UML APCS2 PD3 fluffy-turtles - Max, Arpita, Augie 2017-06-01

# + p: Player

- + \_screen: int + \_map: WorldMap
- + setup(): void
- + setLocation(Location):
- void
- + draw(): void
- + mousePressed(): void
- + launchScreen(): void + gameScreen(): void
- + loadCharacter(): void
- + endScreen(): void

# WorldMap

- + screen: int
- + current: Location
- + QuestStack: LLstack
- + worldMap(): void
- + getQuests(): LLStack
- + setLocation(): void
- + sign(): Polygon
- + doSomething(): void
- + updateLocation(): void
- + displayL1(): void
- + displayL2(): void
- + displayL3():: void
- + showScreen(): void

### Path

- + destination: Location
- + \_shape: Polygon
- + path(): void
- + toString(): String
- + contains(): boolean
- + setDestination(): void
- + setShape(): void
- + getDestination(): Location

. Use

### Location

- + Location(): void
- + getDescription(): String
- + getName(): String
- + setImage(): void
- + display(): void
- + addExit(): void
- + \_name: String
- + \_description: String
- + exits: ArrayList<Path>
- + \_background: Plmage
- + ID: int

### **Player**

---Use

- + \_name: String
- + reputation: double
- + image: Plmage
- + xcoor, ycoor: float
- + boolean: IsDoingSomething
- + Player(): void
- + getlmage(): Plmage
- + getName(): String
- + decReputation(): double
- + move(): void

# Quest

- + message: String
- + ID: int
- + complete: boolean
- + Quest(): void
- + getMessage(): String
- + Requirement: boolean

### LLStack

- + stack: LinkedList<T>
- \_stackSize: int
- + push(): void
- +pop(): T
- + peek(): T
- + isEmpty(): boolean

# «interface» Stack

## Islander

- + x: int
- + y: int
- + \_dialogue:
- LLStack<String>
- + \_name:String + \_body, \_head, \_clothes:
- PShape
- +Islander(): void
- + talk(): String
- + addSpeech(String): void
- + isHotSpot(): boolean
- + interact(): void
- + mouseClicked(): void