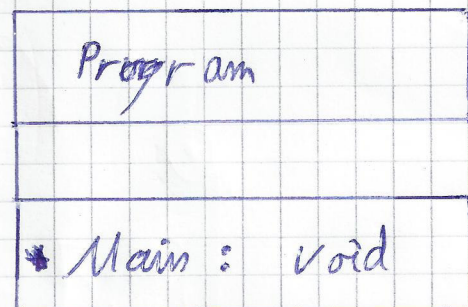
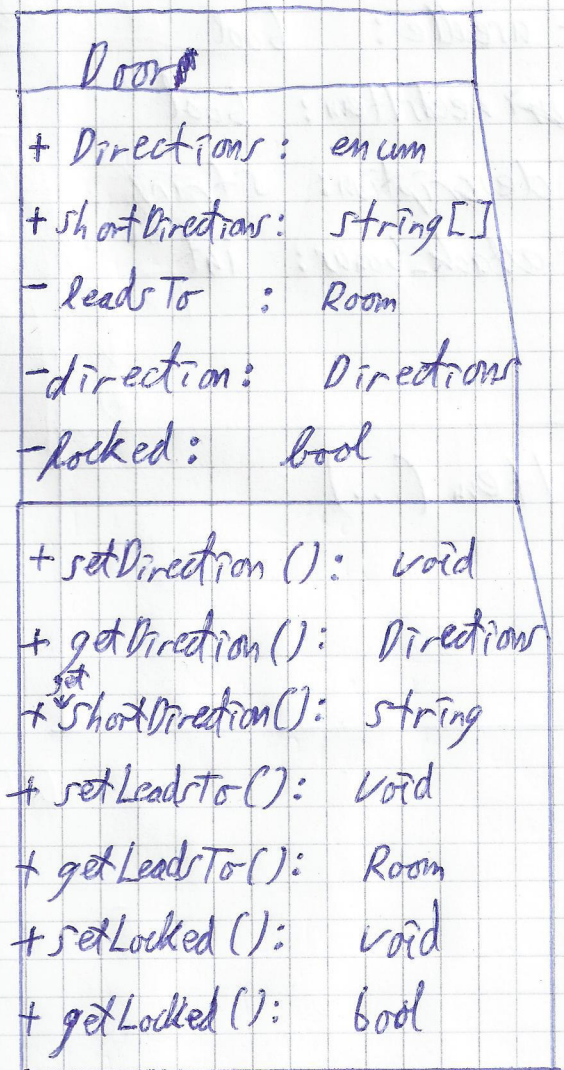
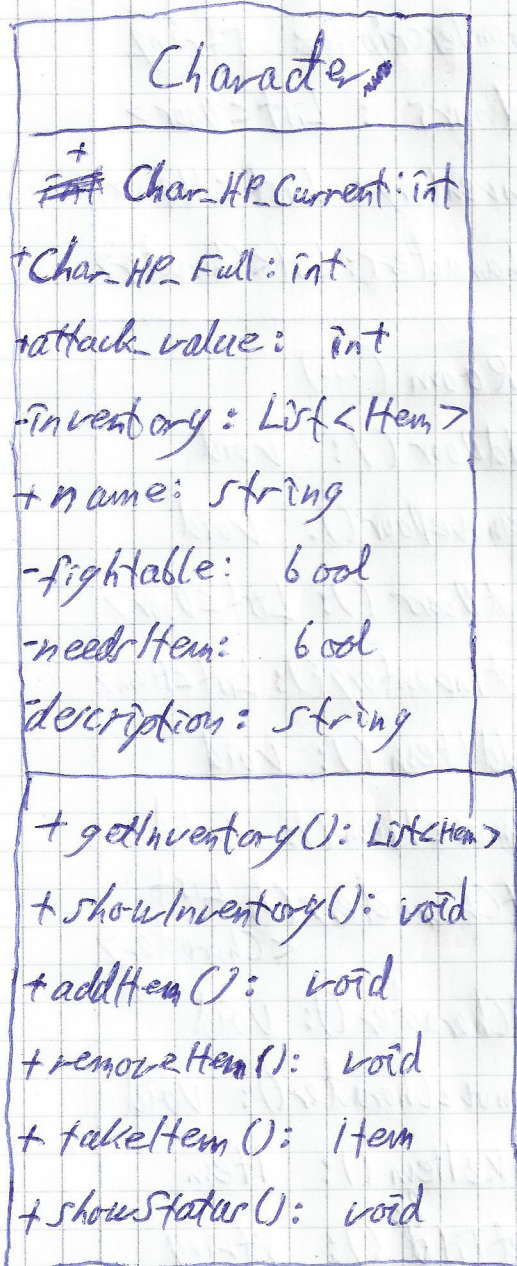


Softwaredesign

Diagramme



Item

+ name : string
- useable : bool
- ~~pr~~ needsItem : bool
- description : string
- attack_bonus : int

+ Item(...)

Room

- roomTitle^{le} : string
- roomDescription : string
- doors : List<Door>
- Inventory : List<Item>
- characters : List<Character>

+ Room(...)

+ addDoor() : void

+ removeDoor() : void

+ getDoors() : List<Door>

+ getInventory() : List<Item>

+ addItem() : void

+ removeItem() : void

+ getCharacters() : List
<Character>

+ addCharacter() : void

+ removeCharacter() : void

+ takeItem() : Item

+ getTitle^{le}() : string

+ setTitle() : void

+ getDescription() : string

+ setDescription() : void

Game

- ~~Room~~ currentRoom: Room
- currentCharacter: Character
- currentEnemy: Character
- currentWeapon: Item
- neighbour: Room
- + gameRunning: bool
- gameOver: bool
- + ~~public~~ charname: string

- nameCharacter(): void
- + showLocation(): void
- + Game(...)
- + startGame(): ~~void~~
- + doAction(): void
- moveRoom(): void
- + update(): void