

Brief for Design Project.

## **Replicating an RPG shop.**

### **Classes:**

**Loot**

**Items**

**Store**

**Adventurer**

### **MVP:**

- > Adventurers will be able to sell their loot at the store.
- > The store will appraise their Loot and convert this to Items.
- > The adventurer will be able to sell Items and buy Items.
- > The adventurer will have an inventory display.
- > The shop will display it's most expensive items from its stock in the front of the store (the home page)

### **C.R.U.D**

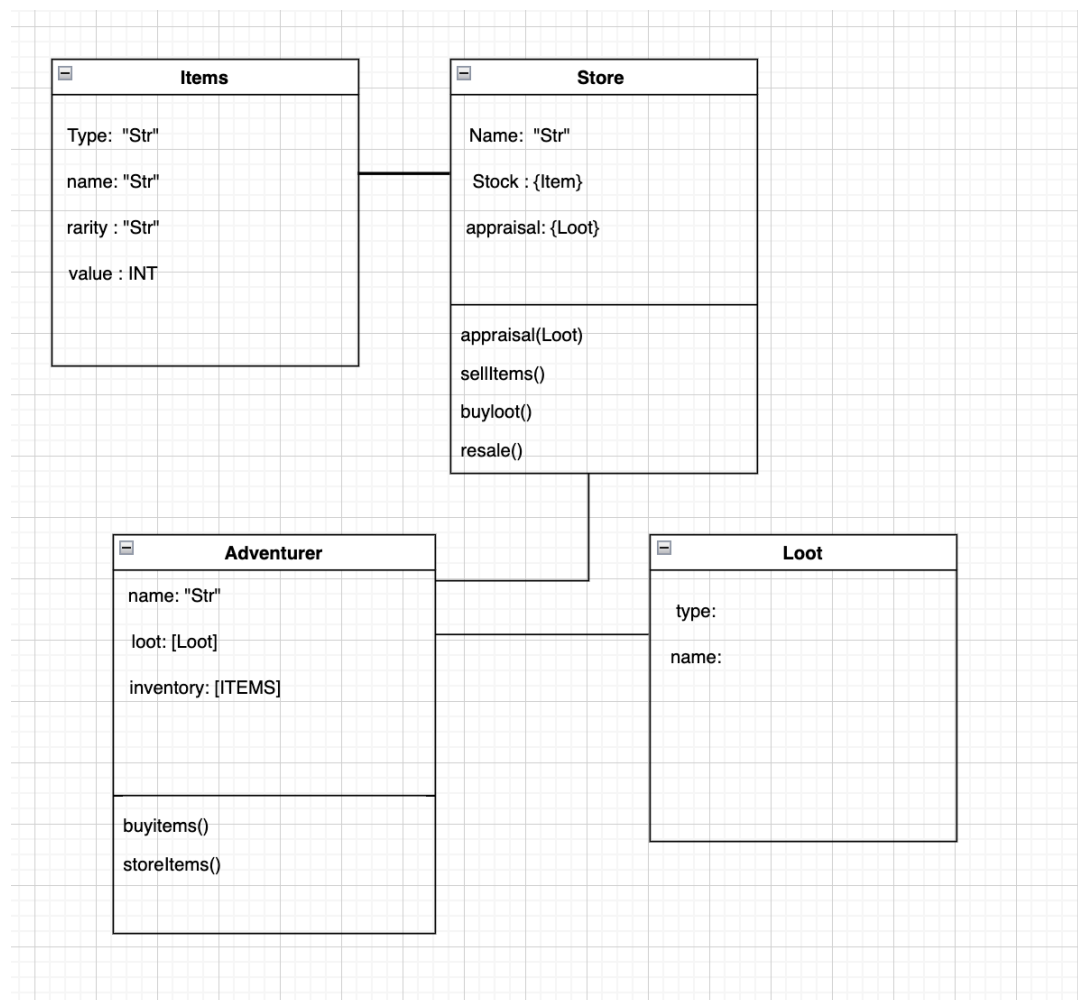
- > The store will be able to C.R.U.D to its stock.
- > the store will be able to C.R.U.D to its appraisal book.

### **Extensions:**

- > it'd be nice also if the shop will resell items from the adventurers with a percentage markup. (i.e. add bought items to the stock dict)
- > add attributes to the adventurer class for equipped Items.

### **Advanced:**

- > The user could negotiate the price for all their loot



Behaviours:

Adventurer:

`storeItems()`: store items into their Inventory

`buyItems()` : adventurer will be able to buy items from the store into their inventory.

Store:

`appraisal()` - The store will take in Loot and convert this to an Item using a dictionary lookup and charge the adventurer

`buyLoot()` - Adventurers can choose to sell their loot without appraisal.

`buyItems()` - Can buy Items.

`resell()` - The store resells Items bought. If they are a Loot object, it is appraised first.

