

<<Enumerated>>

DamageType

Types of Damage and Healing to a Character

+Temporary

Allow player to heal over starting value and gain temporary hit points

+Normal

Damages player for normal value

<<Enumerated>>

Skill

Different player skills

+Strength

Strength of a character (Physical attribute)

+Dexterity

Dexterity of a character (Physical attribute)

+Sanity

Sanity of a character (Mental attribute)

+Intelligence

Intelligence of a character (Mental attribute)

+GetPhysicalSkills(): List<Skill>

Returns the list of all physical skills.

Character

Values associated with a character

-name: String

Name of the character

-hp: Float

Character's current hit points

-mp: Float

Character's current mental points

-maxHp: Float

Character's max/starting hitpoints

-maxMp: Float

Character's max/starting mental points.

-stamina: Integer

Character's stamina skill rating

-sprintTime: Float

How long can this character sprint

-Skills: Dictionary<Skill, Integer>

Starting skill ratings for a character, initialized with default values for each skill. These are set values for each skill.

+Description: CharacterDescription

Values describing the character.

+GetName(): String

Get character name.

+GetHp(): Float

Character

Integer
Associated with a value for
layer.

Position

<<Interface

MapElement

Element that can be described
minimally

+GetPosition(): Vector
Gets the position along the
this element.

+GetRotation(): Float
Gets the rotation of this
to the vertical axis)

+GetIcon(): Image
Gets an icon to use to describe

+GetFloor(): Integer
Gets the floor (of the house)
is located on.

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Controller for a character
input to character

-character: Character
Values that describe a character

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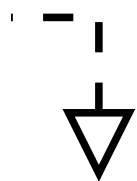
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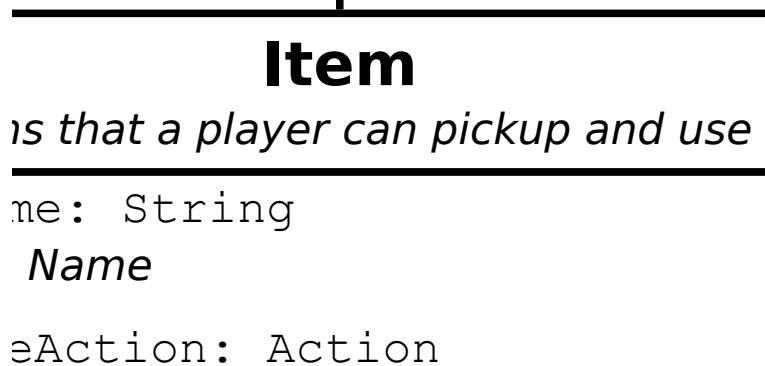
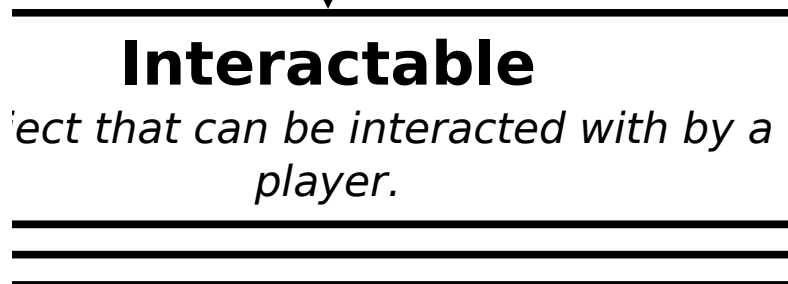
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+GetMentalSkills(): List<Skill>
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Gets the list of all mental skills.

<<Struct>>

CharacterDescription

Values describing a character but do not have direct in game effects.

+Height: Float

Height of a character (in feet)

+Weight: Float

Weight of a character (In pounds)

+Hobbies: List<String>

Hobbies of a character

+Age: Integer

Age of a character

+Gender: String

Character gender (For right now M/F)

+Birthday: Date

Birthday of a character (Month and Day)

+Handedness: String

Is a character right or left handed (R/H/A)

for the character.

