

# Class diagram for System TwitterNetHack

Assignment in the course PA1435 Objektorienterad Design

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It is written in the Book of Camaxtli:

After the Creation, the cruel god Moloch rebelled against the authority of Marduk the Creator. Moloch stole from Marduk the most powerful of all the artifacts of the gods, the Amulet of Yendor, and he hid it in the dark cavities of Gehennom, the Under World, where he now lurks, and bides his time.

Your god Camaxtli seeks to possess the Amulet, and with it to gain deserved ascendance over the other gods.

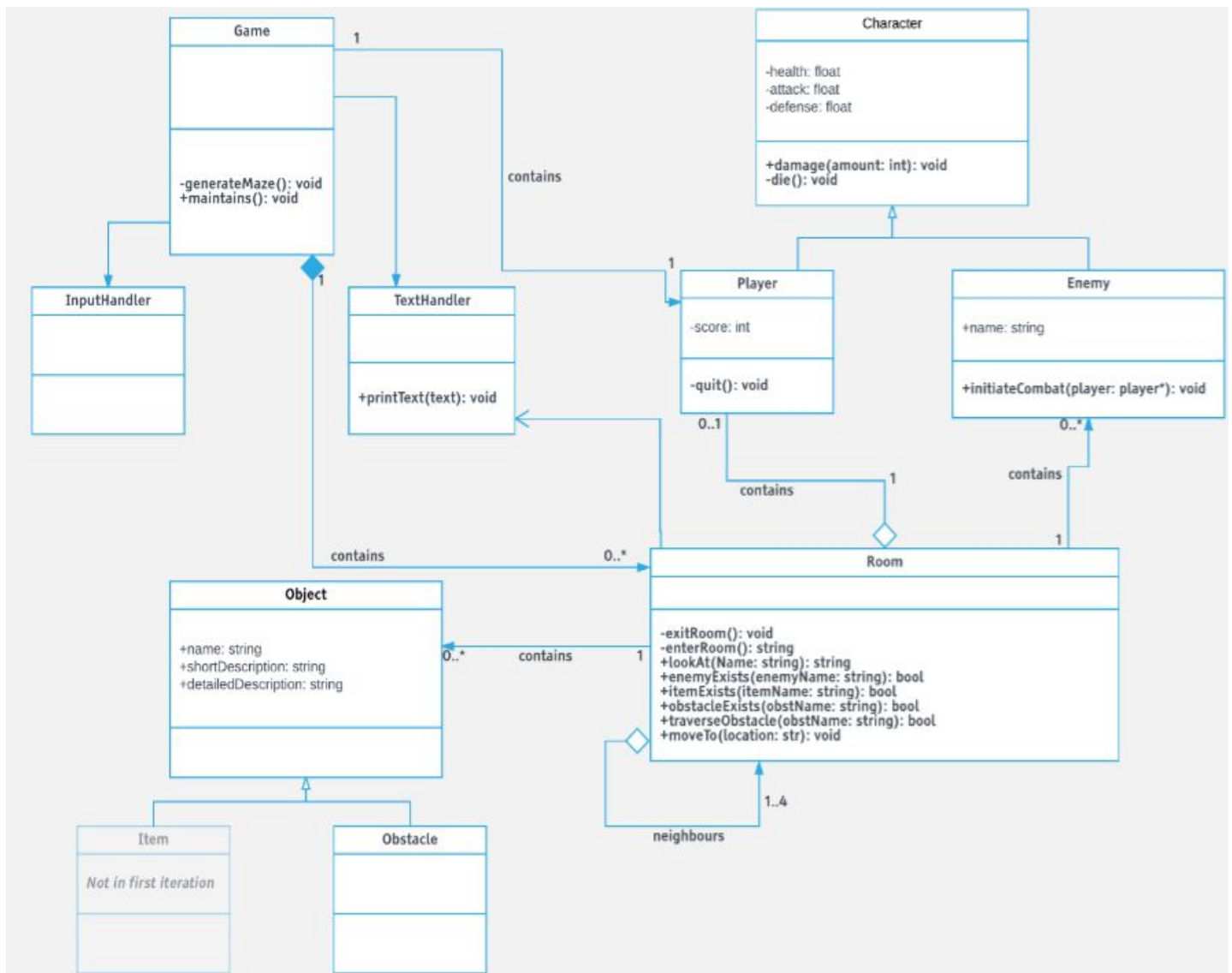
You, a newly trained Digger, have been heralded from birth as the instrument of Camaxtli. You are destined to recover the Amulet for your deity, or die in the attempt. Your hour of destiny has come. For the sake of us all: Go bravely with Camaxtli!

