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| Driver |
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| * main(args[]:String) : void |

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| Locale |
| * mapName : String * allowedAccess : Boolean * terrainSkin : int * terrain : char [][] * pokeList : ArrayList <Pokemon> * treasureList : ArrayList <Treasure> * pokeMap : Pokemon [][] * treasureMap : Treasure p[][] |
| * Locale(mapName:String) * setMapName(mapName:String) : void * setTerrain(mapname:String) : void * setPokemon(mapName:String) : void * setTreasure(mapName:String): void * getMapName() : String * accessCoordinate(x:int,y:int) : char * accessPokemon(x:int, y:int) : Pokemon * accessTreasure(x:int, y:int) : Treasure * accessPortX() : int * accessPortY() : int * displayLocale() : void * displayLocale(x:int, y:int, Player: char) : void * displayPokemons() : void * displayTreasures() : void * updateLegendaryEncounterRate(rate:int) : void |

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| Game Engine |
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| * PlayGame() : void |

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| Pokemon |
| * name : String * terrain : char * homeType : char * encounterRate : int * captureRate : int |
| * Pokemon(name:String) * setName(name:String) : void * setLocation(name:String) : void * setFrameAndRates(name:String) : void * updateEncounterRate(name:String) : void * getName(): String * getTerrainPresent(): String * getHomeType : char * getEncounterRate : int * getCaptureRate : int |

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| Pokedata |
| * name : String * fame : int * lossPerCapture : int * timesCaptured : int * size : int * weight : int * description : String * homePlace : String * homeType : char |
| * Pokedata(name:String) * setHomePlace(name:String) : void * setDetails(name:String) : void * setWeight(name:String) : void * setSize(name:String) : void * setDescription(name:String) : void * setWeight() : int * setSize() : int * getDescription() : String * setName(name:String) : void * getName() : String * getLossPerCapture(lossPerCapture:int) : int * setTimesCaptured(name:String) : void * addTimesCaptured() : void * getTimesCaptured() : int * getReducedFame() : int |

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| Pokedex |
| * pokeList : ArrayList <Pokedata> |
| * Pokedex() * getPokemon(name:String) : int * addCapture(name:String) : void * getCapture(name:String) : int * getReducedFame(name:String) : int |

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| Treasure |
| * name : String * location : String * price : long |
| * Treasure(name:String) * setName(name:String) : void * setLocation(name:String) : void * setPrice(name:String) : void * getName() : String * getLocation() : String * getPrice() : long |

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| Player |
| * name : String * gender : char * cash : double * fame : double[] * inventory : Bag * badges : ArrayList<Badges> * fishingRod : Rod * fishingBoat : Boat * tackleBox : TackleBox |
| * Player(name:String, gender: String) * setName(name:String) : void * setGender(name:String) : void * setPosX(x:int) : void * setPosY(y:int) : void * getName() : String * getGender() : char * getBadges() : void * getPosX() : void * getPosY() : void * increaseFame(map:int, fame:int) : void * getFame(map:int) : int * getItems(map:int) : Items * getCash() : long * addCash(cash:long) : void * reduceCasdh(cash:long) : void |

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| TackelBox |
| * name : String * cost : long * casts : int |
| * TackleBox(name:String) * setName(name:String) : void * setCost(cost:long) : void * setCasts(casts:int) : void * getName() : String * getCost() : long * getCasts() : int |

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| Rod |
| * name : String * cost : double * encounterRate : int * captureRate : int * lure : Lure * line : Line * reel : Reel |
| * Rod (name:String) * setName(name:String) : void * setCost(cost:double) : void * setEncounterRate(encounterRate:int) : void * setCaptureRate(captureRate:int) : void * setLure() : void * setline() : void * setReel() : void * getName() : String * getCost() : double * getEncounterRate() : int * getCaptureRate() : int * getLure() : Lure * getLine() : Line * getReel() : Reel |

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| Badge |
| * name : String * playerHas : boolean |
| * Badge (name:String) * setBadge(got:Boolean) : void * getBadge() : Boolean * getName() : String |

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| Items |
| * fishingRod : Rod * fishingBoat : Boat * tackleBox : TackleBox |
| * Items() * getRodName() : String * getReelName() : String * getLureName() : String * getLineName() : String * getBoatName() : String * getTackleBoxName() : String * getEncounterUp() : int * getCaptureUp() : int * getMoves() : int * getCasts() : int * equipRod(newRod:Rod) : void * equipBoat(newBoat:Boat) : void * getRod() : Rod * getBoat() : Boat |

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| Boat |
| * name : String * moves : float * cost : long * boolean: hasEngine |
| * Boat(name:String) * setName(name:String) : void * setMoves(name:String) : void * setCost(name:String) : void * setEngine(name:String) : void * updateEngine(value:boolean) : void * getName() : String * getMoves() : int * getCost() : long * hasEngine() : boolean |

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| Shop |
| * rods : ArrayList <Rod> * lures : ArrayList <Lure> * lines : ArrayList <Line> * reels : ArrayList <Reel> * boxes : ArrayList <TackleBox> * boats : ArrayList <Boat> |
| * Shop() * goShop(playerItems:Items, player:Player) : void * diplayCategories() : void * shopRods(playerItems:Items, player:Player) : void * diplayRods() : void * displayLures() : void * displayLines() : void * diplayeReels() : void * displayTackleBoxes() : void * displayBoats() : void |

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| Rod |
| * name : String * cost : double * encounterRate : int * captureRate : int * lure : Lure * line : Line * reel : Reel |
| * Rod (name:String) * setName(name:String) : void * setCost(cost:double) : void * setEncounterRate(encounterRate:int) : void * setCaptureRate(captureRate:int) : void * setLure() : void * setline() : void * setReel() : void * getName() : String * getCost() : double * getEncounterRate() : int * getCaptureRate() : int * getLure() : Lure * getLine() : Line * getReel() : Reel |

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| Lure |
| * name : String * cost : long * encounterRate : int * captureRate : int |
| * Lure(name:String) * setName(name:String) : void * setCost(name:String) : void * setEncounterRate(name:String) : void * setCaptureRate() : void * getName() : String * getCost() : long * getEncounterRate : int * getCaptureRate : int |

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| Line |
| * name : String * cost : long * encounterRate : int * captureRate : int |
| * Line(name:String) * setName(name:String) : void * setCost(name:String) : void * setEncounterRate(name:String) : void * setCaptureRate() : void * getName() : String * getCost() : long * getEncounterRate : int * getCaptureRate : int |

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| Boat |
| * name : String * moves : float * cost : long * boolean: hasEngine |
| * Boat(name:String) * setName(name:String) : void * setMoves(name:String) : void * setCost(name:String) : void * setEngine(name:String) : void * updateEngine(value:boolean) : void * getName() : String * getMoves() : int * getCost() : long * hasEngine() : boolean |

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| Reel |
| * name : String * cost : long * encounterRate : int * captureRate : int |
| * Reel (name:String) * setName(name:String) : void * setCost(name:String) : void * setEncounterRate(name:String) : void * setCaptureRate(name:String) : void * getName() : String * getCost() : long * getEncounterRate() : int * getCaptureRate() : int |

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| TackelBox |
| * name : String * cost : long * casts : int |
| * TackleBox(name:String) * setName(name:String) : void * setCost(cost:long) : void * setCasts(casts:int) : void * getName() : String * getCost() : long * getCasts() : int |