

Class Diagrams

CS 383 - Team `^teamname`

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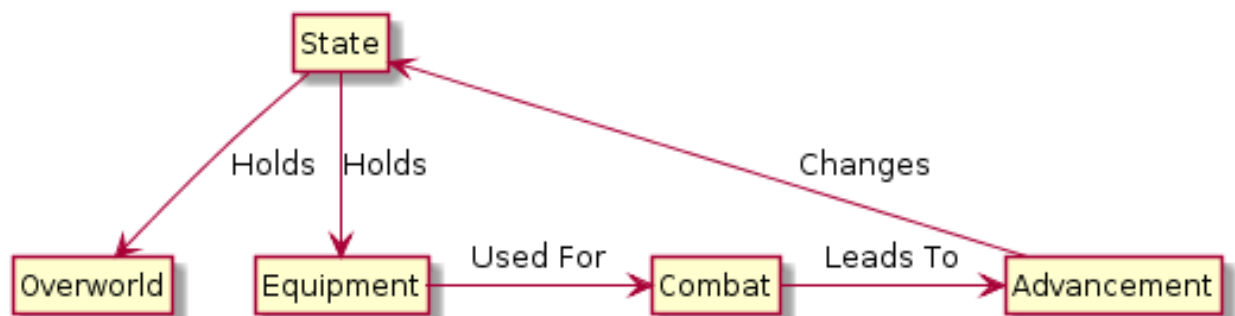
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Document Typsetting and Editing: **Mason Fabel**

1 Overview

Overview Class Diagram



Authored: team ^teamname

Reviewed: none

External Classes:

Definitions:

Holds - Class A *holds* class B when class A is required in order to access an object of class B, requesting read-write access.

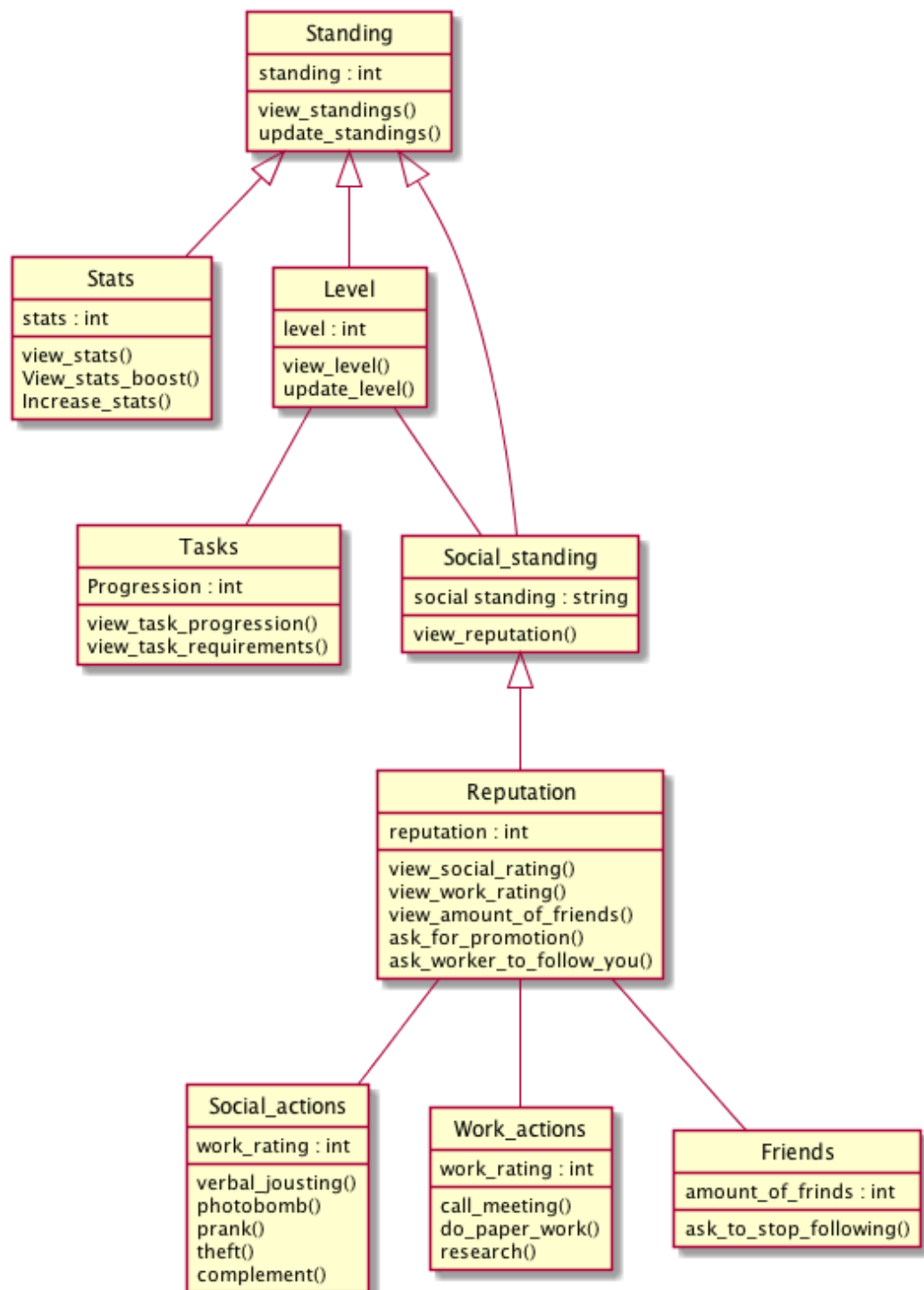
Used For - Class A is *used for* class B when class A affects objects of class B directly.

