sta UML

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Introduction

This document is meant to present the different UML diagrams which will be made in the process of designing *sta*.

UML diagrams in this document are set in LATEX using the `tikz-uml` package made by Nicolas KIELBASIEWICZ. See `http://ensta-paristech.fr/~kielbasi/tikz-uml` for more information this package. I am also using my own package `jipkg` for usual inclusions. See it on GitHub at `https://github.com/ribacq/jiltx`.

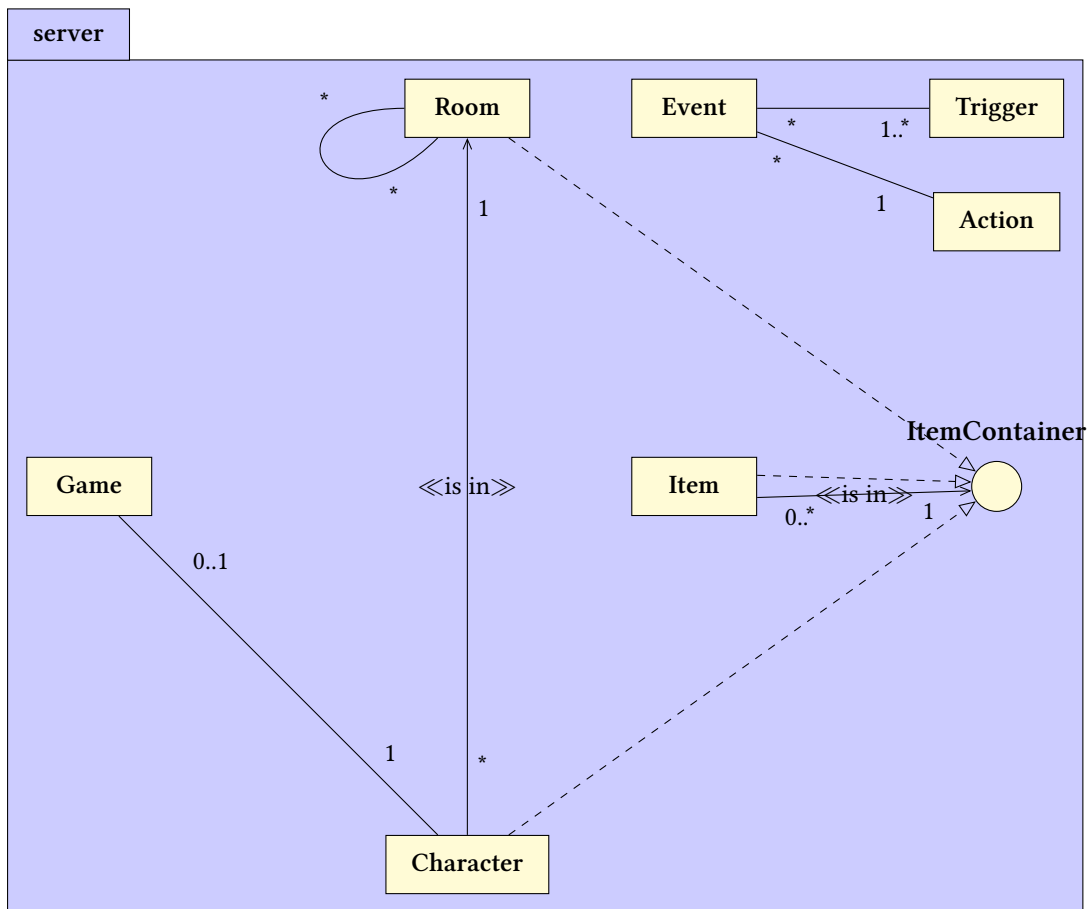## 1 Class Diagram for the `server` package

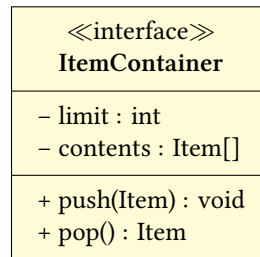Figure 1 – Package: `server`
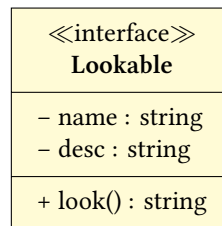
2 Interfaces

Figure 2 – Interface: `ItemContainer`

Figure 3 – Interface: `Lookable`
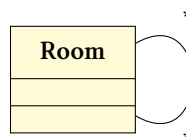
3 Detailed classes
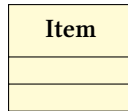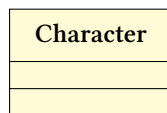
3.1 Game elements

Figure 4 – Class: `Room`

List of Figures

Figure 5 – Class: `Item`

Figure 6 – Class: `Character`