Master Class Diagram

Ian Westrope, Keith Drew

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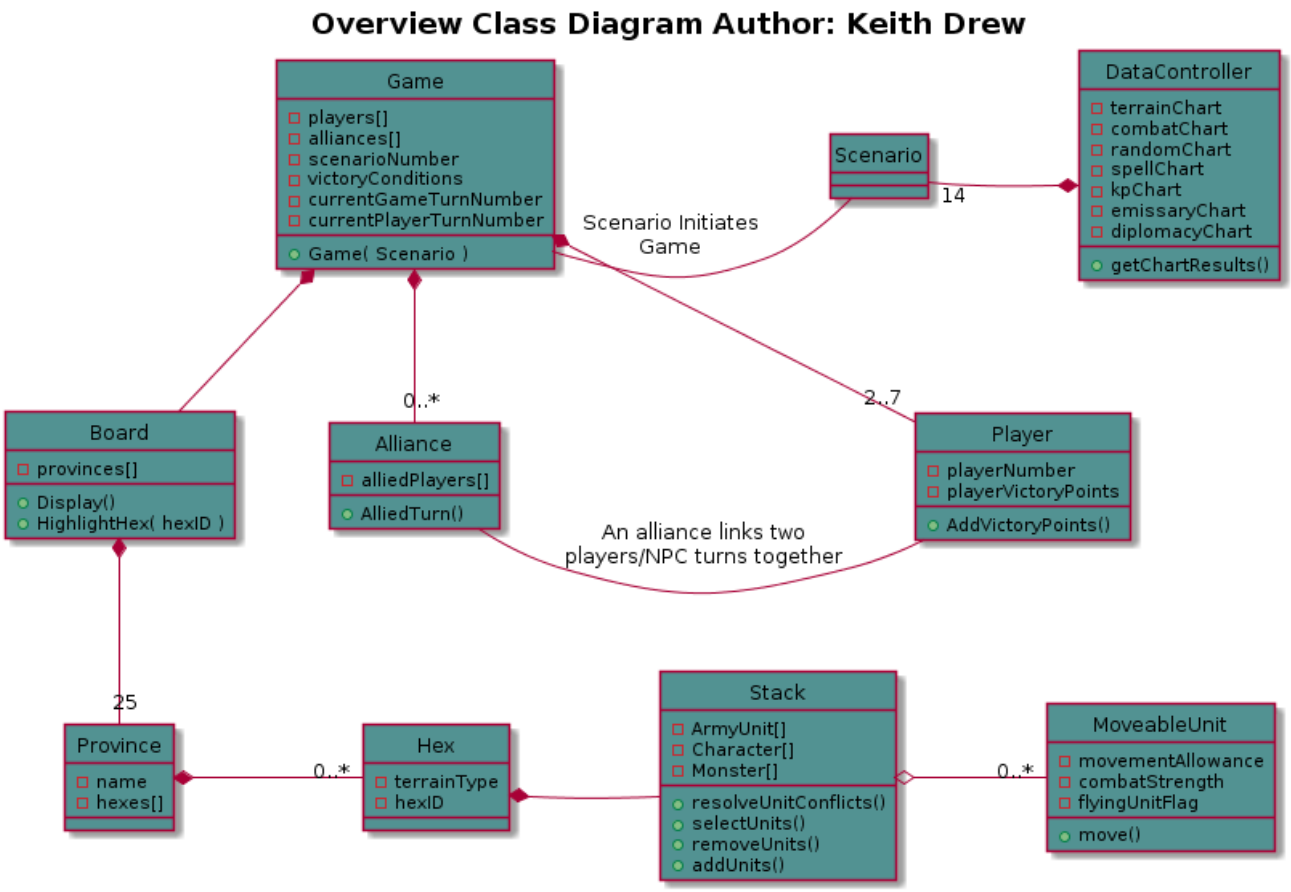