Leads To - Class A *leads to* class B when class A is a class that is necessarily accessed before class B.

Changes - Class A *changes* class B when class A directly accesses or changes an element of class B.

2 Advancement

Advancement

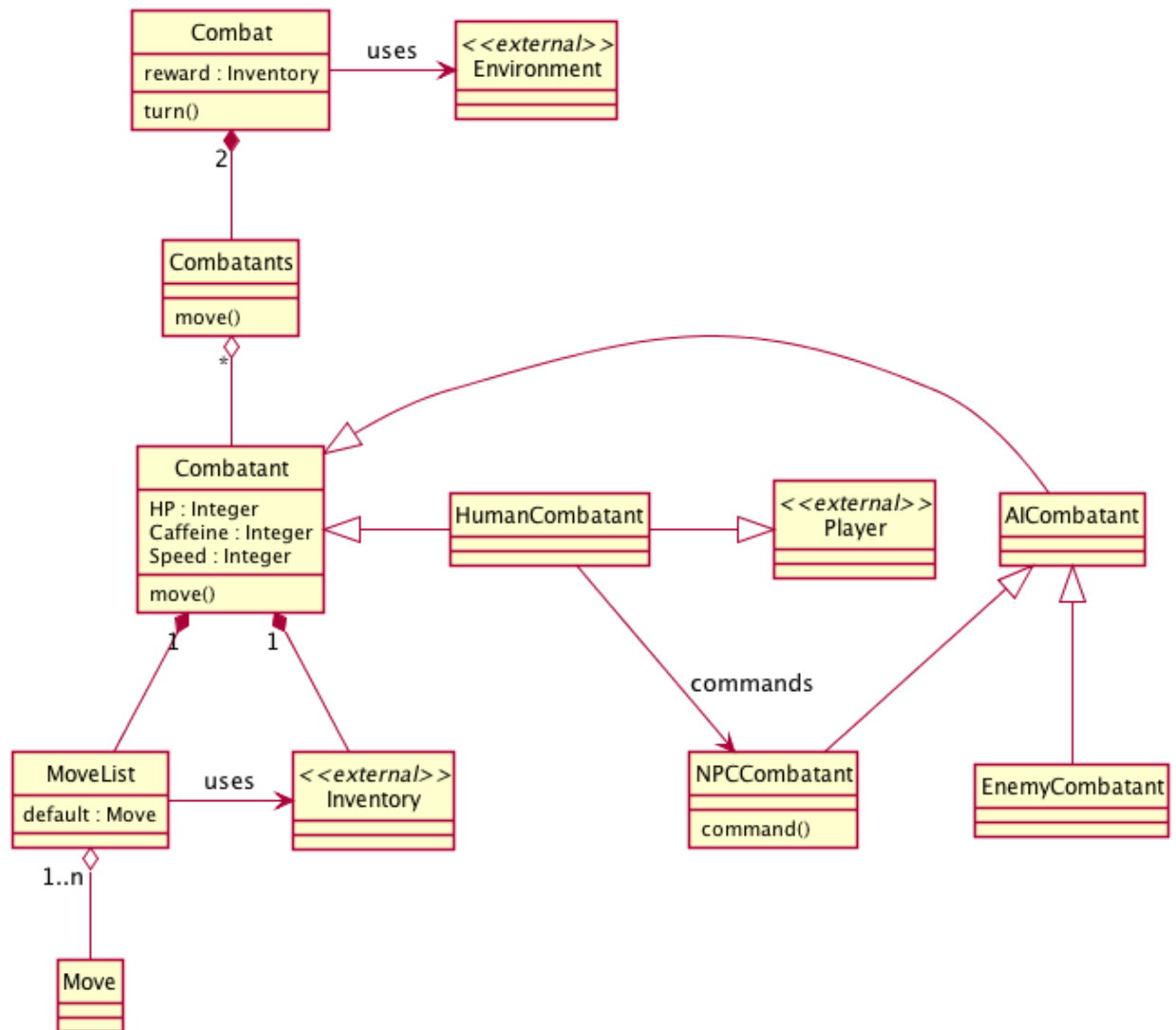


Authored: Tyler Wittreich
Reviewed: Mason Fabel

External classes:

3 Combat

Combat Subsystem Class Diagram



