**Gatekeeping Gaslighting Girlbosses:**
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**APCS - FP: Flowchart**
**05-31-22 (updated 06-09-22)**
**Time Spent: 1 hour**

## Player

- int _confidence
- int _intelligence
- int _kindness
- String _name

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+ Player()

+ void printStats()

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

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

## LoveInterest

- StoryNode _story
- Stack<String> _dialogue
- String _source
- Scanner _fileReader
- String _name

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+ LoveInterest()
+ void addLine(String line)
+ void addLine(File lines)
+ void readBackwards()

+ void setStory()
+ StoryNode getStory()
+ Stack<String> getDialogue()
+ StoryNode moveLeft()
+ StoryNode moveDown()
+ StoryNode moveRight()
+ void setup()
+ void printBlurb()

## (character name) extends LoveInterest

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+ void setup()
+ void printBlurb()

## StoryNode

- StoryNode _left
- StoryNode _right
- StoryNode _mid
- File _cargo
- String _path

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+ StoryNode(String path)

+ StoryNode getRight()
+ StoryNode getLeft()
+ StoryNode getMid()
+ File getCargo()

+ void setLeft(StoryNode left)
+ void setRight(StoryNode right)
+ void setMid(StoryNode mid)
+ void setCargo(String filePath)

+ String toString()

## Game

- StoryNode _story
- LoveInterest _lover
- Scanner _scanner
- Stack<String> _dialogue
- Player _player
- ArrayList<StoryNode> _playerPath
- ArrayList<Loveinterest> _listOfLovers

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+ Game()
+ void personalityTest()
+ void chooseYourFighter()
+ void play()
+ void menu()
+ void replay()
+ void prompt()
+ void wait(int millis)
+ void playSecretEnding()

(helper for yes or no questions)
+ void yes()

(the following are helper methods for prompt())
+ ArrayList<String> printOptions()
+ void actionSelect(String input)
+ void changeStats(String input)