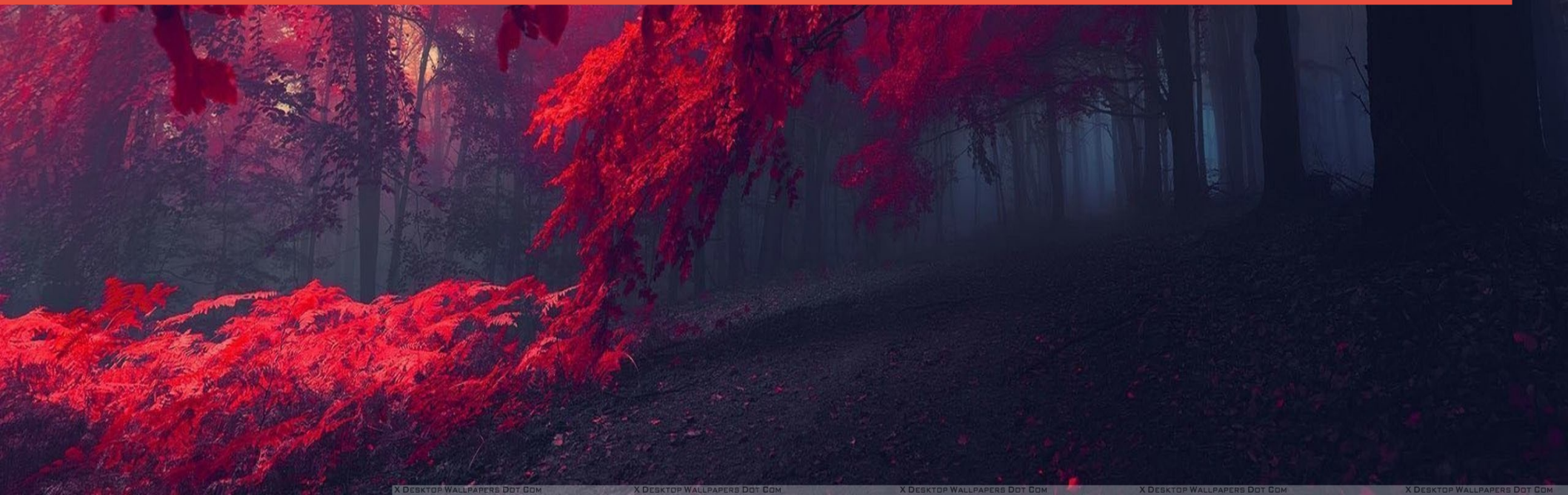




Tales of Nothing



Enum Class Type

Superclass:

Subclass:

Responsability:

Colaboration:

BATTLE

INTERACTION

Enum Class Winner

Superclass:

Subclass:

Responsability:

Colaboration:

PLAYER	
ENEMY	

Class Battle_room

Superclass:

Subclass:

Responsability:

_winner

Colaboration:

_id

define_attacking

Player

Boss

_battle_on

player_attacking

Enemy

Gnome

_dodge

enemy_attacking

Winner

Skeleton

_current_decision

stop_battle

Mage

Slime

_damage

fill_possible_decisions

Lucky

Pumpkin

_dice

run_battle

Warrior

Wolf

_current_player

gets e sets

Ranger

Class Room

Superclass:

Subclass:

Responsability:

Colaboration:

_battle	Basic_room
_interaction	Battle_room
_type	Type
get_room	Player
get_type	Boost::variant

Class Event

Superclass:

Subclass:

Responsability:

valid_name

Colaboration:

_won

game_start

Player

_game_on

pick_player

Enemy

_next_room

gets e sets

Type

_current_room

Room

_messages

_selected_player

_room

Class Event_battle

Superclass: Event

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
Event_battle	Battle_room
~Event_battle	Room

Class Event_interaction

Superclass: Event

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>	<i>Xp_room</i>
Event_interaction	Life_fairy	Basic_room
~Event_interaction	Life_potion	Room
	Life_elixir	Abism_death_room
	History_room	Dmg_npc
	Quiz_room	Mimic_death_room
	Tip_room	Left_right

Class Inicializer

Superclass:

Subclass:

Responsability:

inicialize_objects

Colaboration:

_main_event

inicialize_next_turn

Event_battle

_choices

run_room

Event_interaction

running_battle

get_choices

Boost::variant

running_interaction

gets e sets

game_end

valid_number

Class Basic_room

Superclass:

Subclass: Life_elixir, Life_fairy, Life_potion, Mimic_death_room, Abism_death_room, Dmg_npc, History_room, Left_right, Pitfall_random, Quiz_room, Tip_room, Xp_room.

