LoveInterest

- StoryNode _story

+ LoveInterest(String name)
+ void receiveItem(Item item)
+ StoryNode getStory()
+ void setStory()

Character

- int _confidence
- int _intelligence
- int _kindness
- Stack _dialogue
- String _name
- Scanner fileReader

+ Character(String name)
+ void addLine(String line)
+ void addLines(File lines)
+ void sayLine( )

+ int getConfidence()
+ int getIntelligence()
+ int getKindness()
+ String getName()
+ String toString()

+ void setConfidence(int Confidence)
+ void setIntelligence(int Intelligence)
+ void setKindness(int Kindness)

Player

- Item[] _inventory
- double _money
- String _gender

+ player(String name, String gender)
+ void giveItem(LoveInterest lover)
+ void buyItem(Item item)

+ double getAffection(LoveInterest lover)
+ String getInventory()
+ String getGender()
+ String toString()
+ double getMoney()

+ void setMoney(double money)

insert name of character here

- String source

@Override
+ void setStory

StoryNode

- StoryNode _left
- StoryNode _right
- File _cargo

+ StoryNode getRight()
+ StoryNode getLeft()
+ File getCargo()
+ String toString()

+ void setLeft()
+ void setRight()
+ void setCargo()

Game

- StoryNode _story
- LoveInterest _lover
- Scanner _scanner

+ void StartDate()
+ void endDate()
+ void chooseYourFighter()
+ void setStory()

Item

- String name
- double price

+ String getName()
+ double getPrice()
+ void effect(Character target)