Authored: Mason Fabel

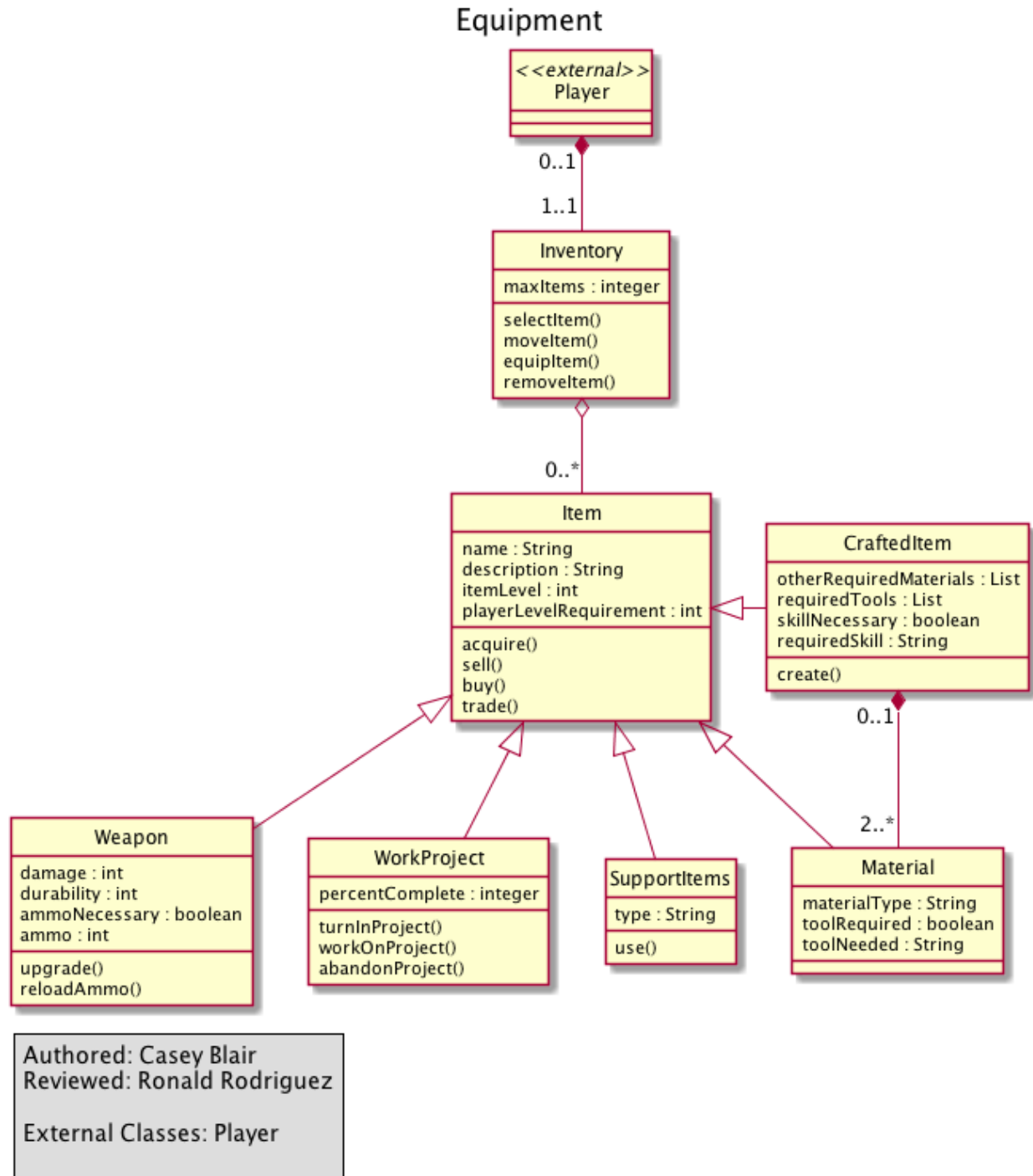
Reviewed: Tessa Saul

External Classes: Environment, Inventory, Player

Definitions:

Uses – Class A *uses* class B when A calls public methods of B in order to query the state of B, and then uses that information to influence the behaviour of A.
Commands – Class A *commands* class B when B queries A to determine what action is taken.

