

Requirement 5

Assignment 3 Diagram Changes

Creative part 1: Splitting the original map into North-East, North-West, South-East and South-West instead of just East and West and adding new types of enemies

- modify westEnemyFactory and eastEnemyFactory -> four types of enemyFactory (northEastFactory, northWestFactory, southEastFactory, southWestFactory)
- add new types of enemies (flying type enemy) and add more enemies into existing system (skeletal mage and skeletal militiaman)
- create and add weapons to new enemies type and implement sellable (e.g. GiantDragonFlyHead)
- create new spawnable ground to spawn new type of enemy

Creative part 2: Conversation with trader (FingerReaderEnia)

- create conversationAction and new status "SECRET_ENIA" into status enum class

Creative part 3: New role for testing purpose (from consultation)

- create a new role developer and the new starting weapon (eraser) for testing purpose

