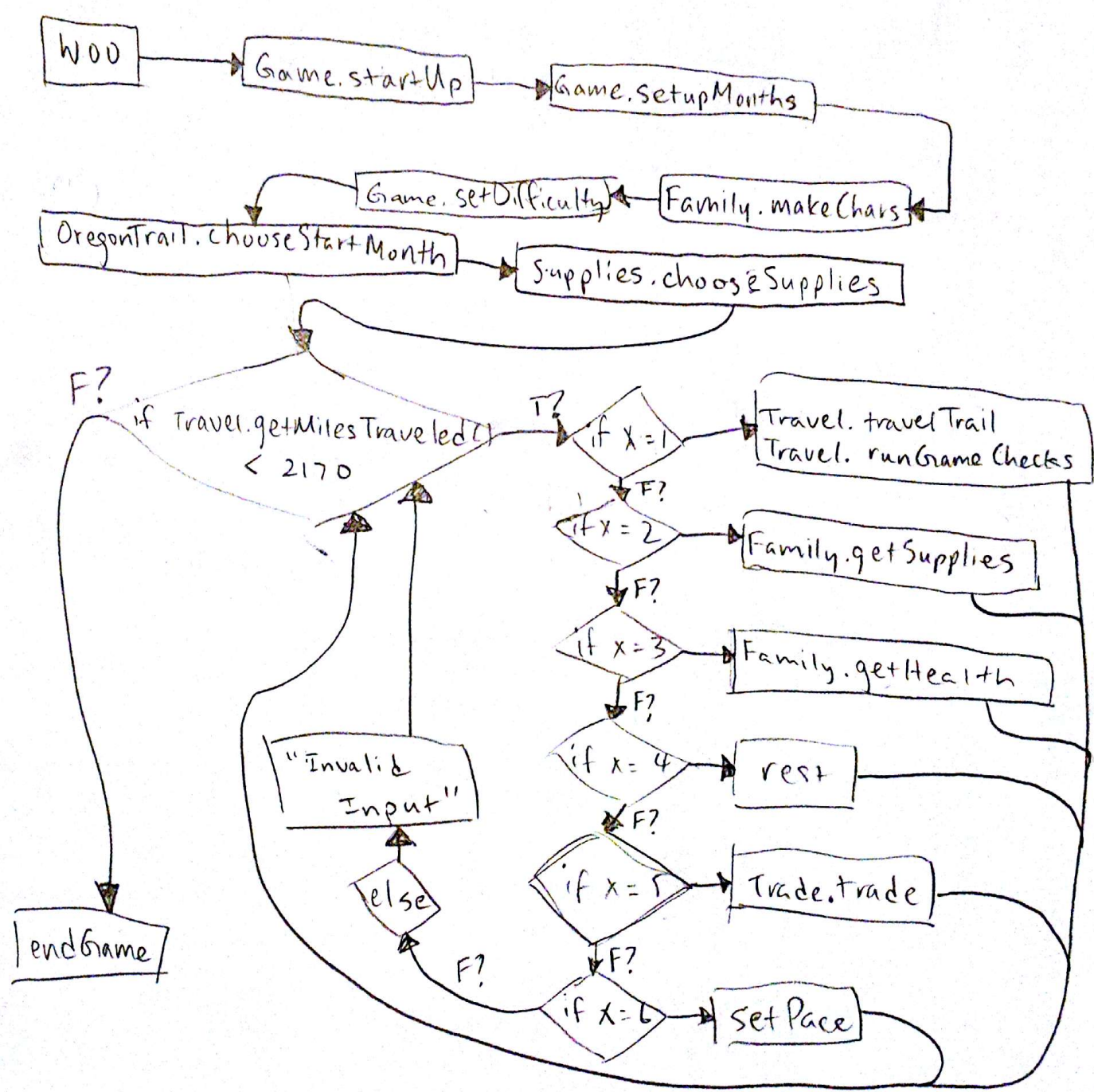


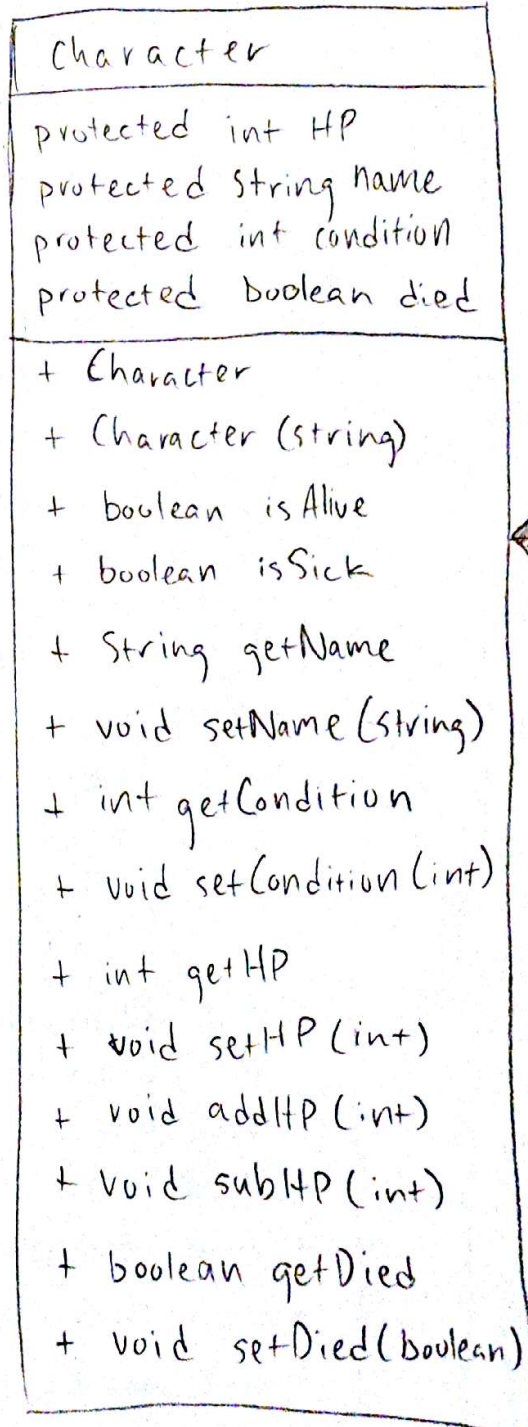
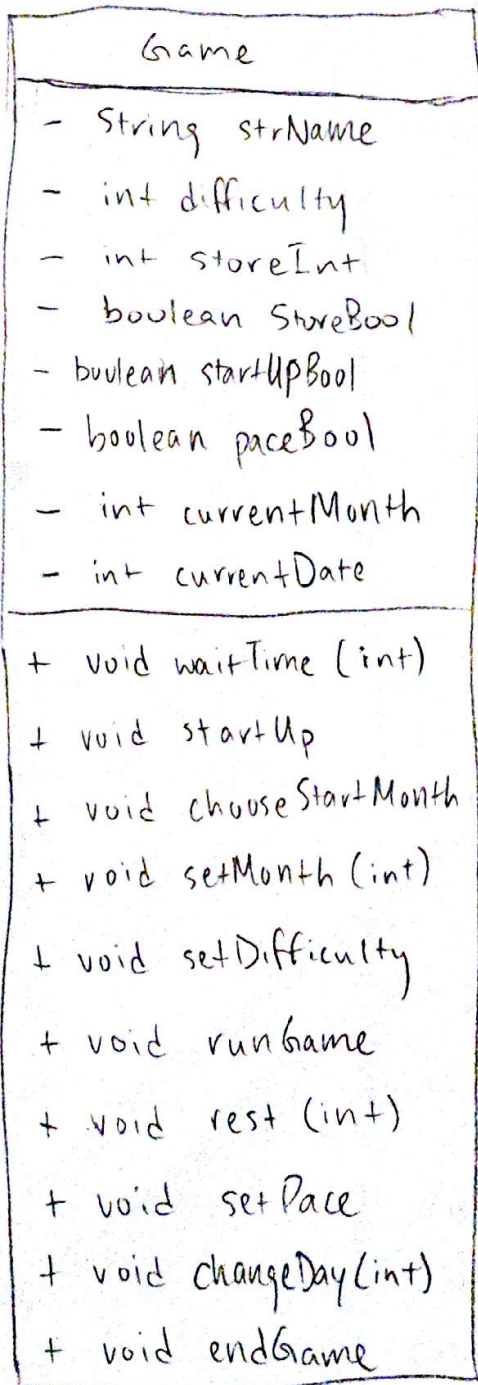
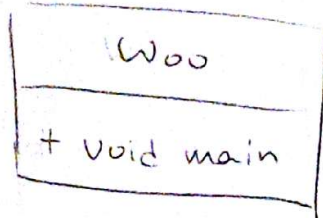
Team Luorolin
Herman Lin
Edward Luo Pd4
Edward Ro

