UML Class Diagram
For: **RPG Character Creation**
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Date: 03/04/2019

Character

- name : String
- hp : int
- defense : int
- agility : int
- baseAttack : int
- type: String

+ Character(name:String)
+ Character(name:String, String type)
+toString(): String
+getName():String
+getHp():int
+getDefense():int
+getAgility():int
+getType():String
+getBaseAttack():int
-doRandomAbility():void
-getRandomBetweenRange(min: int, max:int)

Weapon

- weight: int
- attactModifier: int
- type: String

+Weapon(type :String)
+toString():String
+getWeight(): int
+getAttactModifier():int
+getType(): String
+doRandomAbility():void
+getRandomBetweenRange(min: int, max:int)

Player

-weapon: Weapon

+Player (name:String)
+Player(name:String,weapon:Weapon)
+getSummary(player: Player, weapon:Weapon)
+toString():String

Monster

+Monster(name:String)
+Monster(name:String,type:String)
+getSummary(monster: Monster)
+toString():String

Hammer

-DESCRIPTION:String[read Only]
-IMG: String[read Only]

+Hammer()
+toString(): String

Dagger

-DESCRIPTION:String[read Only]
-IMG: String[read Only]

+Dagger( )
+toString():String

Sword

-DESCRIPTION:String[read Only]
-IMG: String[read Only]

+Sword()
+toString():String

Cleric

-DESCRIPTION:String[read Only]
-IMG: String[read Only]

+Cleric(name:String)
+toString():String

Warrior

-DESCRIPTION:String[read Only]
-IMG:String[read Only]

+Warrior(name:String)
+toString():String

Wizard

-DESCRIPTION:String[read Only]
-IMG: String[read Only]

+Wizard(name:String)
+toString():String

Orc

-IMG: String[read Only]

+Orc()
+toString():String

Slime

-IMG: String[read Only]

+Slime()
+toString():String

Shrek

-IMG: String[read Only]

+Shrek()
+toString():String