

Dungeon
Quest:
Heroes
of the
Abyss

Entity
std::string name
int health
void DisplayInfo()
bool isAlive
void TakeDamage(int damage)

Character
int attack
int defense
void attackTarget(Character& target)
void defend()

Hero
int level
int experience
void levelUp()
void UseItem(const Item& item)

Mage
int mana
int spellPower
void castSpell(Character& target)
void heal()

Rogue
int stealth
int criticalChance
void sneakAttack(Character& target)
void dodge()

Warrior
int rage
void powerStrike(Character& target)
void rage()

Enemy
int reward
void roar()
void flee()

Boss
int phase
bool isEnraged
void summonMinions()
void ultimateAbility()

Inventory
std::vector<Item> items
int capacity
void addItem(Item item)
void removeItem(Item item)

Item
std::string name
std::string description
int weight
bool is Consumable
void use()
void inspect()
void drop()
void upgrade()

Weapon
int damage
int durability
void upgrade()
void specialEffect()

Armor
int defense
int weight
void reinforce()
void absorbDamage()

Potion
int healingPower
int duration
void restoreHealth()
void boostStat()

Scroll
std::string effect
int uses
void castEffect()
void revealSecrets()

Skills
std::string name
std::string description
int cooldown
bool isActive
void activate()
void inspect()

AttackSkill
int damageMultiplier
int coolDown
void criticalHit()
void comboAttack()

DefenceSkill
int defenceBoost
int duration
void shieldBlock()
void taunt()

MagicSkill
int manaCost
int areaOfEffect
void aoeDamage()
void debuff()

StealthSkill
int stealthLevel
int detectionRange
void vanish()
void trapDetection()

CombatSystem
std::vector<Character> participants
bool is CombatActive
void startCombat()
void endCombat()

Dungeon
int level
std::vector<Room> rooms
void generateLevel()
void spawnBoss()

Room
bool hasEnemy
bool hasTreasure
void addEnemy()
void addTreasure()

