model
V-SET

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1. Class Diagrams

BranchPage
- eventMap: Map

DisplayQueue
- executeQueue()
- removeRemainingEvent()()
- addGroupEvents()

MainProgram

StoryEvent
- storyQueue: StoryDialogue[*]
- conditionQueue: Condittion[*]
- attribute: undefined

Condition
- targetBranchPage: Integer
- targetEvent: String
- variableName: String
- checkValue: Variable
- setTransfer(targetBranchPage, targetEvent)
- linkToEvent(isNeedTransfer)

« Interface »
Variable
- compare(): Boolean
- changeValue()

ChoiceEvent
- choiceQueue: List
- variableIndex: Integer
- changedValue: Integer

IntegerVariable
- variableType: String
- currentValue: Integer
- compare(Operator, TargetValue): Boolean
- getType(): String
- changeValue(Value)

BooleanVariable
- variableType: String
- currentValue: Boolean
- compare(Operator, TargetValue): Boolean
- getType(): String
- changeValue(Value)

StoryDialogue
- content: String
- index: Integer

Characters
- characterName: String
- characterID: Integer
- imageQueueIndex: Integer[*]
- characterEmotion: String

« Interface »
ImageGroup
- getFeatureIndex(featureIndex, imageIndex)

ImagePath
- filePath: String
- fileName: String

PlaceGroup
- groupType: String
- featureQueue: List

ManGroup
- groupTypee: String
- featureQueue: List
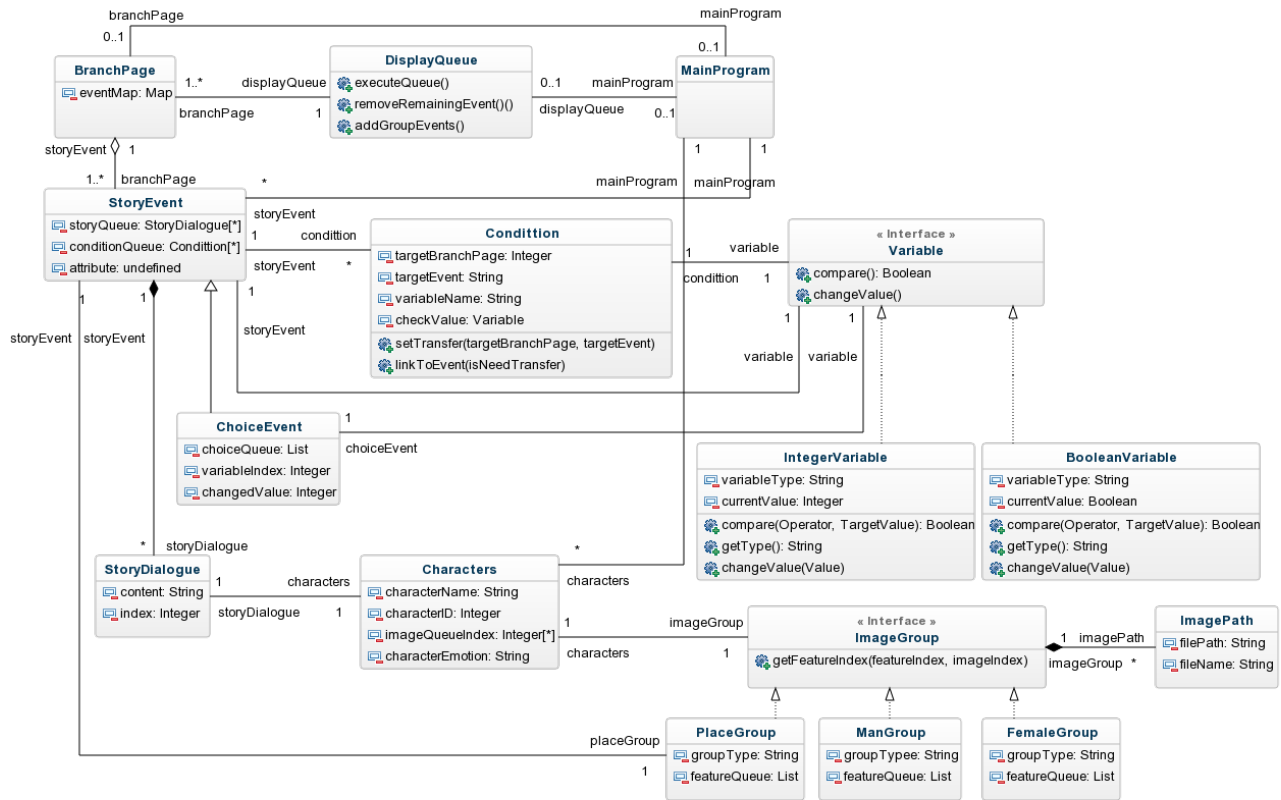
FemaleGroup
- groupType: String
- featureQueue: List

Figure 1. V-SET Diagram

Referenced Elements

- Interface Variable — see "Variable" definition
- Class IntegerVariable — see "IntegerVariable" definition
- Class BooleanVariable — see "BooleanVariable" definition
- Class Condittion — see "Condittion" definition
- Class StoryEvent — see "StoryEvent" definition
- Class StoryDialogue — see "StoryDialogue" definition
- Class Characters — see "Characters" definition
- Class ImagePath — see "ImagePath" definition
- Interface ImageGroup — see "ImageGroup" definition
- Class ManGroup — see "ManGroup" definition
- Class FemaleGroup — see "FemaleGroup" definition
- Class PlaceGroup — see "PlaceGroup" definition
- Class ChoiceEvent — see "ChoiceEvent" definition

- Class DisplayQueue — see "DisplayQueue" definition
- Class MainProgram — see "MainProgram" definition
- Class BranchPage — see "BranchPage" definition

1.1. Model model

No description.

