Method Usage

MainApp:

void main(): run the app, set up the player

void getData(): get user data from database

void saveData(): store user data onto database

Controller:

HashMap<String, Integer> playerStats(): returns a HashMap of player’s stats

void trainingMode(Skill skill, int addedXp): Enter training mode. All player skills can gain XP here

void battleMode(Player other): Enter battle mode. Implemented later

Player:

void calculateCombatLevel(): Set combat level for player

String getUsername(): return players username

Int getCombatLevel(): return player combat level

Skill getStrengthSkill(): return strength Skill representation

Skill getDefenceSkill(): return defence Skill representation

Skill getHitPointsSkill(): return hitpoints Skill representation

void trainSkill(Skill skill, int addedXp): add xp to a Skill

void attack(): //// not implemented yet ////

Skill:

Int getLevel(): return level

Int getXp(): return total amount of xp for this skill

Int getGoalXp(): return total xp needed to advance a level

void train(int addedXp): add this amount of xp to total xp for this skill

View: //// Will be replaced by GUI ////

void viewStats(): temporary way to view players statistics