**01: UML Diagram (Adventure Game)**

Name: Donald Knechtel 11/6/2020

**Default class Program:**

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| **Program** |
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| Main(); |

**At least three custom classes in addition to the default Program.cs.**

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| **Menu** |
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| credits()  exit()  header()  instructions()  mainMenu()  run() |

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| **Player** |
| Name: string  Inventory: List<Item>  ItemsNeeded: List<Item>  Notes: List<Note>  Kitchen: bool  Fuse: bool  Flare: bool  Knife: bool  Canister: bool  Tape: bool  Motherboard: bool  PulseCharger: bool  Report1: bool  Report2: bool  Report3: bool  Report4: bool  Report5: bool  Report6: bool |
| |  | | --- | | player()  pickupCanister()  hasCanister()  pickupMotherboard()  hasMotherboard()  pickupPulseCharger()  hasPulseCharger()  pickupTape()  hasTape()  pickupFuse()  hasFuse()  pickupKnife()  hasKnife()  pickupFlare()  hasFlare()  pickupReport1()  hasReport1()  pickupReport2()  hasReport2()  pickupReport3()  hasReport3()  pickupReport4()  hasReport4()  pickupReport5()  hasReport5()  pickupReport6()  hasReport6()  shipParts() | |

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| **Game** |
| PartOne: string(array)  PartTwo: string(array)  PartThree: string(array)  Depot: string(array)  Fuel: string(array)  Hall: string(array)  Hangar: string(array)  Radar: string(array)  RecRoom: string(array)  Tower: string(array)  TextFragments: string(array)  newPlayer: string |
| |  | | --- | | start()  play()  inventory()  end() | |

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| **Item** |
| itemName: string  location: string |
| |  | | --- | | displayText()  Equals()  getItemName()  getLocation()  Item() | |

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| **Note** |
| text: string |
| |  | | --- | | displayText()  getText()  Note() | |

**object diagram:**

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| **RepairDepot** |
| newPlayer: "Don"  Depot: ""Searching the toolbox you found some Fiberballister Tape! You add it to your inventory."  newPlayer.hasTape  Depot: "You are back at the repair depot entrance." |
| |  |  | | --- | --- | | |  | | --- | | start()  play()  inventory()  end() | | |