Gatekeeping Gaslighting Girlbosses: Lauren Lee, Kevin Xiao, Kevin Li APCS - FP: Flowchart 05-31-22 Time Spent: 1 hour Character LoveInterest extends Character - int confidence Player extends Character - int intelligence - StoryNode story - int kindness - Item∏ inventory - Stack dialogue - double money + LoveInterest(String name) - String name - String _gender + void receiveItem(Item item) - Scanner fileReader + StoryNode getStory() + void setStory() + player(String name, String gender) + Character(String name) + void giveItem(LoveInterest lover) + void addLine(String line) + void buyItem(Item item) + void addLines(File lines) + void sayLine() + double getAffection(LoveInterest lover) + String getInventory() + int getConfidence() + String getGender() (character name) extends + int getIntelligence() + String toString() LoveInterest + int getKindness() + double getMoney() + String getName() - String source + String toString() + void setMoney(double money) + void setConfidence(int Confidence) @Override + void setIntelligence(int Intelligence) + void setStory + void setKindness(int Kindness) StoryNode Game Item - StoryNode left - StoryNode story - String name - StoryNode right - LoveInterest lover - double price - File cargo - Scanner scanner + String getName() + StoryNode getRight() + void StartDate() + double getPrice() + StoryNode getLeft() + void endDate() + void effect(Character target) + File getCargo() + void chooseYourFighter() + String toString() + void setStory()

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