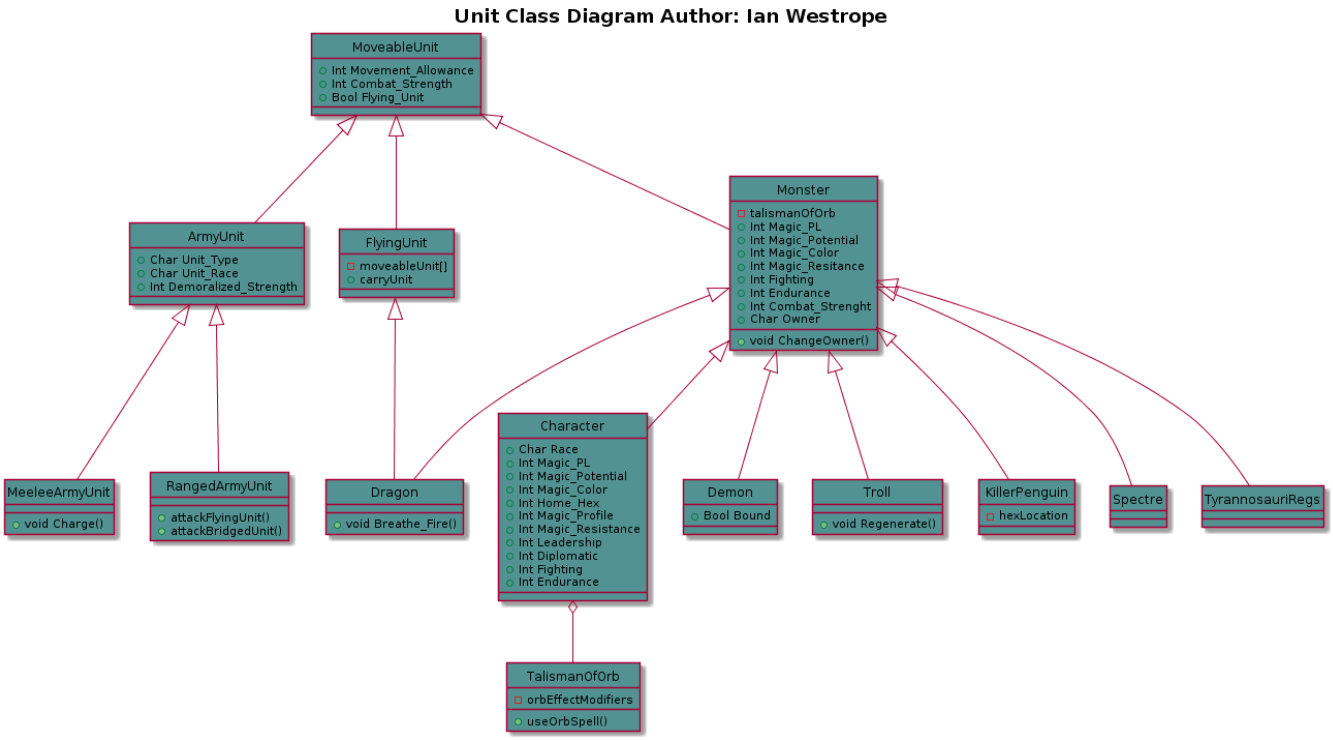

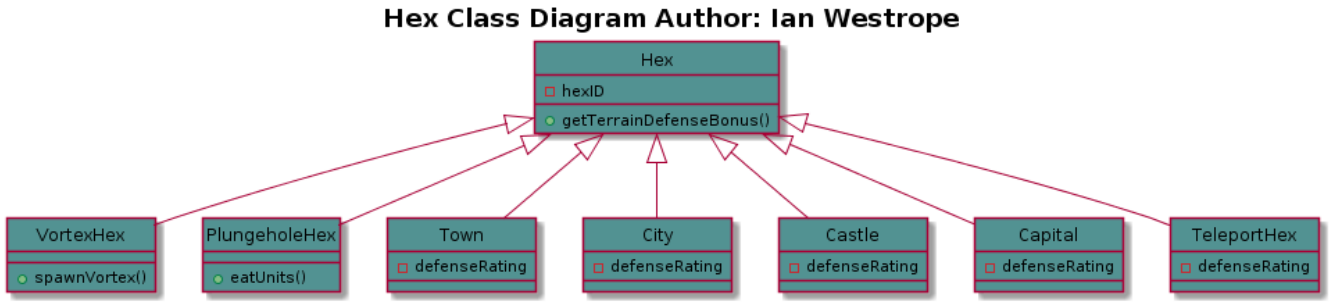

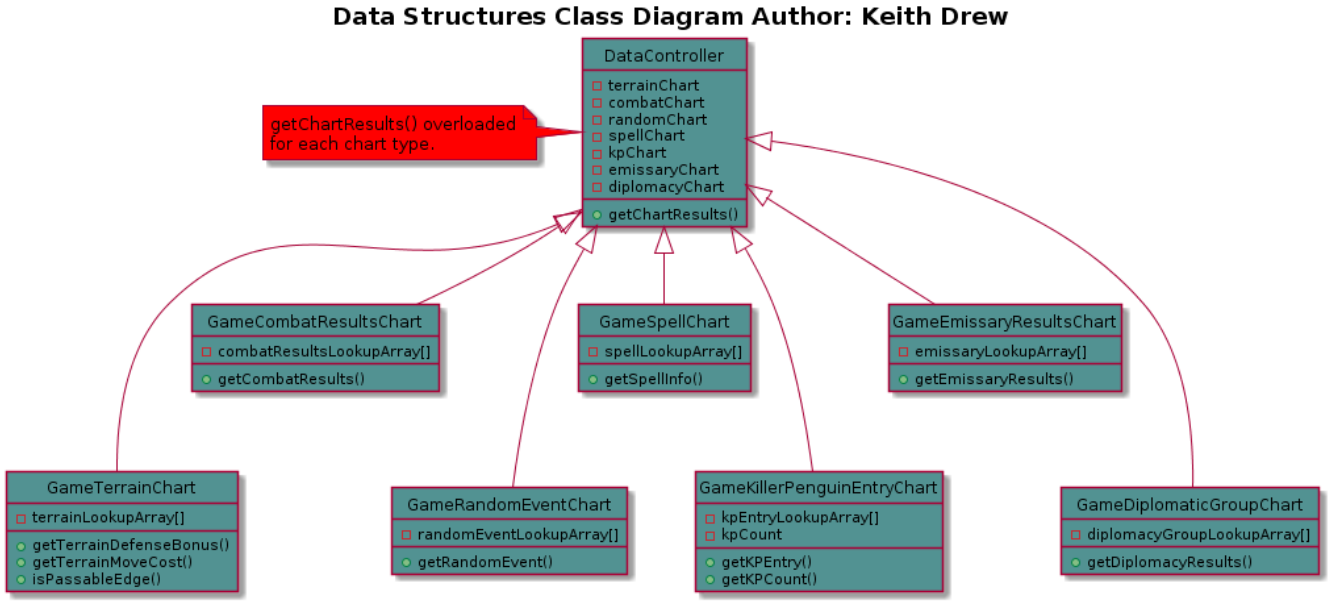

1 Class Dictionary

Game: An instance of the game, Swords and Sorcery

Board: The Board class is an aggregate class, made up of Provinces.

Player: An programming construct that represents a player at the "board". This includes factions, victory points, etc.

Alliance: The Alliance class is a that links two Players or NPCs together for a turn.

Province: The Province class is an aggregate class, made up of Hexes. It represents the different provinces found on the game map.

Hex: The Hex class is an aggregate class, made up of a Stack class. It represents the individual hexes found on the game map.

Stack: The Stack class is an aggregate class, made up of zero or more MoveableUnits.

Moveable Unit: MoveableUnit is the superclass for any object that can move in S&S.

Army Unit: Simple units used for combat, limited to 2 per Stack object.

Melee Army Unit: Meellee Army Unit inherits from Army Unit. Meelee Army Unit represents both horsed and foot units from the game.

Ranged Army Unit: Ranged Army Unit inherits from Army Unit. Ranged Army Unit represents the units with bows from the game.

Monster: The Monster class inherits from MoveableUnit. It represents the monster units from the game.

Character: Character inherits from Monster and is also an aggregate class possibly made of TalismanOfOrb.

Caster Character: The class of characters that can use magic. This class includes methods for actually casting a given spell, made through a call to the appropriate data structure class.

Fighter Character: The class of characters that cannot use magic.

