Armor

+ Identification: long
+ Protection: int
+ FullProtection: int

+ wearOut(int): void
+ repair(int): void
+ getFullValue(): int
- - -
+ getValue(): int

Item

+ Character: Character
+ Identification: long
+ Weight: float
+ Value: int
+ ParentBackpack: Backpack

+ drop(): void
+ moveTo(Backpack): void
+ getHolder(): Character

anchored item

Weapon

+ Identification: long
+ Damage: int

+ upgrade(int): void
+ downgrade(int): void
- - -
+ getValue(): int

Character

+ Name: String
+ Hitpoints: int
+ MaxHitpoints: int
+ NumberOfAnchors: int
+ Anchors: Dictionary<int, Item>

+ hit(Character): void
+ collectTreasures(Character): void
+ wantsToTake(Item): boolean
+ equip(int, Item): void
+ unequip(int): void
+ removeItemFromHolder(Item): void
+ pickUp(Item): void
+ takeDamage(int): void
+ getBestArmor(): Armor
+ getBestWeapon(): Weapon
+ getBestBackpack(): Backpack
+ getTotalValue(): int
+ getTotalWeight(): float
+ getProtection(): int
+ getCapacity(): float
+ getDamage(): int

holder

Hero

+ Strength: float

+ heal(): void
+ collectTreasures(Backpack): void
+ getStarterGear():
HashMap<AnchorType, Item>
+ equip(AnchorType, Item): void
+ unequip(AnchorType): void
+ getArmorCount(): int
- - -
+ hit(Character): void
+ wantsToTake(Item): boolean
+ collectTreasures(Character): void
+ getCapacity(): float
+ getProtection(): int
+ getDamage(): int

Monster

+ Capacity: void
+ Protection: int
+ Damage: int

+ hit(Character): void
+ wantsToTake(Item): boolean
+ collectTreasures(Character): void
+ getCapacity(): float
+ getProtection(): int
+ getDamage(): int

Purse

+ Identification: long
+ Capacity: int
+ Content: int
+ isTorn: boolean

+ add(int): void
+ add(Purse): void
+ remove(int): void
- - -
+ getTotalWeight(): float
+ getTotalValue(): int

content

parent backpack

Backpack

+ Identification: long
+ Capacity: float
+ Content: HashMap<long, HashSet<Item>>

+ isDirectOrIndirectSubBackpackOf(): boolean
+ getArmorCount(): int
+ getBestArmor(): Armor
+ getBestWeapon(): Weapon
+ getBestBackpack(): Backpack
- - -
+ getTotalWeight(): float
+ getTotalValue(): int

<<Interface>>
Container

+ getTotalWeight(): float
+ getTotalValue(): int

<<Enumerator>>
AnchorType

RIGHT_HAND
LEFT_HAND
BELT
BACK
BODY

+ toString(): String
+ getAnchorId(): int
+ holdsPurse(): boolean
+ getTypeFromId(int): AnchorType