# Design Overview for <<insert name of program here>>

Name: Tran Thanh Minh

Student ID: 103809048

# 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.

**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 : <<role name>> details – duplicate

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

Table : <<enumeration name>> details

|  |  |
| --- | --- |
| Value | Notes |
|  |  |

# 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.