

Team
-teamName: String -powerUps: ArrayList<PowerUp> -healingItems: ArrayList<HealingItem> -maps: ArrayList<String> -nMembers: int -money: double -memberList: ArrayList<Hero>
+addMember(Hero) +removeMember(Hero) +addPowerUp(PowerUp) +removePowerUp(PowerUp) +addHealingItem(HealingItem) +removeHealingItem(HealingItem) +addMap(String) +removeMap(String) +toString

Game
-nCities: int -time: double -cities: {City}
+initialise() +toString()

Hero
-heroType: HeroType -strength: int
+toString +changeStrength(amount: int)

«enumeration» HeroType
ALL_BLACK VOLUNTEER RETURNED_SERVICEMAN FIREFIGHTER ...
-ability: String
+getAbility() +toString()

Villain
-type: VillainType -supervillain: boolean -strength: int
+toString +changeStrength

«enumeration» VillainType
POLITICIAN CONSULTANT LAWYER REALITY_TV_CONTESTANT BENEFIT_FRAUDSTER ...
-taunt: String
+getTaunt() +toString()

Note
Possibly these
should be
enumerated types
too.
Discuss...

PowerObject
-cost: double
+toString()

Map	PowerUp	HealingItem
[cost] -cityShown(City)	[cost]	[cost]
+toString()	+toString()	+toString()

City
-name: String -places: {Location} //Randomised '//list of specific locations -completed: boolean
+toString

Location
-position: int :0-4 being C, N, E, S, W
+move() +toString()

VillainsLair
[position] -residentVillain: Villain
[move] +enterBattle() ...methods associated with battle? +toString()

Shop
[position] -healingItems: ArrayList<HealingItem> -maps: ArrayList<map> -healingItems: ArrayList<healingItems>
[move] +shopInventory() +purchasePowerUp(PowerUp) +purchaseMap(Map) +purchaseHealingItem(HealingItem) +toString

PowerUpDen
[position]
[move] +applyPowerUp(hero, powerUp)

Hospital
[position]
+applyHealingItem(HealingItem, Hero) +toString

HeroHomeBase
[position]: // always 0
+teamStatus() +teamInventory() +useMap(Map) +toString()