



Class and Package Diagram for System TwitterNethack

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System Description

The goal of this system is to create a game based on the idea of the game Nethack. The system shall adopt the rules of the original Nethack to keep its flare.

The most interesting feature for the system is the map generation where the maps can be generated with the twitter API. The map generation work in a way that the users can generate a map in at least two different ways.

The system also includes multiplayer support. User are able to access games online via the internet or offline via a LAN.

Overall Packages

List of all 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.

- **Instances**

Contains the classes that handle dialogue and combat encounters.

- **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

- **Scene**

Contains the classes for different game states such as in-Game and main menu.

Package Diagram