4 Equipment



5 Overworld

Look at Map

SavePoint might be removed and added to the setting the group not sure yet

C	Map
PlayerLocation : (X,Y)	
QuestLocation : (X,Y)	
EnterMapLocation : (X,Y)	
ExitMapLocation : (X,Y)	
SavePointLocation : (X,Y)	
DisplayMap()	

Created by: Abdulmajeed Alotaibi

Reviewed:

Map will display the location for stuff around the player and the world

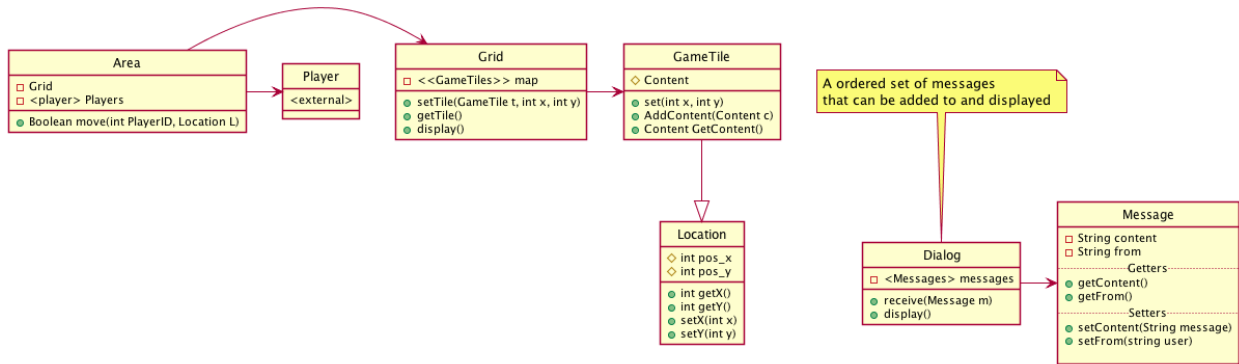
Look at Stats

C	Stats
HP : Integer	
Caffeine : Integer	
Speed : Integer	

Created by: Abdulmajeed Alotaibi
Reviewed:

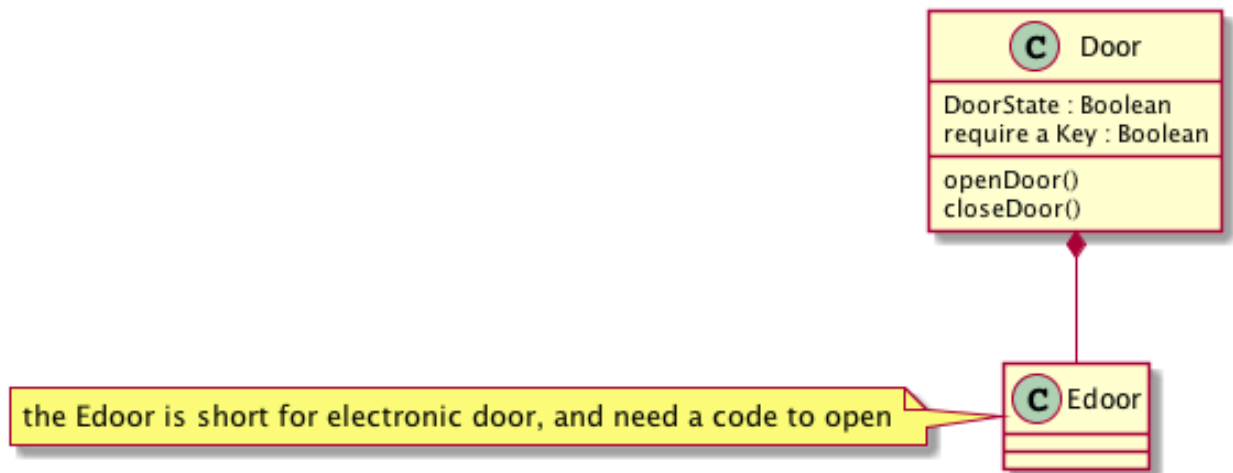
the stat for player that can be seen
by the player.

