

## 230 CRC DIAGRAMS

<b>Object</b> – The main superclass which will be used to store abstract methods used to draw and move objects in the game	
Author: Cai Sidaway Superclass: N/A Subclasses: Body, item and terrain	
Responsibilities	Collaborators
<ul style="list-style-type: none"> <li>Contain information about an object such as if it's <i>moveable</i> or not</li> <li>Contain information on whether or not an object is <i>collectable</i> or not</li> <li>Contain information on whether or not an object is able to be walked over, true for player and false for enemy in some instances</li> <li>Has <b>abstract</b> <i>draw</i> method, as all objects must be drawn</li> </ul>	Body, Item, Terrain, door, useable

<b>Item</b> – General class designed to be the superclass of all collectable items	
Author: Cai Sidaway Superclass: Object Subclasses: Token, key, flippers and fire boots	
Responsibilities	Collaborators
<ul style="list-style-type: none"> <li>Holds a method <i>redraw</i> that changes a cell from whatever it was to a blank cell, will change the cells ability to walked on for enemies once and item has been collected</li> </ul>	Player, Token, Key, Equipment, Object

<b>Token</b> – Designed to house details orientating around the collectable tokens within the game	
Author: Cai Sidaway Superclass: Item Subclasses: N/A	
Responsibilities	Collaborators
<ul style="list-style-type: none"> <li>Contains a more accurate draw method</li> <li>Has a 'collect' method that will call the redraw method in the <b>item</b> class, and will interact with player's inventory class, adding item to it.</li> <li>Boolean <i>collected</i> will change to true, allowing enemies to walk over item</li> </ul>	Player, Door, Item

<b>Key</b> – Designed to house details about the collectable keys within the game	
Author: Cai Sidaway Superclass: Item Subclasses: N/A	
<b>Responsibilities</b>	<b>Collaborators</b>
<ul style="list-style-type: none"> <li>Contains more accurate draw method</li> <li><i>KeyColour</i> holds the colour of the key</li> <li>Has a ‘collect’ method that will call the redraw method in the <b>item</b> class, and will interact with player’s inventory class, adding item to it.</li> <li>Boolean <i>collected</i> will change to true, allowing enemies to walk over item</li> </ul>	Door, Player, Item

<b>Flippers</b> – Gives the player the ability to collect flippers and use them to cross water cells	
Author: Cai Sidaway Superclass: Item Subclasses: N/A	
<b>Responsibilities</b>	<b>Collaborators</b>
<ul style="list-style-type: none"> <li>Contains more accurate draw method</li> <li>Has a ‘collect’ method that will call the redraw method in the <b>item</b> class, and will interact with player’s inventory class, adding item to it.</li> <li>Boolean <i>collected</i> will change to true, allowing enemies to walk over item</li> </ul>	Item, Player

<b>Fire boots</b> – Gives the player the ability to collect fire boots and use them to cross fire cells	
Author: Cai Sidaway Superclass: Item Subclasses: N/A	
<b>Responsibilities</b>	<b>Collaborators</b>
<ul style="list-style-type: none"> <li>Contains more accurate draw method</li> <li>Has a ‘collect’ method that will call the redraw method in the <b>item</b> class, and will interact with player’s inventory class, adding item to it.</li> <li>Boolean <i>collected</i> will change to true, allowing enemies to walk over item</li> </ul>	Item, Player