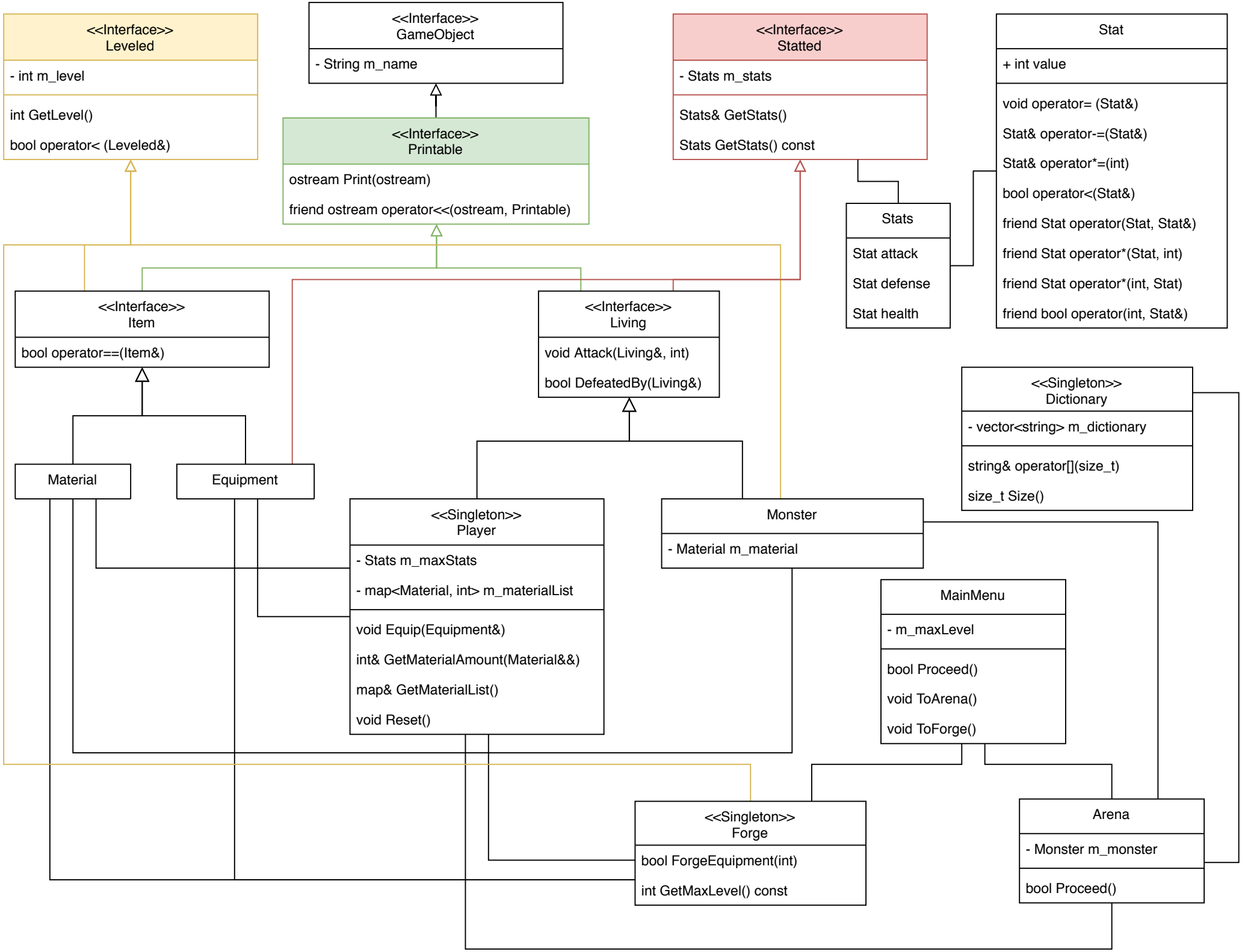
<<Interface>>
Leveled
- int m_level
int GetLevel()
bool operator< (Leveled&)
<<Interface>>
GameObject
- String m_name
<<Interface>>
Statted
- Stats m_stats
Stats& GetStats()
Stats GetStats() const
Stat
+ int value
void operator= (Stat&)
Stat& operator-=(Stat&)
Stat& operator*=(int)
bool operator<(Stat&)
friend Stat operator(Stat, Stat&)
friend Stat operator*(Stat, int)
friend Stat operator*(int, Stat)
friend bool operator(int, Stat&)
<<Interface>>
Printable
ostream Print(ostream)
friend ostream operator<<(ostream, Printable)
Stats
Stat attack
Stat defense
Stat health
<<Interface>>
Item
bool operator==(Item&)
<<Interface>>
Living
void Attack(Living&, int)
bool DefeatedBy(Living&)
<<Singleton>>
Dictionary
- vector<string> m_dictionary
string& operator[](size_t)
size_t Size()
Material
Equipment
<<Singleton>>
Player
- Stats m_maxStats
- map<Material, int> m_materialList
void Equip(Equipment&)
int& GetMaterialAmount(Material&&)
map& GetMaterialList()
void Reset()
Monster
- Material m_material
MainMenu
- m_maxLevel
bool Proceed()
void ToArena()
void ToForge()
<<Singleton>>
Forge
bool ForgeEquipment(int)
int GetMaxLevel() const
Arena
- Monster m_monster
bool Proceed()