

Character
boolean _over # boolean _fallen # Stack<String> _status # int _attraction # int _pendingLikeChange # ArrayList<TreeNode> _stage1 # ArrayList<TreeNode> _stage2 # ArrayList<TreeNode> _stage3 # ArrayList<TreeNode> _winScene # ArrayList<TreeNode> _currentStage # String _descrip # String _name
+ boolean isOver() + boolean hasFallen() + String getStatus() + int getAttraction() + ArrayList<TreeNode> getStage() + String getDescrip() + String getName() + boolean setOver(boolean isOver) + boolean setFallen(boolean hasFallen) + String changeStatus() + String maintainStatus(int oldAttraction) + int changeAttraction(int change) + boolean updateTree(TreeNode newHead)

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()

Woo
- Brad _brad - Jessica _jessica - Richard _richard - Player _player - boolean _gameOver
+ void play() + String probeTree(Character character)