## **System Description**

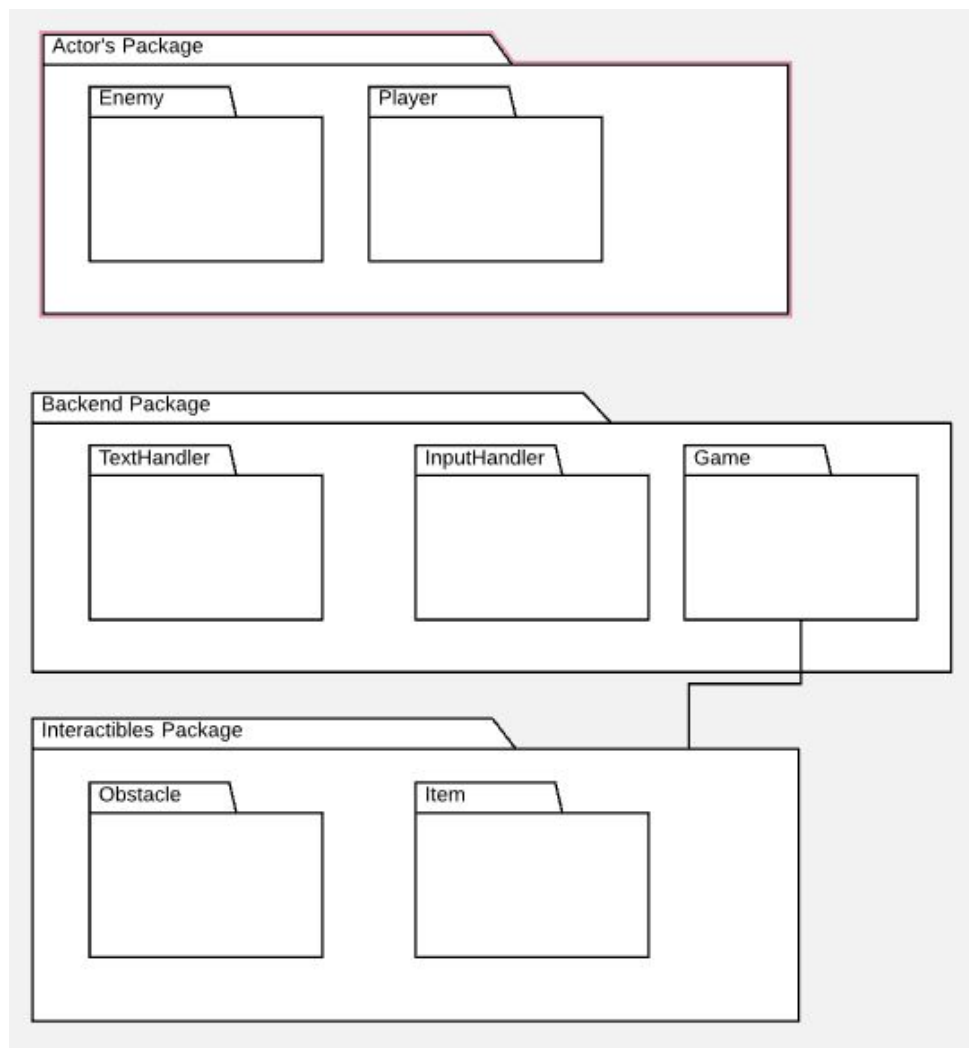
NetHack is a game that involves traversing a maze-like dungeon called “Mazes of Menace”, in which the goal is to obtain the Amulet of Yendor and escape the dungeon alive. Along with the amulet you are encouraged to loot as much treasure as possible, since you want the most points possible. This will place you on the list of high scores.

The goal of the system is to modify the classic game NetHack by using Twitter to generate dungeons and implementing multiplayer support. It will also be expanded in many ways to achieve more depth in the game.

## Class diagram



## Package description



### Actor's Package

The actors package contains the Player and the Enemy class, the two classes responsible for the majority of initiations of interactions during gameplay. This package contains the entirety of the combat system and therefore deserves to be separated into its own package.

### Backend Package

This is the package responsible for the backend machinery of the game. Being a text based game these classes are essential to the inner runnings of the software and are responsible for all graphics display and player interaction with the game.

### Interactibles Package

This package contains the objects in the game in which a class from the actor's package can interact with. These make up a significant part of the gameplay aspect and are closely related to each other, even though item is simply glossed over in the first iteration of the software.