

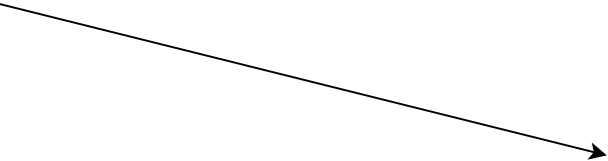
Sprint 1

Allies
+ allyId: Int
+ allyName: String
+ allyHp: Int
+ allyMana: Int
+ allyDefense: Int
+ allyLevel: Int
+ allySpeed: Int
+ switchAllies()
+ attack()
+ damageTaken()
+ testSwitch()
+ testAttack()
+ testDamage()

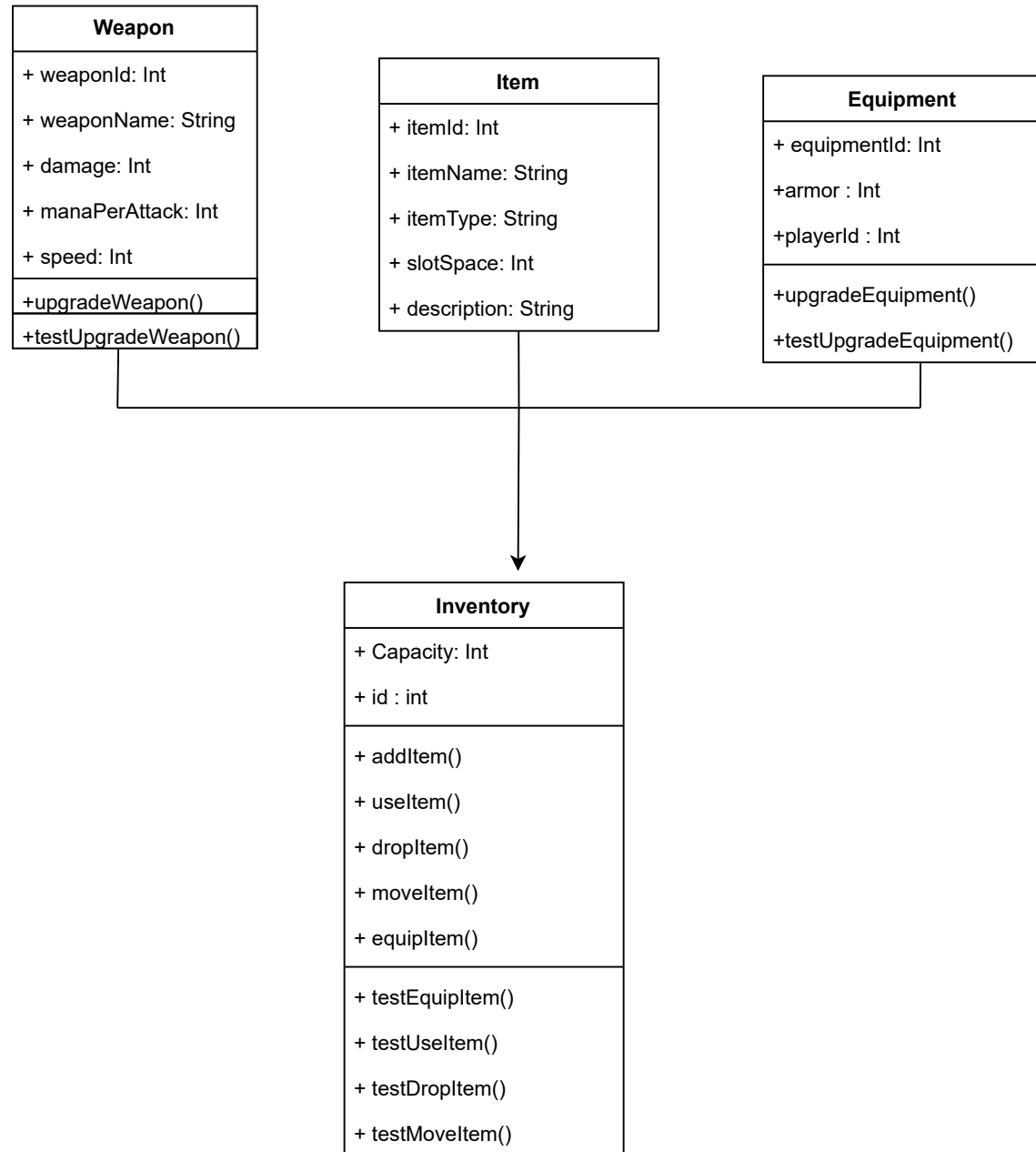
Player
+ playerId: Int
+ Name: String
+ playerHp: Int
+ playerMana: Int
+ playerLevel: Int
+ weaponEquiped: String
+ playerSpeed: Int
+ Player()
+ movePlayer()
+ movePlayer()
+ attack()
+ damageTaken()
+ testMove()
+ testAttack()
+ testDamage()

Weapon
+ weaponId: Int
+ weaponName: String
+ damage: Int
+ manaPerAttack: Int
+ playerId: Int
+ speed: Int
+upgradeWeapon()
+testUpgradeWeapon()

Inventory
+ Capacity: Int
+ id : int
+ addItem()
+ useItem()
+ dropItem()
+ moveItem()
+ equipItem()
+ testEquipItem()
+ testUseItem()
+ testDropItem()
+ testMoveItem()



Sprint 2



Sprint 3

NPC
+ npcId: Int
+ name: String
+ npcType: String
+ talkToNpc()
+ startQuest()
+ interactTo()
+ testTalk2Npc()
+ testInteractTo()

Quest
+ idQuest: Int
+ name: String
+ description: String
+ rewards: String
+ requirements: String
+ isCompleted: bool
+ startQuest()
+ updateQuest()
+ completeQuest()
+ testStartQuest()
+ testUpdateQuest()
+ testCompleteQuestt()

Turn
+ player: Player
+ idTurn: Int
+startFight()
+ nextTurn()
+ endFight()
+ testStartFight()
+ testNextTurn()
+ testEndFight()

Sprint 4

-Monsters
-Animals
-Humans
-Plants

-Standard
-Elite
-Boss

