



## Character

- Default
  - level = 1
- Total primary attribute
  - $\text{totalPrimaryAttribute} = \text{basePrimaryAttributes} + \text{attributes from all equipped armour}$
- DPS
  - $\text{DPS} = \text{weaponDPS} * (1 + \text{totalPrimaryAttribute} / 100)$
  - if no weapon, then  $\text{weaponDPS} = 1$
- toString()
  - name
  - level
  - strength
  - dexterity
  - intelligence
  - DPS

## Mage

- Primary attribute
  - Intelligence
- Default
  - strength = 1
  - dexterity = 1
  - intelligence = 8
- Level up
  - +1 strength
  - +1 dexterity
  - +5 intelligence

## Ranger

- Primary attribute
  - Dexterity
- Default
  - strength = 1
  - dexterity = 7
  - intelligence = 1
- Level up
  - +1 strength
  - +5 dexterity
  - +1 intelligence

## Rogue

- Primary attribute
  - Dexterity
- Default
  - strength = 2
  - dexterity = 6
  - intelligence = 1
- Level up
  - +1 strength
  - +4 dexterity
  - +1 intelligence

## Warrior

- Primary attribute
  - Strength
- Default
  - strength = 5
  - dexterity = 2
  - intelligence = 1
- Level up
  - +3 strength
  - +2 dexterity
  - +1 intelligence

## Item

### Weapon

- DPS
  - $\text{DPS} = \text{damage} * \text{attackSpeed}$
- Slot
  - Weapon

#### Axe

- wielder
  - Warrior

#### Bow

- wielder
  - Ranger

#### Dagger

- wielder
  - Rogue

#### Hammer

- wielder
  - Warrior

#### Staff

- wielder
  - Mage

#### Sword

- wielder
  - Rogue
  - Warrior

#### Wand

- wielder
  - Mage

### Armour

- Slot
  - Head
  - Body
  - Legs

#### Cloth

- wielder
  - Mage

#### Leather

- wielder
  - Ranger
  - Rogue

#### Mail

- wielder
  - Ranger
  - Rogue
  - Warrior

#### Plate

- wielder
  - Warrior