RPG Project Documentation

**Item Identification** *E.g. 0201 = Leather Chest plate*

**Helmet: 01xx**

Leather H: 01

**Chest plate: 02xx**

Leather C: 01

**Leggings: 03xx**

Leather L: 01

**Boots: 04xx**

Leather B: 01

**Weapon: 05xx**

Iron Sword: 01

Objects

*Objects are used in a way that the words in* ***bold*** *must be declared as variables before their functions are used. E.g.*

savegame sg;

sg.save();

**Savegame**

Load – Load variables from Data/Player.dat

Create – Create new file Data/Player.dat and ask for Name

Save – Incomplete