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Architecture

Presentation Layer

Customer Screen: JavaFX Application Window displays text output results of order requests form standard output and also accepts customer requests from standard input.
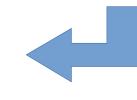
Presentation Layer

Customer Delegate: ClassSelectionScene() method serves as the customer delegate since it is responsible for processing game player's decision of which class the player wants to be.
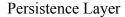
Business Layer

The Classes Object is the Business Layer since it is responsible for aggregating all statistical information needed by the customer request.

Persistence Layer

Customer DAO Module: This is the AdventureSimulator Object since it is responsible for creating instances of class objects for the player, accepting customer requests from the player (e.g. what kind of class the player wants to be)

Persistence Layer

Order DAO Module: The Game_Actions object since it processes customer data input by updating player's and Enemies' stats as they battle each other.