Adventure Game Map Asset Attributes: Attributes: -\_locations: vector<Node> - \_name: string - \_message: string - \_value: int Functions: -\_isOffensive: bool + hasBeenUsed: bool - buildMapNodes() + GetLocations() Functions: + GetName() + GetMessage() + GetValue() + isOffensive()

«Combatant» Attributes: ~ name: string ~ health: int ~ fightCoefficient: int Functions: + Fight() + GetName() + GetHealth() + GetFightCoefficient() Player Monster Attributes: Attributes: \_assets: vector<Asset> Functions: Functions: + AddAsset() + GetAssets() + GetTotalAssetValue() \* not implemented

Node

Attributes:
-\_id: int
-\_name: string
-\_connections: vector<Node>
-\_assets: vector<Asset>
-\_monsters:vector<Monster>
+ Description:string

Functions:
+ Getld()
+ SetID()
+ GetName()
+ AddConnection()
+ GetConnections()
+ GetAconnection()
+ AddAsset()
+ GetAssets()
+ AddMonster()
+ GetMonster()
+ GetMonsters()
+ GetMonsters()
+ RemoveAsset()