Event (abstract base)

Event(int, String)
void action()
int points()
int compareTo(Event obj)
String description()

String description
Scanner Input

Decision

Decision(int, String, String [] choices)
void action()
int points()
int getDecision()

String [] choices

Riddle

Riddle(int, String, String answer)
void action()
int points()
bool evaluateInput()

String answer

End_Event

End_Event(int, String)
void action()
int points()
void summary()

Chance

Chance(int, String, String [] choices, int [])
void action()
int points()
int getDecision()
int generateOutcome()

int [] outcomes

B_Node

B_Node()
B_Node [] children
Event [] data

static final int degree = 4
B_Node [] children
Event [] data

Event_Manager

Event_Manager()
void insertEvent event)
Event get(int key)
void clear()

B_Node root
int size

Node

Node()
Event [] events
Node next()

static final int ARRAY_SIZE = 5
Event [] events
Node next

Player_History

Player_History()
void summary()
void add_event(Event event)

Node head
int size

See design writeup for a more detailed
explanation of each classes relationships,
responsibilities, and methods.