Golden Gate's Class UMLs



MapUnit

length: Intwidth: Int

numberOfEnemies : Intmap : Item MapUnit

- enemy : Item Enemy

- hero : Item Hero

+ getLength () : Int

+ getWidth () : Int

+ setLength (Int) :

+ setWidth (Int) :

+ setNumberOfEnemies (Int) :

MapUnit : Default

MapUnit (Int, Int, Int)



Weapon

- WeaponName: String
- damage : Int
- + getWeaponName () : String
- + getDamage () : int
- + setDamage (Int) :
- + setWeaponName (string)

Weapon : Default Weapon (String, Int)

Hero

- Name: String
- healthLevel : Int
- Weapons[]: Weapon Class
- Inventory [] : Item Class
- SetHealthLevel (Int)
- + weaponsCount: Int
- + invCount : Int
- + getName () : Const String
- + getHealthLevel () : Const Int
- + SetName () String

Hero : Default
Hero (String)

Enemy

- Name: String
- healthLevel : Int
- Weapons[]: Weapon Class
- SetHealthLevel (Int)
- + getName () : Const String
- + getHealthLevel () : Const Int
- SetName () String

Enemy : Default
Enemy (String)