M4T1-Inheritance Notes for text Adventure

CSC-221-0001

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Classes need for functionality: Items, rooms, containers, players, and game. These are the ‘main’ classes. All others will inherit from these.

Item inheritance classes will need to include: usable items and container items. These will pull from each other in the grandfather fashion. For example, Item will be the first, usable items will be inheriting from item, and container items will inherit from usable items. Locked doors will be a class that inherits from items, and possibly usable items. There will be toggle variables with set and get methods for them. This will include: locked/unlocked for a door/container, full/empty for usable items, pickup able/droppable for all items.

Players will have an inheritance class that is NPCs, and another for “monsters”. Though I wont be using the monsters inheritance class for my game, it will be made for our group. Some variables that will be included in the base players class are things like health and a dictionary that is its list of items in the inventory. This way NPCs and monsters have stuff too, the stuff they can “drop” or sell. Though I may change if that will be apart of it or if I’ll have another inheritance class for players that holds their inventory.