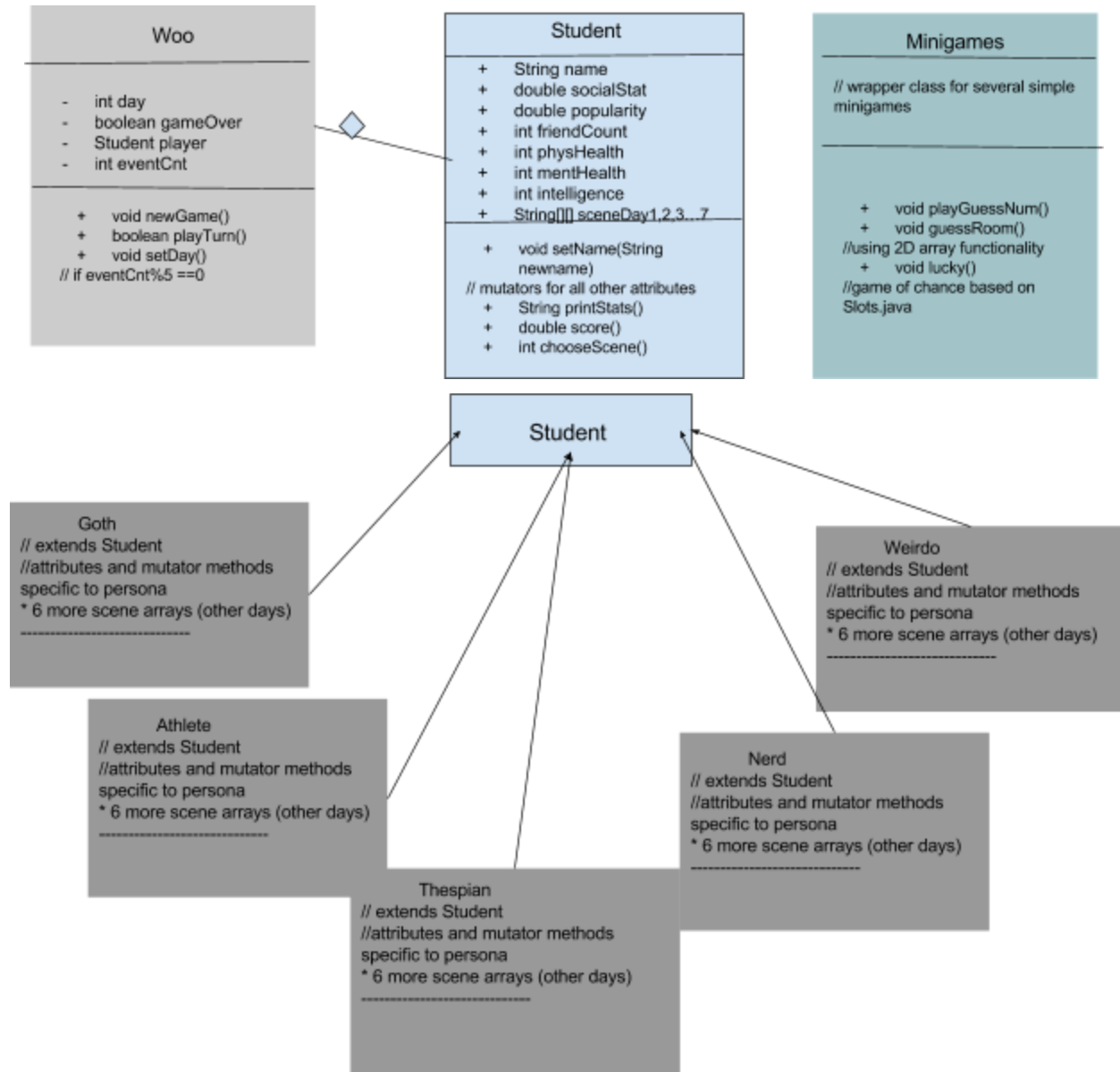


High School 2.0

UML diagram



****Note** that there will be 6, persona-specific String[][] scene arrays. For each day there are 5 possible events and at least 3 corresponding responses for each event. If statements tied to each response chosen by the user would, in turn be used to mutate attributes.

******* Minigame wrapper class would call on games similar to ones built for hw such as Slots.java and guessNum.java