ULM Diagram - RPG Game utilizing Java

Guillermo Jimenez Iriarte

PlayerCharacter

-name: String
-weapon: Weapon
-baseAttack: int
-defense: int
-agility: int
-hitPoints: int

+getName(): String
+setName(name: String): void
+getWeapon(): Weapon
+setWeapon(weapon: Weapon): void
+getCharacterInformString(): String
+getWeaponInformString(): String
+toString(): String

Monster

-name: String

+Monster(name: String)
+setMonsterPic(monsterPic: ImageIcon): void

-Fight Against-

Are a

Has a

Cleric

-clericPic: imageIcon
-name: String

+Cleric(name: String, baseAttack: int, defense: int, agility: int, hitPoints: int)
+getName(): String
+setName(name: String): void
+getClericPic(): imageIcon
+setClericPic(clericPic: ImageIcon): void
+toString(): String
+getCharacterInforString(): String
+getWeaponInformString(): String

Warrior

-warriorPic: ImageIcon
-name: String

+Warrior(name: String, baseAttack: int, defense: int, agility: int, hitPoints: int)
+getName(): String
+setName(name: String): void
+getWarriorPic(warriorPic: ImageIcon): void
+toString(): String
+getWeaponInformString(): String

Wizard

-wizardPic: ImageIcon
-name: String

+Wizard(name: String, +baseAttack: int, defense: int, agility: int, hitPoints: int)
+getName(): String
+setName(name: String): void
+getWizardPic(wizardPic: ImageIcon): void
+toString(): String
+getCharacterInformString(): String
+getWeaponInformString(): String

Weapon

-attack: int
-weight: int
-agility: int
-hitPoints: int

+Weapon(attack: int, weight: int)
+getAttack(): int
+setAttack(attack: int): void
+getWeight(): int
+setWeight(weight: int): void
+getAgility(): int
+setAgility(agility: int): void
+getHitPoints(): int
+setHitPoints(hitPoints: int): void
+getWeaponInformString(): String
+getCharacterInformString(): String

Are a

Sword

-swordPic: ImageIcon

+Sword(attack: int, weight: int)
+getSwordPic(): ImageIcon
+setWarriorPic(swordPic: ImageIcon): void
+toString(): String
+getWeaponInformString(): String
+getCharacterInformString(): String

Hammer

-hammerPic: ImageIcon

+Hammer(attack: int, weight: int)
+getHammerPic(): ImageIcon
+setHammerPic(hammerPic: ImageIcon): void
+toString(): String
+getWeaponInformString(): String
+getCharacterInformString(): String

Dagger

-daggerPic: ImageIcon

+Dagger(attack: int, weight: int)
+getDagger(): ImageIcon
+setDaggerPic(daggerPic: ImageIcon): void
+toString(): String
+getWeaponInformString(): String
+getCharacterInformString(): String