

Class and Package Diagram (Revised) for System TwitterNethack

Assignment in the course PA1435 Object Oriented Design

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[Course project on GitHub](#)

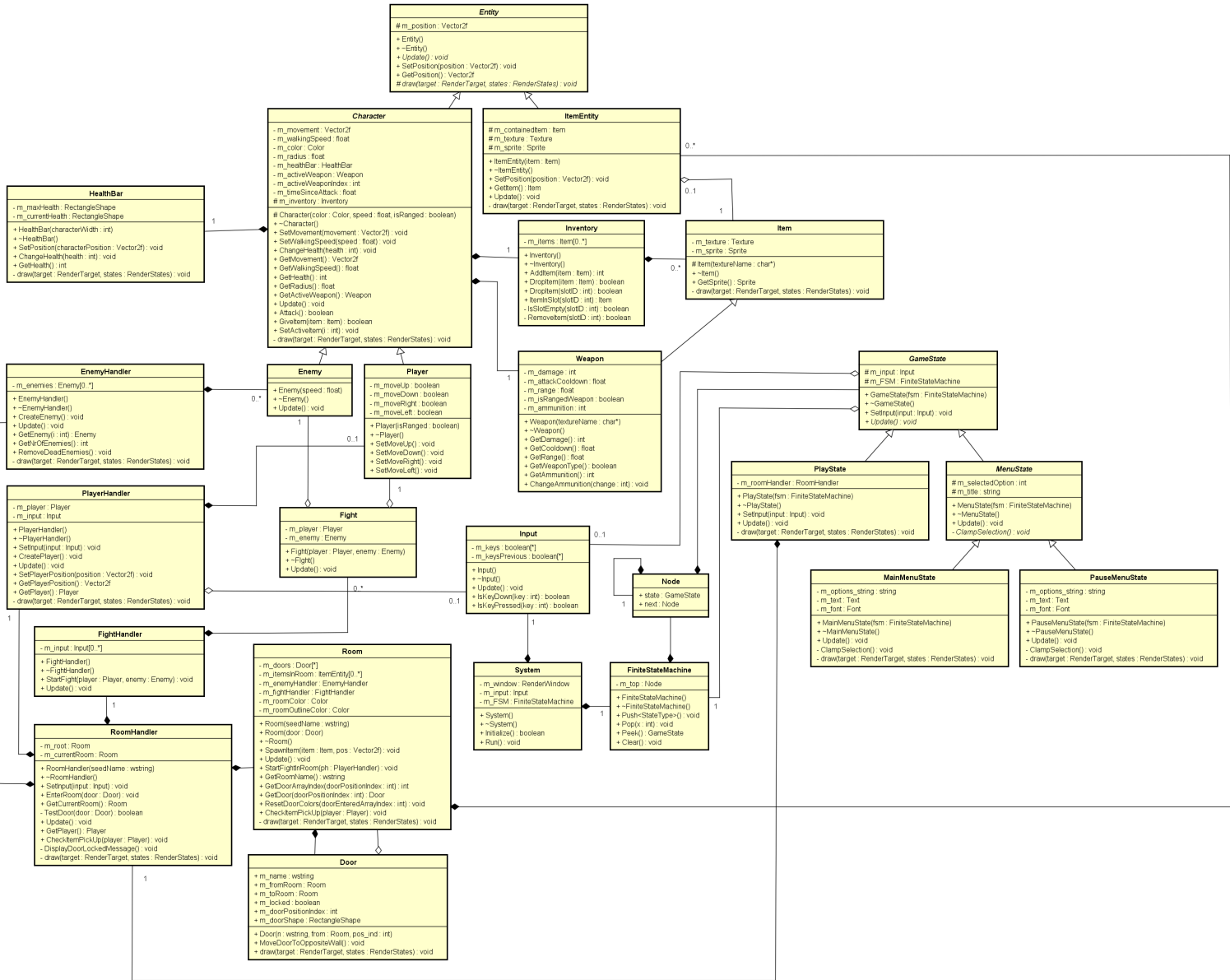
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1 System Description

A multi-player dungeon crawler that uses information from Twitter to generate rooms and to populate them with items and characters. The players will be able to freely move around in the room they're in, pick up, drop, equip, craft, and use items, attack monsters and other players, move between rooms in the labyrinth, and chat with other players.

The types of items will range from potions and rocks, to sophisticated weapons like swords and crossbows (the latter of which will require ammunition). It will be possible to craft certain items (such as arrows) by combining two or more other items.

2 Class Diagram



3 Package Diagram

pkg



4 Brief Package Descriptions

4.1 Rooms

Contains the creation of rooms and the actions taken within them.

4.2 Characters and handlers

Contains all of the characters and their interactions with each other

4.3 System

The basic system files which aren't unique to this game

4.4 States

All of the states the game can be in, and the state managing machine.

4.5 Entities and items

The items within the game, and the entity which most of them (including characters) inherit from