



Package Diagram for System TwitterNethack

Assignment in the course PA1415 Software Design

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Authors and Authors contribution

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Overall Packages

list of packages

- **Entities**

Contains the classes regarding in-game entities such as:

- ☐ Player character
- ☐ Enemies
- ☐ NPCs

- **User Interface**

Contains the classes that build up the user interface such as the main menu and inventory screen in-game.

- **Items and Equipment**

Contains the classes for in-game items such as potions or food and items that can be equipped like armor or weapons.

- **Game World**

Contains the classes for levels and level-generation.

- **Network**

Contains the classes that handle online connectivity for the multiplayer mode and twitter API connection for level generation.

- **Character Customization**

Contains the classes that handle character creation and customization such as:

- ☐ Class
- ☐ ClassDescription
- ☐ ClassCatalog

- **Behavior**

Contains the classes that handle NPC behaviour and conversation patterns (Artificial Intelligence)

Package Diagram

