# Design Overview for RPG Adventure

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# Summary of Program

**Describe what you want the program to do… one or two paragraphs.**

I want to design a RolePlay program based on Swin Adventure. It is the text-based game where the user will enter the command to play.

I also will implement the menu and monsters, …

**Include a sketch of sample output to illustrate your idea.**

# Required Roles

Describe each of the classes, interfaces, and any enumerations you will create. Use a different table to describe each role you will have, using the following table templates.

Table 1: Enemy type enumerations details

|  |  |
| --- | --- |
| Value | Notes |
| Monster | For class Monster |
| Boss | For class Boss |

Table 2: interface IspecialAbilityUser details

|  |  |  |
| --- | --- | --- |
| Responsibility | Type Details | Notes |
| Can generate the powerful attack | Print out text |  |

Table 1: abstract Enemy class details

|  |  |  |
| --- | --- | --- |
| Responsibility | Type Details | Notes |
| Declare the public variables for the stats of the Enemy | Parameter : string name, int health, int attack , int defense, int gold, int exp | default |
| Take damage(int hurt) | Type : void  Parameter : int hurt | Reduce the current health |
| IsDeath() | Type : bool  Return true || false | Check whenever the enemy is dead or not |
| Enemyinfo() | Type: public  Return string | Return all the information of the enemy |

Table 1: abstract EnemyWithSpecialAbility details – duplicate

|  |  |  |
| --- | --- | --- |
| Responsibility | Type Details | Notes |
|  | Field type, parameter and return types |  |

Table 1: <<role name>> details – duplicate

|  |  |  |
| --- | --- | --- |
| Responsibility | Type Details | Notes |
|  | Field type, parameter and return types |  |

Table 1: <<role name>> details – duplicate

|  |  |  |
| --- | --- | --- |
| Responsibility | Type Details | Notes |
|  | Field type, parameter and return types |  |

# Class Diagram

Provide an initial design for your program in the form of a class diagram.

# Sequence Diagram

Provide a sequence diagram showing how your proposed classes will interact to achieve a specific piece of functionality in your program.