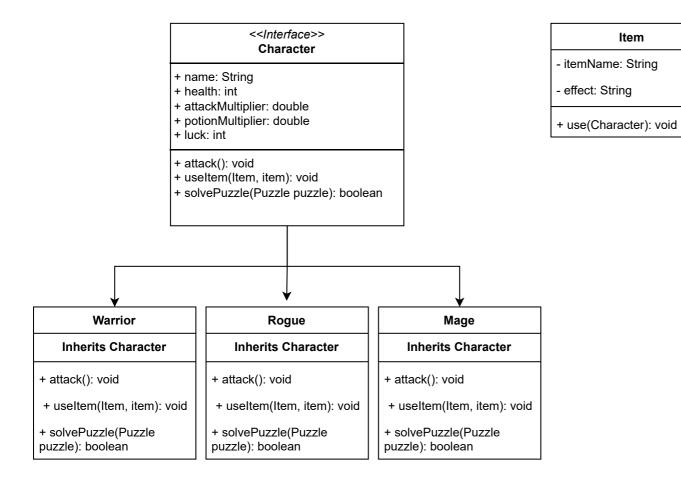
Text-Based RPG UML Table

resource: https://www.lucidchart.com/pages/uml-class-diagram



Item

+ start(): void

+ solve(): boolean

<<Interface>>

Puzzle

Encounter

- type: String

- difficulty: int

+ initiate(): void

+ resolve(): boolean

Game Engine

- currentPlayer: Character

- currentEncounter: Encounter

+ startGame(): void

+ endGame(): void

+ nextEncounter(): void