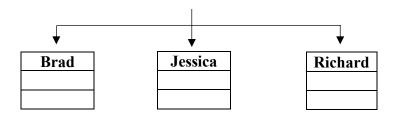## Character

- boolean _over
- boolean _fallen
- Stack<String> _status
- int _attraction
- TreeNode _tree
- String _descrip
- String _name

+ int setAttraction(int change)
+ String setStatus(String newStatus)
+ String getDescrip()
+ int getAttraction()
+ String getStatus()
- void makeTree()
+ String getName()
+ boolean isOver()
+ boolean setOver(boolean isOver)
+ boolean hasFallen()
+ boolean setFallen(boolean hasFallen)

abstract TreeNode

ArrayList<TreeNode> _children
int _likeChange
Character _character

+ abstract void interact()
+ int updateAttraction(Character character)
+ String updateStatus
+ String getAction()

*Note: Each node in the storyline tree will be coded individually (a class for each node). It will extend TreeNode, and each will have a specialized interact() method (this is essentially a chatbox)

Player

- ArrayList<Character> _rank

+ void sortRank()

Brad

Jessica

Richard

Woo

- Brad _brad
- Jessica _jessica
- Richard _richard
- Player _player
- boolean _gameOver

+ void play()
+ String probeTree(Character character)