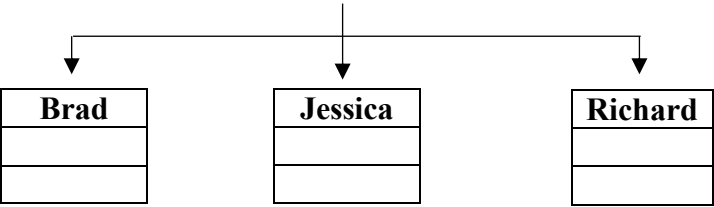


Character
- boolean _over - Stack<String> _status - int _attraction - TreeNode _tree - String _descrip
+ int changeAttraction(int change) + String changeStatus(String newStatus) + String getDescrip() + int getAttraction() + String getStatus() - void makeTree()

abstract TreeNode
TreeNode _A # TreeNode _B # String _action # int _likeChange
+ abstract void interact() + int updateAttraction() + 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)



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

Player
- ArrayList<Characters> _rank
+ void sortRank()
