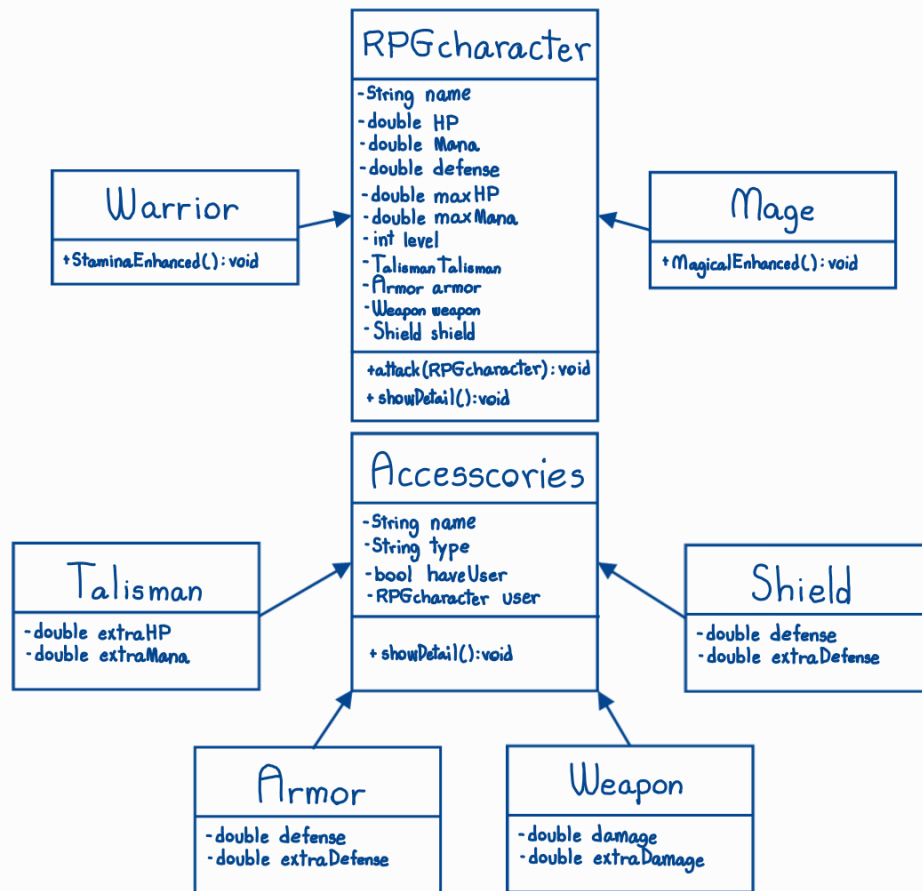


Design Diagram



Design Description

《Variables》

》 RPGcharacter

- String name : store character's name
- double HP : store character's health points
- double Mana : store character's mana points
- double defense : store character's defense
- double maxHP : store character's maximum health points
- double maxMana : store character's maximum mana points
- int level : store character's level
- Talisman talisman : store character's equipped talisman
- Armor armor : store character's equipped armor
- Weapon weapon : store character's equipped weapon
- Shield shield : store character's equipped shield

》 Accessories

- String name : store accessories' name
- String type : store accessories' type
- bool haveUser : store accessories' equipped state
- RPGcharacter user : store accessories' user
- **Talisman**
 - double extraHP : give extra maximum health points
 - double extraMana : give extra maximum mana points
- **Armor & Shield**
 - double defense : store armor/shield's defense points
 - double extraDefense : give extra defense points (if special)
- **Weapon**
 - double damage : store weapon's damage points
 - double extraDamage : give extra damage points (if special)

《Operations》

》 RPGcharacter

- + void attack(RPGcharacter)
: operation to attack target character
- + void showDetail()
: show character's stat detail
- **Warrior**
 - + void StaminaEnhanced()
: give extra health and damage points to character assign to this class
- **Mage**
 - + void MagicalEnhanced()
: give extra mana and defense points to character assign to this class

》 Accessories

- + void showDetail()
: show accessories' stat detail