilities: <ul style="list-style-type: none"> Move player in the world 	Collaboration: GameAction GameObjectFinder UserPrompter

Classname: UserPrompter	
Superclass: none	
Subclass: none	
Responsibilities: <ul style="list-style-type: none"> Prompt player dealing with merchant Prompt player to move 	Collaboration: Country





