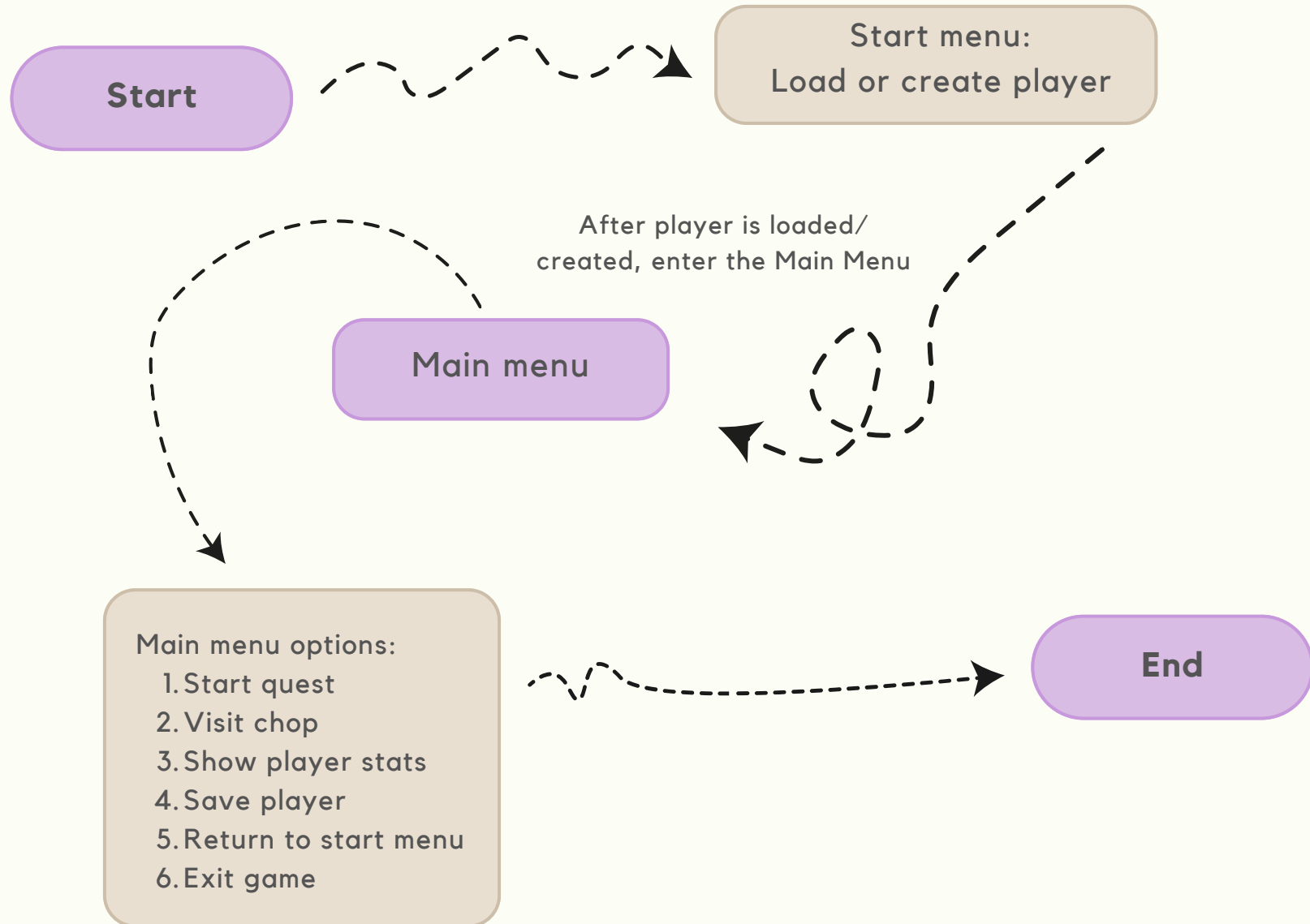


FLOWCHART



UML DIAGRAM

MAIN

MenuChoiceValidator

AbstractValidator:
Rule for menu choice

PlayerManager

SetCurrentPlayer()
GetCurrentPlayer()
List<Player> AllPlayers
CreateNewPlayer()
LoadAllPlayers()
LoadOrCretePlayer()
LoadPlayer()
SavePlayer()
ShowBackstory()
ShowPlayerStats()

GameManager

StartGame()
ShowIntro()
ShowMainMenu()

EncounterManager

StartEncounter()
GenerateRandomEnemy()
StartRiddleEncounter()
Combat()
DisplayStatus()
GetPlayerAction()
ExecutePlayerAction()
PlayerAttack()
PlayerDefend()
AttemptEscape()
EnemyTurn()
GrantReward()
GrantWizardReward()
IsValidAction()

Enemy

string Name
int Health
int Power
bool IsAlive

Attack()
TakeDamage()
Die()

WizardEnemy : Enemy

override int Attack()
void Heal()
void TryHeal()
override void Die()

PlayerValidator

AbstractValidator:
Rule for creating player

Player

string Name
int Health
int MaxHealth
int Power
int Armor
int Coins
int Potions
int Experience
Attack()
UsePotion()
AddReward()
TakeDamage()
AddCoins()
DecreseCoins()
AddArmor()
AddPotion()
AddPower()

Shop

LoadShop()
RunShop()
CalculatePrice()
TryToBuy()

Riddle

string Question
string Answer