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-onHand: Item
Item in character's onHand

-offHand: Item
Item in character's off hand

-backpack: List<Item>
Items in a player's backpack

-worn: Dictionary<Item>
Items that a character is wearing

-companion: Companion
Companion that will follow

-currentAction: Action
Player's current action

+visionTarget: Interactable
Interactable item that the character is looking at.
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:WearableSlot, Wearable>

: *wearing*

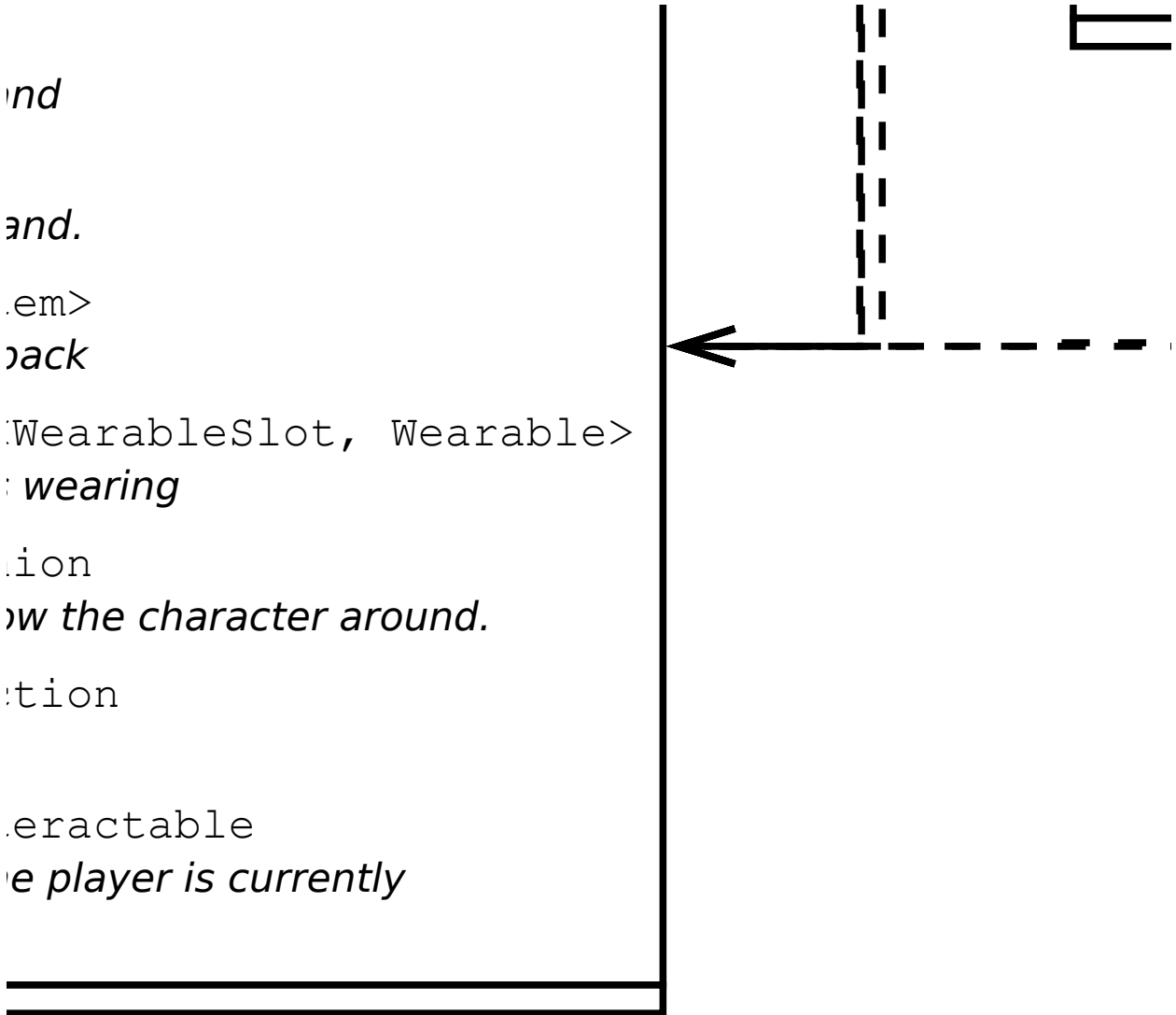
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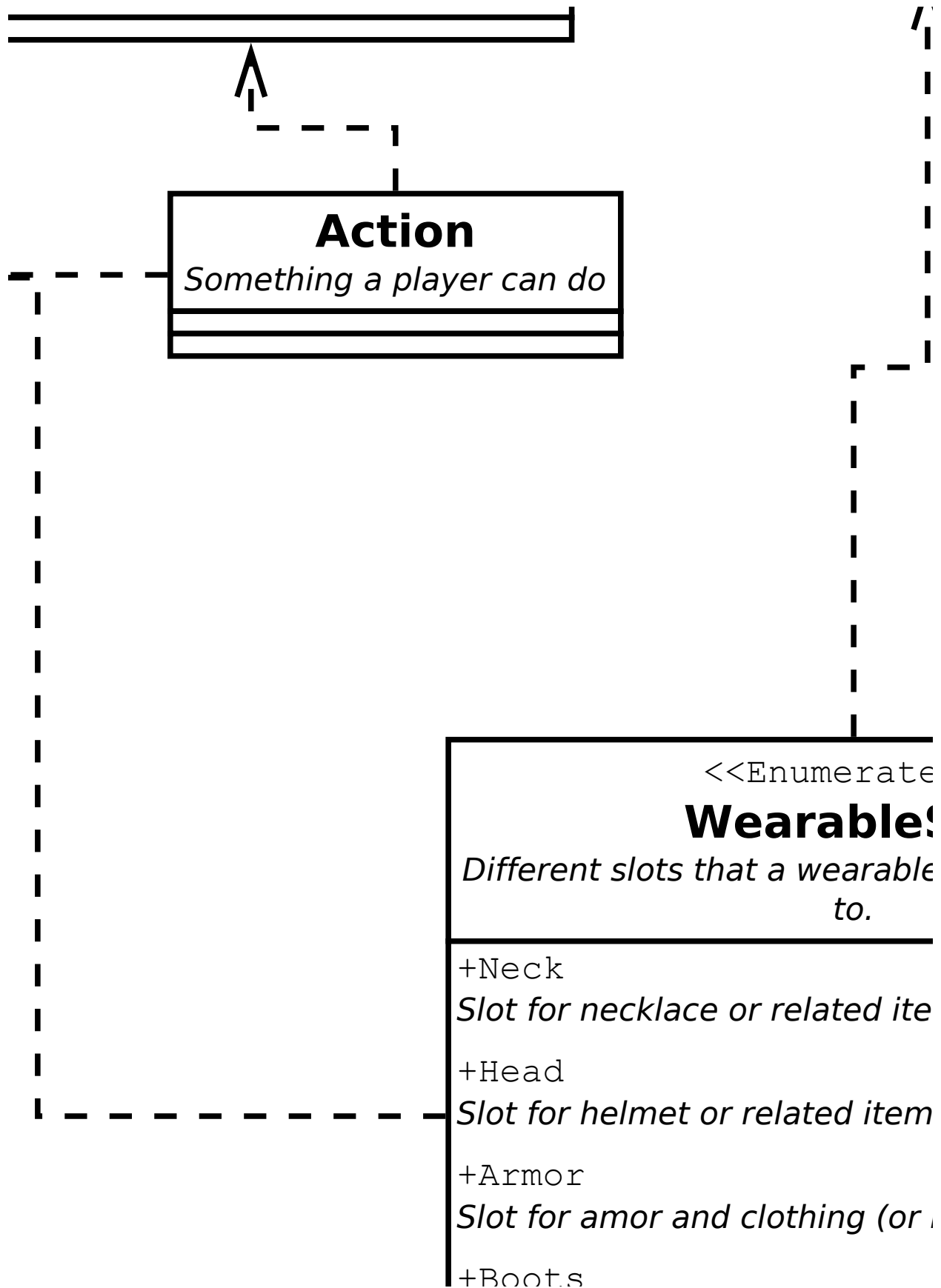
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Slot

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related items)

Gets the description of a character.




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*Slot for footgear*

+Hands

*Slot for hand items like rings.*

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