

Team Luorolin
Herman Lin
Edward Luo Pd4
Edward Ro

+ Void main

Game - String strName - int difficulty - int store Int boulean StreBool - bullean start Up Bool - boolean pace soul int current Month int current Date + void wait Time (int) + void start Up void choose Start Month + void setMonth (int) + void set Difficulty + void run hame + void rest (in+) + void set Pace + void change Day (int) + void endGame

Oregon Trail UML

Character

protected int HP

protected string name

protected int condition

protected boolean died

+ Character

+ Character

+ Character (string)

+ boolean is Alive

+ boolean is Sick

+ String getName

+ void setName (string)

+ int getCondition

+ void setCondition (int)

+ int getHP

+ void setHP (in+)

+ void addlfp (:n+)

+ void subHP (int)

+ boolean get Died

+ void set Died (boulean)

From Player

Player int food

INT LOOG
- int ammo
- int wheels
- intaxles
- int tongues
- int money
- int difficulty
+ Player
+ Player (string)
+ int get food
+ int get/Immo
t int get Wheels
+ in+ get Axles
+ in+ get Tongues
+ in+ get Money
+ void add Food (int)
+ void addAmmolint)
tuoid add Wheels (int)
+ void add Axles (int)
+ void add Tongues (int)
+ void add Money (int)
+ void subFood(int)
+ void subAmmo (int)
t void sub wheels (int)
+ void sub Axles(int)
+ void subtongues (int)
+ void sub Money (in+)
+ void setName (string)
+ void set Money (int)
Managed and the first and the second

Family protected Player john protected Character member 1 protected Character member 2 protected Character member 3 protected Character member 4 - String str Name + void make Chars + String get Supplies + String getHealth

Travel
- String[] -landmarks
- int[]_miles
- String[]-disease
- int miles Traveled
- int mark Num
- int nextMiles
- int store Int
- int pace
+ int get Milestraveled
+ int getWextMiles
+ void setPace (in+)
+ String next Destination
+ void reachlandmark
+ void travelTrail
+ void run Game Checks
+ void become Sick (Character)
+ void become Healed (Character)
+ void lose Health (Character)

1	Nagon
_	boolean wheel Broke boolean axle Broke
-	boolean tonque Broke
	int chance Break int storeInt
	void setChance Break (int)
+	void wagunCheck

_	boole	an Store Bool
	int	storeInt
+		chouseSupplies
4	biou	buy Food
7	Void	buyAmmo
+	void	buywheels
		buy Axles
		buyTongues

Trade	
- int item In	
- int item Out	
- int emigrant Want	
- in+ emigrant Take	
- boulean cantrade	
- boolean trading	
- String tradeText	
+ int diff Num(int)	
+ void trade	
	1

	Town
	Store Goods
-	int storeInt
_	boolean stay Intown
+	Town (int, int, int, int, int)
+	Vuid intown

```
Month

- int[] max Days

- String[] month Name

+ int get Max Days (int)

+ String get Current Month (string)
```

Events + void bandit Attack

Control of the State of the Sta
store
- int food?
- int ammo P
- in+ wheelsP
- int axles P
- int tonguesP
- int foods
- int awmos
- int wheels S
- intaxless
- int tonguess
- int answer
- int storeInt
- boolean storeBool
- boolean buy Bool
- boolean sell Bool
+ Store (int, int, int, int)
+ void enterStore
+ void buy store
+ void sell Store
+ void buyfood
+ void buy Ammo
+ void buy Wheels
+ void buy Axles
t void buy Tongues
+ void sell Food
+ void sell Ammo
+ void sell Wheels
+ void SellAxles
+ void sell Tonques