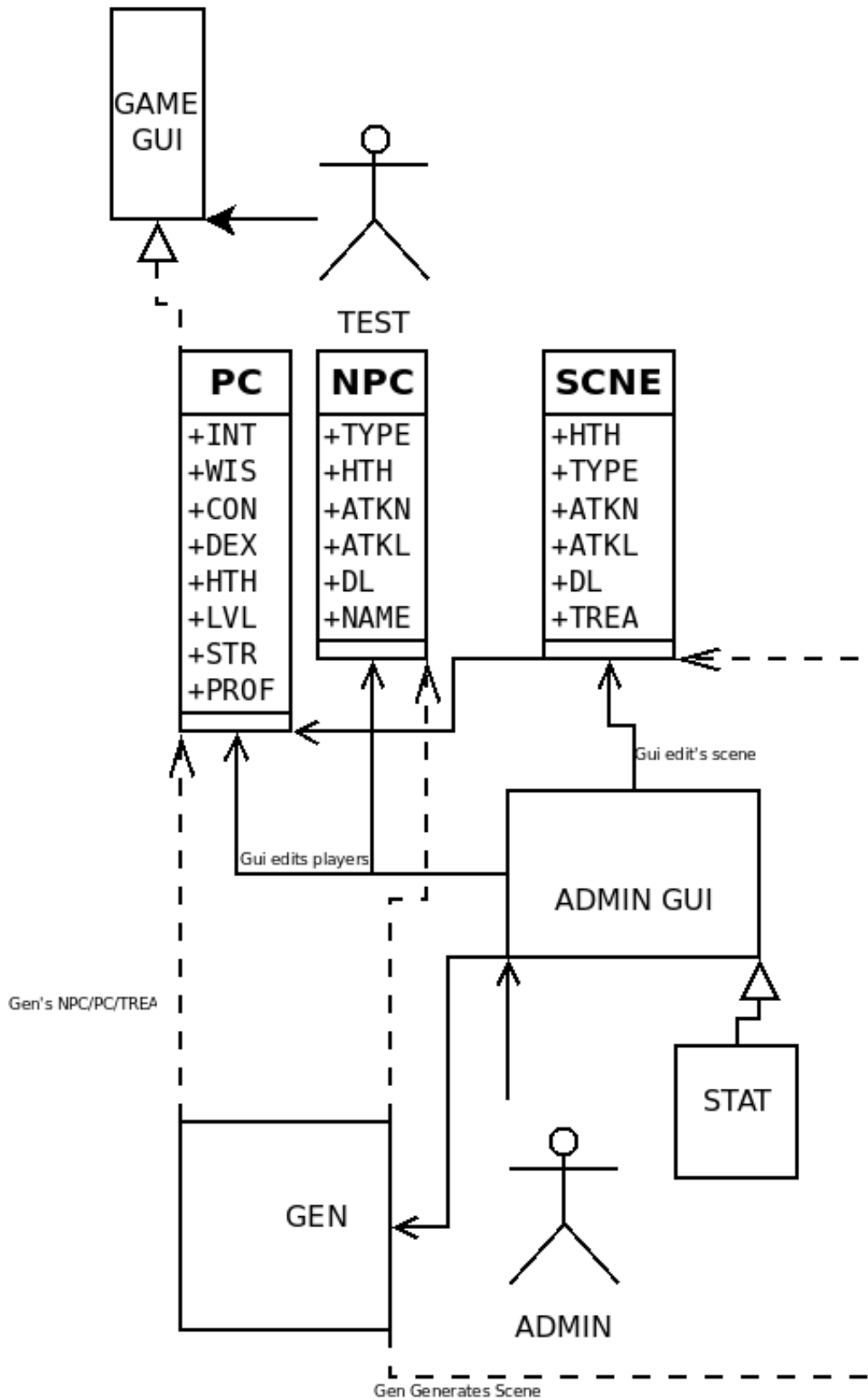


Domain Model

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1 UML Diagram



2 Component Table

| <u>Identifier</u> | <u>Component</u> | <u>Description</u> |
|-------------------|----------------------|--|
| PC | Player Character | Class that represents player |
| INT | Intelligence | Player stat |
| WIS | Wisdom | Player stat |
| CON | Constitution | Player stat |
| DEX | Dexterity | Player stat |
| HTH | Health | Player stat |
| LVL | Level | Player stat |
| STR | Strength | Player stat |
| Prof | Profession | The type of character the player character is. |
| NPC | Non-Player Character | Class that represents monsters |
| NAME | Name | The name of the monster |
| HTH | Health | Monster Stat |
| TYPE | Type | Monster Stat |
| ATKN | Number of Attacks | Monster Stat |
| ATKL | Attack Damage | Monster Stat |
| DL | Difficulty Level | Monster Stat |
| SCNE | Scene | Class that represents the scene |
| TYPE | type | The biome of the scene. |
| MONT | Monte Carlo Method | Main function that generates scenarios |
| TREA | Treasure | The fact loot collected after combat. |
| LIST | Target List | Given to Monsters by the scene, represents all viable targets for attack. |
| INIT | Initiative | Character Stat |
| GEN | Generator | Is created by the Monte Carlo to generate scenes and manage character progression. Represents one complete scenario. |

| | | |
|-----------|------------------------|---|
| GAME GUI | Gameplay gui | Allows the player to interact with the PC |
| ADMIN GUI | Graphic User Interface | Allows the Admin to administrate. |
| ADMIN | Administrator | Administrates. |
| TEST | Tester | Tests. |
| STAT | Statistics | Analyzes the raw data Generated by Monte Carlo and GEN. |