## High Level Analysis Fantasy Rpg: Three classes - Mage, Rogue, Fighter. GameLoop: Player faces a Fight, Puzzle, And Riddle. Randomize order. Gold: player accumulates gold via Events. Stretch goal: Items

Osvaldo

Player

Int treasure;

Boolean usedAbility;

void setClass(class)

Fighter

more max health.

Better ask/def.

Atk/def is set in class

player gives just

name and class type.

**Game Character** 

**AbilityClass** 

Interface:

special\_ability

Rogue Norm health

Norm def

Mage

More atk

Less def

Norm health

abstract GameCharacter Model:

Int currHealth;

int maxHealth;

String name; int attack;

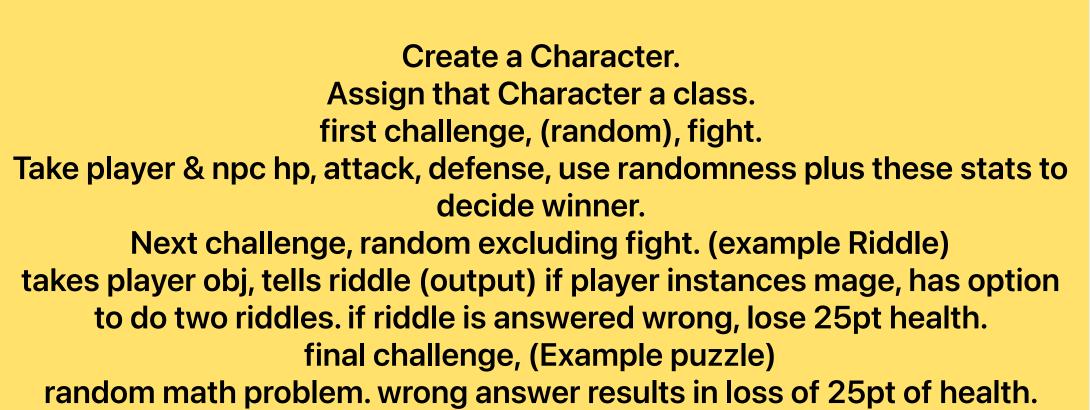
int Defense;

boolean isAlive();

void takeDamage(int);
Void recoverHP(int);

Enemy

String type; init randomized atk/def



(player dies at any point) goes back to beginning, option to restart or exit. (Endgame) If Player doesnt have enough treasure, they reHeal and restart. If Player does have enough treasure, Player wins.

