Run (controller)

• run the game	• CommandLine (calls) • SceneManager (calls

CommandLine (Basic Command Line Interface)

• Identifies inputs and sends to associated controller classes	• All controller classes

Quest Manager (Controller)

• Receive input information from console • Call CompleteQuest, AcceptQuest, FailQuest	• CompleteQuest (calls) • AcceptQuest (calls) • FailQuest (calls)

CompleteQuest (Use case)

• Modify Quest Entities • Modify Player quest journal and add rewards and remove quest items if any	• Quest (Modify) • Player (Modify) • QuestManager (called by)

AcceptQuest (Use case)

• Modify Quest entities • Modify Player's quest journal and add quest items if any	• Quest (modify) • Player (modify) • QuestManager (called by)

FailQuest (Use case)

• Modify Quest entities • Modify Player's quest journal and remove quest items if any	• Quest (modify) • Player (modify) • QuestManager (called by)

Abstract

Quest (Entity)

FetchQuest, CombatQuest

• Store state of quest (unaccepted, accepted, failed, completed) • Store rewards for quest completion	• FailQuest (modified by) • AcceptQuest (modified by) • CompleteQuest (modified by)

Quest

FetchQuest (Entity)

• Store item required for completion	• FailQuest (modified by) • AcceptQuest (modified by) • CompleteQuest (modified by)

Quest

CombatQuest (Entity)

• Store information about combat requirement for completion	• FailQuest (modified by) • AcceptQuest (modified by) • CompleteQuest (modified by)

CharacterManager (Controller)

• Recieves input information from console • Calls the multitude of case classes we haven't come up with yet	• InventoryChange (modified by)

InventoryChange (Use case)

• Adds or removes an item from a Character entities' inventory	• Character (modifies) • PlayerCharacter (modifies) • NonPlayerCharacter (modifies) • CharacterManager (called by)

Abstract
Character (Entity)
NonPlayerCharacter, PlayerCharacter

• Stores Inventory • Stores stats such as Health, Mana?, Stamina?, Trashiness • Stores specific actions (such as combat moves)	• InventoryChange (modified by)

Character
PlayerCharacter (Entity)

• Store Skills/Proficiencies (such as level 2 proficiency in stealing)	• InventoryChange (modified by)

Character
NonPlayerCharacter (Entity)

• Stores dialogue • Stores quests available from this npc	• InventoryChange (modified by)

CombatManager (Controller)

- Receives input information from the console
- Calls Damage, StatusEffect, EndCombat

- Damage (calls)
- StatusEffect (calls)
- EndCombat (calls)

Damage (Use case)

- Calculates whether an attack lands
- If the attack lands, calculates damage
- Modifies Character entity to reduce their temporary health (as apposed to their maximum health)

- Character (modifies)
- PlayerCharacter (modifies)
- NonPlayerCharacter (modifies)
- CombatManager (called by)

StatusEffect (Use case)

- Modifies a Character entity to have a status effect.

- Character (modifies)
- PlayerCharacter (modifies)
- NonPlayerCharacter (modifies)
- CombatManager (called by)

EndCombat (Use case)

- Handles completing combat
- Sends rewards if any to CharacterManager
- Sends changes if any to WorldStateManager

- CombatManager (called by)
- WorldStateManager (sends changes)
- CharacterManager (sends rewards)

WorldStateManager (Controller)

• Takes input from other classes and executes related use cases	• All other controller classes • TextCommandLine (Receives input)

ModifyWorldState (Use case)

• Placeholder for use cases that will modify world state • receives information from WorldStateManager • Modifies world state	• WorldStateManager (called by) • WorldState (modifies)

WorldState (Entity)

• Holds variables pertaining to player choices • Holds variables pertaining to night/day • Holds variables pertaining to other information that would affect surroundings.	• ModifyWorldState (modified by)

Abstract
SceneManager (Controller)

• Receives input from CommandLine about when the player moves locations or "affects" a location • Decides which scene to display based on the world state	• DisplayScene (calls) • CommandLine (receives input from)

DisplayScene (User case)

• Returns the description of the current scene as a string	• SceneManager (called by) • Scene (accesses)

Scene (Entity)	
	SpecificSceneChildClasses (entities)
• Holds variables of all NPCs present • Holds a description of the area • Holds a variable of what areas connect to this one	• DisplayScene (modified by)