

Tabeller:

lgl23players
int id auto_increment
varchar name
int hp_max
int hp
int ac
int atk_mod
int hp_die
PRIMARY KEY(id)

lgl23inventory
int player_id
varchar item_name

lgl23enemies
int id auto_increment
varchar name
int hp_die
int hp_numOfDice
int hp_modifier
int ac
int atk_mod
int hp_die
PRIMARY KEY(id)

lgl23
int player_id
varchar item_name

Klasser:

Weapon
int die
int DMGmod
int numOfDice

Player
String name
int maxHP
int HP
int AC
int ATKmod
int DMGmod
int initiative
ArrayList<String> backpack
rollInitiative()
Attack(Enemy)

String name
int maxHP
int HP
int AC
int ATKmod
int DMGmod
int initiative
ArrayList<String> backpack
rollInitiative()
Attack(Enemy)

BenemInventory
er_id
item_name

lgl23items
varchar item_name
int die
int numOfDice
int dmg_mod

Enemy
name
xHP
Kmod
IGmod
iative
List<String> backpack
iative()
(Player)