Talisman Of Orb: The class of magical items. This are held by certain characters and include methods that apply stat bonuses and methods that invoke certain spells.

Scenario: A premade instance of a game. The scenario both initializes a game and dictates any win conditions, number of players, and other meta-details about the game.

DataController: The class that holds all data chart classes. Through this class all data charts should be accessed.

Game Combat Results Chart: This chart class holds the data indicating combat results, as well as necessary methods that are intuitive to hold here.

Game Terrain Chart: This chart class holds necessary data and methods for determining terrain effects for defense bonuses and movement costs. This class also contains methods for altering hex types.

Game Random Event Chart: This chart class holds methods and data for determining random events for each game turn. The class includes methods to apply random event effects where needed.

Game Spell Chart: This chart class contains spell descriptions, spell casting charts, and the methods that are used to cast each spell. Casting a spell involves asking this class to execute a method.

Game Killer Penguin Entry Chart: This chart class determines how many (if any) Killer Penguins enter the field in given circumstances, and includes methods for adding the KPs to the field of play.

Game Emissary Results Chart: This chart includes the methods and data necessary to determine the results of an emissary's attempt to conduct diplomacy.

Game Diplomatic Group Chart: This chart class helps determine bonuses for diplomacy rolls, in conjunction with the emissary results table. It includes methods for returning the appropriate bonuses.