Oregon Trail Flowchart



Team Luorolin
Herman Lin
Edward Luo Pd 4
Edward Ro

Oregon Trail UML



From Player

← To Character

Player

- int food
- int ammo
- int wheels
- int axles
- int tongues
- int money
- int difficulty

- + Player
- + Player (string)
- + int getFood
- + int getAmmo
- + int getWheels
- + int getAxles
- + int getTongues
- + int getMoney
- + void addFood(int)
- + void addAmmo(int)
- + void addWheels(int)
- + void addAxles(int)
- + void addTongues(int)
- + void addMoney(int)
- + void subFood(int)
- + void subAmmo(int)
- + void subWheels(int)
- + void subAxles(int)
- + void subTongues(int)
- + void subMoney(int)
- + void setName(string)
- + void setMoney(int)

Family

- protected Player john
- protected Character member1
- protected Character member2
- protected Character member3
- protected Character member4

- String strName
- + void makeChars
- + String getSupplies
- + String getHealth

Travel

- String[] -landmarks
- int[] -miles
- String[] -disease
- int milesTraveled
- int markNum
- int nextMiles
- int storeInt
- int pace

- + int getMilesTraveled
- + int getNextMiles
- + void setPace (int)
- + String nextDestination
- + void reachLandmark
- + void travelTrail
- + void runGameChecks
- + void becomeSick(Character)
- + void becomeHealed(Character)
- + void loseHealth(Character)

Wagon
- boolean wheelBroke
- boolean axleBroke
- boolean tongueBroke
- int chanceBreak
- int storeInt
+ void setChanceBreak(int)
+ void wagonCheck

Supplies
- boolean storeBool
- int storeInt
+ void chooseSupplies
+ void buyFood
+ void buyAmmo
+ void buyWheels
+ void buyAxles
+ void buyTongues

Trade
- int itemIn
- int itemOut
- int emigrantWant
- int emigrantTake
- boolean canTrade
- boolean trading
- String tradeText
+ int diffNum(int)
+ void trade

Town
- Store Goods
- int storeInt
- boolean stayInTown
+ Town(int, int, int, int, int)
+ void inTown

Month
- int[] maxDays
- String[] monthName
+ int getMaxDays(int)
+ String getCurrentMonth(String)

Events
+ void banditAttack

store

- int foodP
- int ammoP
- int wheelsP
- int axlesP
- int tonguesP
- int foodS
- int ammoS
- int wheelsS
- int axlesS
- int tonguesS
- int answer
- int storeInt
- boolean storeBool
- boolean buyBool
- boolean sellBool

+ Store (int,int,int,int,int)

+ void enterStore

+ void buyStore

+ void sellStore

+ void buyFood

+ void buyAmmo

+ void buyWheels

+ void buyAxles

+ void buyTongues

+ void sellFood

+ void sellAmmo

+ void sellWheels

+ void sellAxles

+ void sellTongues