```
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():
If user saves current outfit configuration:
        Save all changes to the different attributes:

                "head"
                "shell"
                "feet"
                "Accessory"
If user does not save outfit configuration
        Discard all changes:
```

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
  # Saving the current branches (to a file or database)
  Method saveBranches():
If user saves changes to skills:
    Commit all saved changes to the skill tree.
If not
    Discard all changes to the skill tree.