Responsability:

gets e sets

Colaboration:

end_game

player

Player

id

history_version

attribute

print_texts

room_version

finish_game

texts

room_interaction

next_turn

choosing_way

Class Abism_death_room

Superclass: Basic_room

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
PAbism_death_room	Player
room_interaction	

Class Dmg_npc

Superclass: Basic_room

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
Dmg_npc	Player
room_interaction	

Class History_room

Superclass: Basic_room

Subclass:

Responsability:

Colaboration:

History_room	Player
room_interaction	

Class Left_right

Superclass: Basic_room

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
Left_right	Player
room_interaction	

Class Life_elixir

Superclass: Basic_room

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
Life_elixir	Player
room_interaction	

Class Life_fairy

Superclass: Basic_room

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
Life_fairy	Player
room_interaction	

Class Life_potion

Superclass: Basic_room

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
Life_potion	Player
room_interaction	

Class Mimic_death_room

Superclass: Basic_room

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
Mimic_death_room	Player
room_interaction	

Class Pitfall_random

Superclass: Basic_room

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
Pitfall_random	Player
room_interaction	
choosing_way	

Class Quiz_room

Superclass: Basic_room

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
Quiz_room	Player
room_interaction	
choosing_way	

Class Tip_room

Superclass: Basic_room

Subclass:

Responsability:

Colaboration:

Tip_room	Player
room_interaction	

Class Xp_room

Superclass: Basic_room

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
Xp_room	Player
room_interaction	

Class Player

Superclass:

Subclass: Lucky, Mage, Ranger, Warrior

Responsability:

Colaboration:

sets e gets	_roll	_init_hp	_attacks	Dice
status	_name	_ac	_main_attack	
p_potion_heal	_r_class	_potions	_next_level	
p_decision	_level	_potion_heal	dark	
d_damage	_xp	_dodge_buff		
p_modify_hp	_hp	_dodge_hability		

Class Lucky

Superclass: Player

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
p_damage	Player
level_up	Dice

Class Mage

Superclass: Player

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
p_damage	Player
level_up	Dice

Class Ranger

Superclass: Player

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
p_damage	Player
level_up	Dice

Class Warrior

Superclass: Player

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
p_damage	Player
level_up	Dice

Class Enemy

Superclass:

Subclass: Boss, Gnome, Skeleton, Slime, Pumpkin, Wolf

Responsability:

Colaboration:

sets e gets	roll	potion_fail	Dice
status	name	run_fail	
p_fail	d_xp		
roll	hp		
race	e_taunt		
attacks	dodge_fail		

Class Boss

Superclass:

Subclass: Enemy

<i>Responsability:</i>	<i>Colaboration:</i>
e_damage	Enemy
	Dice

Class Gnome

Superclass:

Subclass: Enemy

<i>Responsability:</i>	<i>Colaboration:</i>
e_damage	Enemy
	Dice

Class Skeleton

Superclass:

Subclass: Enemy

<i>Responsability:</i>	<i>Colaboration:</i>
e_damage	Enemy
	Dice

Class Pumpkin

Superclass:

Subclass: Enemy

<i>Responsability:</i>	<i>Colaboration:</i>
e_damage	Enemy
	Dice

Class Wolf

Superclass:

Subclass: Enemy

<i>Responsability:</i>	<i>Colaboration:</i>
e_damage	Enemy
	Dice

Class Dice

Superclass:

Subclass:

<i>Responsability:</i>	<i>Colaboration:</i>
roll_dice	