1.1.1. Interface Variable

No description.

Operations
- compare( ) : Boolean
- changeValue( ) : void

Associations
- storyEvent: Class StoryEvent — see "StoryEvent" definition
- choiceEvent: Class ChoiceEvent — see "ChoiceEvent" definition
- condittion: Class Condittion — see "Condittion" definition

1.1.2. Class IntegerVariable

No description.

Attributes
- variableType : String[1]
- currentValue : Integer[1]

Implemented interfaces
- Variable — see "Variable" definition

Operations
- compare(Operator : String [1] , TargetValue : Integer [1]) : Boolean
- getType( ) : String
- changeValue(Value : Integer [1]) : void

1.1.3. Class BooleanVariable

No description.

Attributes

- variableType : String[1]

- currentValue : Boolean[1]

Implemented interfaces
- Variable — see "Variable" definition

Operations
- compare(Operator : String [1] , TargetValue : Boolean [1]) : Boolean

- getType( ) : String

- changeValue(Value : Boolean [1]) : void

1.1.4. Class Condittion

No description.

Attributes
- targetBranchPage : Integer[1]

- targetEvent : String[1]

- variableName : String[1]

- checkValue : Variable[1] — see "Variable" definition

Operations
- setTransfer(targetBranchPage : Integer [1] , targetEvent : String [1]) : void

- linkToEvent(isNeedTransfer : Boolean [1]) : void

Associations
- variable : Variable [1] — see "Variable" definition

- storyEvent : StoryEvent [1] — see "StoryEvent" definition

1.1.5. Class StoryEvent

No description.

Attributes
- storyQueue : StoryDialogue[*] — see "StoryDialogue" definition

- conditionQueue : Condittion[*] — see "Condittion" definition

- attribute : Undefined[1]

Direct sub-classes
- ChoiceEvent — see "ChoiceEvent" definition

Associations

- placeGroup : PlaceGroup [1] — see "PlaceGroup" definition
- mainProgram : MainProgram [1] — see "MainProgram" definition
- storyDialogue : StoryDialogue [*] — see "StoryDialogue" definition
- branchPage : BranchPage [1] — see "BranchPage" definition
- condittion : Condittion [*] — see "Condittion" definition
- variable : Variable [1] — see "Variable" definition

1.1.6. Class StoryDialogue

No description.

Attributes

- content : String[1]
- index : Integer[1]

Associations

- characters : Characters [1] — see "Characters" definition
- storyEvent : StoryEvent [1] — see "StoryEvent" definition

1.1.7. Class Characters

No description.

Attributes

- characterName : String[1]
- characterID : Integer[1]
- imageQueueIndex : Integer[*]
- characterEmotion : String[1]

Associations

- storyDialogue : StoryDialogue [1] — see "StoryDialogue" definition
- mainProgram : MainProgram [1] — see "MainProgram" definition
- imageGroup : ImageGroup [1] — see "ImageGroup" definition

1.1.8. Class ImagePath

No description.

Attributes

filePath : String[1]

- fileName : String[1]

Associations
- imageGroup : ImageGroup [1] — see "ImageGroup" definition

1.1.9. Class List

The ArrayList in Java.

1.1.10. Interface ImageGroup

No description.

Operations
- getFeatureIndex(featureIndex : Integer [1] , imageIndex : Integer [1]) : void

Associations
- characters: Class Characters — see "Characters" definition
- imagePath: Class ImagePath — see "ImagePath" definition

1.1.11. Class ManGroup

No description.

Attributes
- groupTypee : String[1]
- featureQueue : List[1] — see "List" definition

Implemented interfaces
- ImageGroup — see "ImageGroup" definition

1.1.12. Class FemaleGroup

No description.

Attributes
- groupType : String[1]
- featureQueue : List[1] — see "List" definition

Implemented interfaces
- ImageGroup — see "ImageGroup" definition

-

1.1.13. Class PlaceGroup

No description.

Attributes
- groupType : String[1]
- featureQueue : List[1] — see "List" definition

Implemented interfaces
- ImageGroup — see "ImageGroup" definition

Associations
- storyEvent : StoryEvent [1] — see "StoryEvent" definition

1.1.14. Class ChoiceEvent

No description.

Attributes
- choiceQueue : List[1] — see "List" definition
- variableIndex : Integer[1]
- changedValue : Integer[1]

Super classes
- StoryEvent — see "StoryEvent" definition

Associations
- variable : Variable [1] — see "Variable" definition

1.1.15. Class DisplayQueue

No description.

Operations
- executeQueue( ) : void
- removeRemainingEvent()( ) : void
- addGroupEvents( ) : void

Associations
- branchPage : BranchPage [1..*] — see "BranchPage" definition
- mainProgram : MainProgram [0..1] — see "MainProgram" definition

1.1.16. Class MainProgram

No description.

Associations

- branchPage : BranchPage [0..1] — see "BranchPage" definition
- characters : Characters [*] — see "Characters" definition
- displayQueue : DisplayQueue [0..1] — see "DisplayQueue" definition
- storyEvent : StoryEvent [*] — see "StoryEvent" definition

1.1.17. Class BranchPage

No description.

Attributes

- eventMap : Map[1] — see "Map" definition

Associations

- storyEvent : StoryEvent [1..*] — see "StoryEvent" definition
- mainProgram : MainProgram [0..1] — see "MainProgram" definition
- displayQueue : DisplayQueue [1] — see "DisplayQueue" definition

1.1.18. Class Map

No description.