Assignment: Adventure Game UML Diagrams

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Class Diagrams

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | Game | | +string choice  +int hunger  +int snacksEaten | | gameTitle()  first()  second()  man()  gameOver()  road()  town()  capital()  third()  king()  youWin() | | |  | | --- | | Player | | +string name | | Player(); | |
|  | |  | | --- | | Program | |  | | Main(string[] args) | |

Object Diagrams

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | player1 | | player1.name | | player(); | | |  | | --- | | townOptions | | string[] townOptions = {"As soon as you enter the town, a child, maybe 10 years old runs past you, and bumps into you. You later realize your wallet is gone.",  "As you enter the town, a guard stares you down, but says nothing.",  "As you enter the town, you trip over a stone and fall flat on your face, embarrassing yourself."}; | | townText(); | |
|  |  |

Owen Duffy Adventure Game Documentation:

My game takes place in a fantasy world called Lugunica. The player character wakes up in a forest with no memories and has to find the mystery of his situation and return home, wherever that may be. To win the game, the player must find the king, who will recognize the player character as his son. There are many branching paths and 2 routes that will result in a loss. The variables that affect gameplay are the routes you can take, your hunger, and the amount of snacks you eat. I got assistance from Rigoberto Cervantes.