Coursework Design

For our coursework we were inspired by games such as World of warcraft and Elden Ring to create a character creation system. We decided to create this with the basis of the program will ask the player questions such as which race they would like to be and which profession. Depending on their choice they would start with different stats which include strength, speed, stamina etc. When starting to crerate the program we realised that we would have to include multiple species and professions for the user to choose from to create variety. To do this we decided to use a superclass for the species and the professions. We created subclasses for species called things such as elves, orcs, humans and dwarfs. We did this so fields such as the species name wouldn’t have to be typed out and defined in every set of species. We did the same thing for the professions to save time in writing the code. Both our Species and Profession superclass we decided to set them both to be abstract since we decided that it doesn’t make sense to have a species object but it does make sense to have an orc object for example.

As seen on the next page we created a diagram which shows the design of our program with all the fields, methods and which classes inherit from other classes. Each subclass inherits all the fields and methods from the super-classes.

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