

Class CustomizeCharacter:

# Get the complete outfit as a dictionary

Method getOutfit():

Return

"head"

"shell"

"feet"

"accessory"

# Get the head part of the outfit

Method getHead():

Return -head

# Get the shell part (torso) of the outfit

Method getShell():

Return -shell

# Get the feet part (footwear) of the outfit

Method getFeet():

Return -feet

# Get the accessory part of the outfit

Method getAccessory():

Return -accessory

# Save the current outfit parts

Method saveOutfit():

"head"

"shell"

"feet"

"accessory"

Class SkillTree:

# Initialize the skill tree with 0 skill points and an empty list of branches

skillpoints :int

branches :branchArray

# Get the current number of skill points

Method getSkillPoints()

Return skillpoints # Returns the number of skill points (int)

# Get the current branches of the skill tree

Method getBranches():

Return branches # Returns the list of unlocked branches (Array of strings)

# Save the current branches of the skill tree

Method saveBranches():

# Saving the current branches (to a file or database)