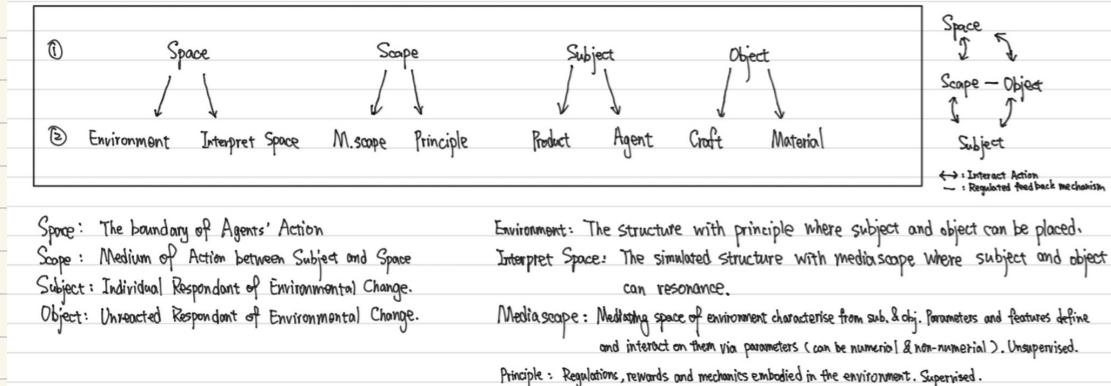


No Name Game

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Object UML:



Object: VID → Material: super(object)
Type
Must include when environment generated.
value_coefficient measure the possibility of amount in an environment.

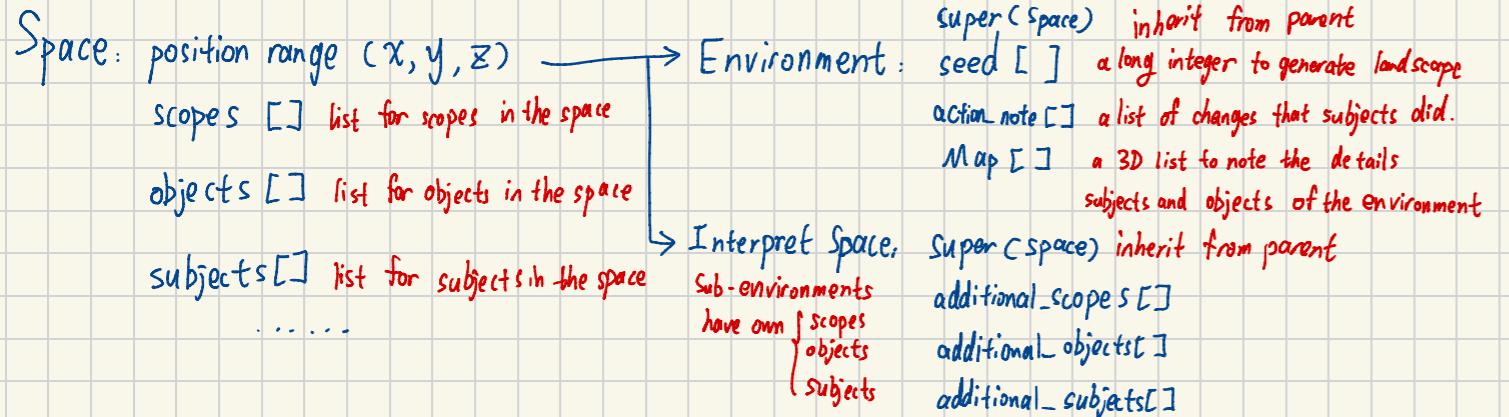
attribute-list []

→ Craft: super(object)

Manufacture_formula: [] a 2D or 3D list of how to craft

Manufacture_tool: [] the craft/subject that can achieve the craft

Class structure:



Scope: :: M_scope do not required. → principle: action-source subject or space as the source of action trig.
this part can be empty for now.

principle: action-source subject or space as the source of action trig.
action-range the range of action trig in environment.
action-time_limit the time limitation for the action happen.
object-source some objects that needs for the action
effect_list [] list of all subjects/objects can be effect and the details of changes on attributes, states
(type: Name/ID of type
attr_changes: [(attr_A, +1)
(attr_B, -1)
(..., ...)
...])

state_changes: [(stat_A, ori, presnt)
(stat_B, ori, presnt)
(..., ..., ...)])

Subject: VID → NPC : super()
Type
Name
attribute-list [] → Agent: super()
storage_ability
storage []
object_gen_coefficient } what they generate, when disappear.
object_gene_coefficient }

actions How they move (Game AI stuff, need to think)

actions actions they can make.