Character System
Class Diagram

Skills

- skill name
- skill effect
- cost

+ addSkill()

Reputation

- faction name
- reputation level
- reputation total
- rewards

+ giveReward()
+ updateRepTotal()
+ deleteRepLevel()

Character

- character name
- character level
- equipment : equipment
- health
- action points
- skills : skills
- inventory : inventory
- reputation : reputation

+ levelUp()
+ equip()
+ updateHealth()
+ updateActionPoints()

Inventory

- inventory size
- list

+ updateInventory()
+ sortInventory()

Item Inventory

- name
- stats
- slot type
- equipment effect
- rarity

+ useItem()
+ deleteItem()

Equipment

- name
- stats
- slot type
- equipment effect
- rarity

+ equipToCharacter()
+ removeFromCharacter()

Equipment Inventory

- name
- stats
- slot type
- equipment effect
- rarity

+ deleteEquipment()