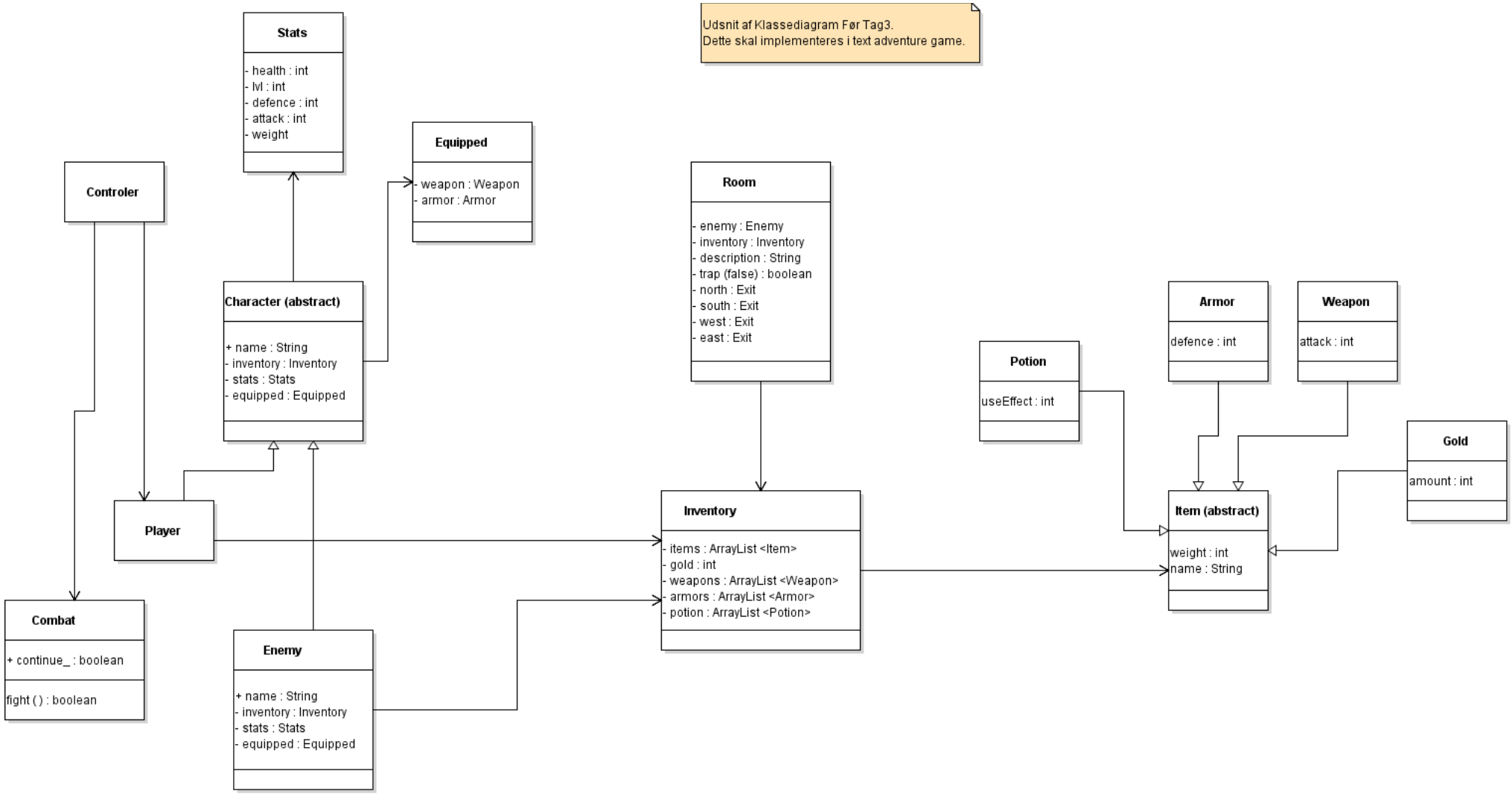
Udsnit af Klassediagram Før Tag3.
Dette skal implementeres i text adventure game.
Stats
- health : int
- lvl : int
- defence : int
- attack : int
- weight
Equipped
- weapon : Weapon
- armor : Armor
Controler
Room
- enemy : Enemy
- inventory : Inventory
- description : String
- trap (false) : boolean
- north : Exit
- south : Exit
- west : Exit
- east : Exit
Character (abstract)
+ name : String
- inventory : Inventory
- stats : Stats
- equipped : Equipped
Armor
defence : int
Weapon
attack : int
Potion
useEffect : int
Gold
amount : int
Player
Inventory
- items : ArrayList <Item>
- gold : int
- weapons : ArrayList <Weapon>
- armors : ArrayList <Armor>
- potion : ArrayList <Potion>
Item (abstract)
weight : int
name : String
Combat
+ continue_ : boolean
fight ( ) : boolean
Enemy
+ name : String
- inventory : Inventory
- stats : Stats
- equipped : Equipped