

*Class and Package Diagram for System TwitterNetHack*  
Assignment in the course - PA1435 Objektorienterad design  
2/5 - 2017

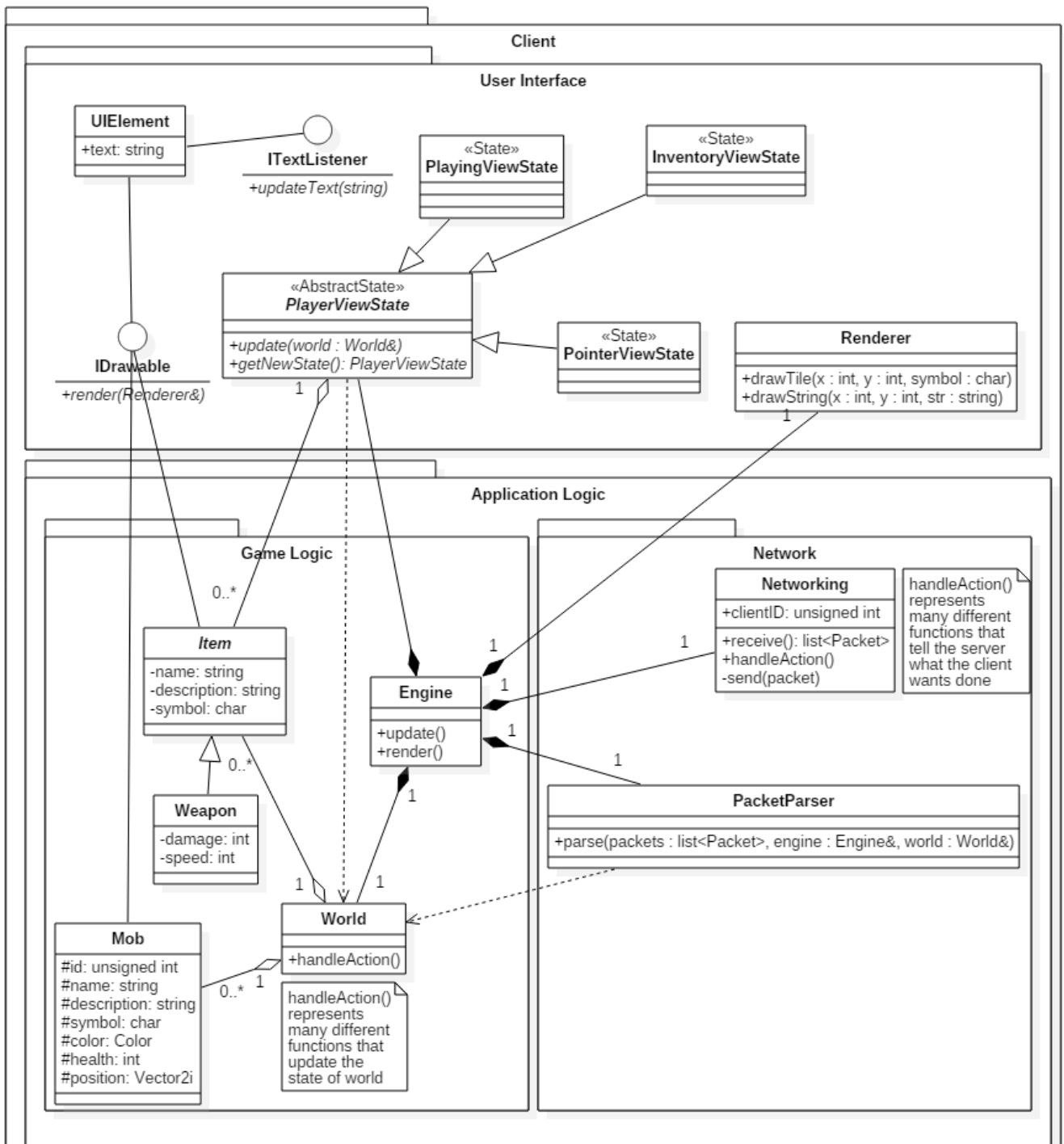
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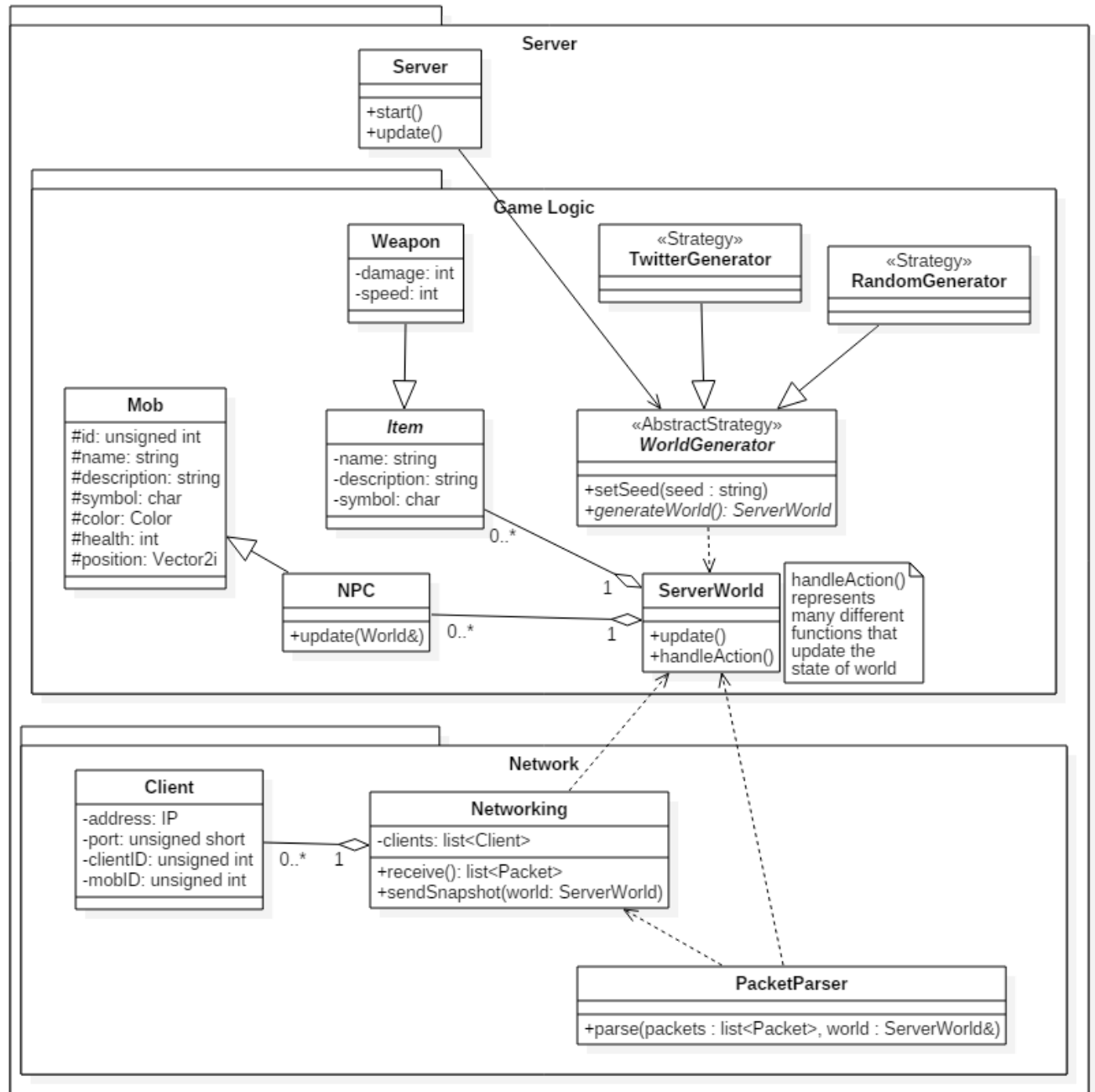
## **System description**

The system is a clone of the game “nethack”, a game where the player(s) try to defeat a so called “dungeon” full of monsters and traps. Starting out on the first level, you continue on downwards for which each level becomes progressively harder. In this system the levels continue forever until the player eventually loses unlike the original where the game actually has an ending.

This clone is going to include multiplayer and random-generated dungeons where they are either generated by the twitter api or a pseudo random generator, thus the the clone is not going to be turn-based as the original game, however it is still going to be grid based as the original.

## Class and Package Diagram





### **Package descriptions (Client):**

#### **1. User Interface**

All classes used to display the menus and world to the player, as well as classes used for player interaction.

#### **2. Application logic**

All backend updating and handling of entities.

##### **2.1 Game logic**

All game objects.

##### **2.2 Networking**

All client-side networking. Incoming packets are parsed and sent along to different application logic functions.

### **Package descriptions (Server):**

#### **1. Game logic**

Handling of all objects and interactions in the world.

#### **2. Network**

All server-side networking. Incoming packets are parsed in the network-side of the server and passed along to different game logic event-functions.