**Diagram:**

<https://www.lucidchart.com/documents/edit/4bdd3d6d-b359-437b-b2b1-99bc1f9e41ff#>

Ideas for class diagrams:

<https://www.google.com/search?q=class+diagram+for+game>

**In progress…..**

**Example classes:**

**class Character:**

* name: string [1-30 char]
* location: inherits from ...
* job: inherits from ...
* inventory: inherits from ...
* school: inherits from ...
* age: int [0-max?]
* gender: string ['m','f']
* strength: int []
* intelligence: int []
* charisma: int []
* cash: int

**class Inventory:**

* inventory\_items: array[ class Item ]
* purge\_inventory: function
* purge\_random\_item: function

**class Item:**

* car
* weapon
* house
* garden