Move through an Area Class Diagram



Created by: Arthur Putnam
Reviewed:
External Classes: Player

Open Door

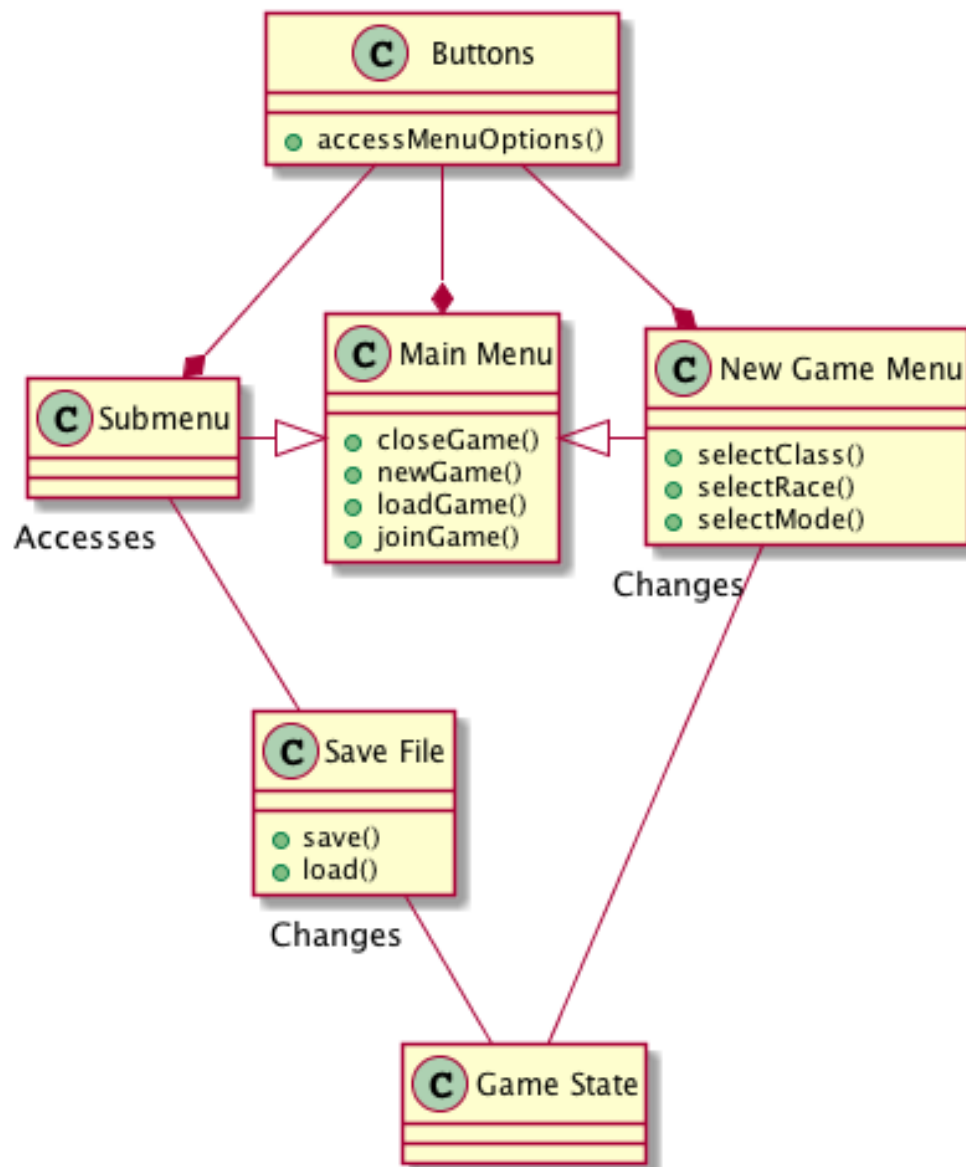


Created by: Abdulmajeed Alotaibi
Reviewed:

Door object will have few things we need to think about it, we need to see if the door is open or close and is it door which needs key or a code to open it.

6 State

State Subsystem Class Diagram



Authored: Robin Rakowski, Lance Wells

Reviewed: *none*

External Classes:

Definitions:

Accesses – Class A *accesses* class B when class A calls a method of class B's requesting read-write access.

Commands – Class A *changes* class B when class A changes information stored in class B.