<<Interface>> AbilityFactory
draw()
notify(character: Character)

AttackSTAbility_Factory
Icons for available weapons

factory(weapon: string) -> AttackAction_single_target

HealNTAbility_Factory
Icons for available healing tools

factory(tool: string) -> HealAction_no_target

<<Interface>> Ability
icon: pygame:Surface
targets: int

action(caster:Character, target:Character)

Health_bar_normal
id: string
current_hp, max_hp: int
character_name: string
x, y : int
font: pygame.Fonts

notify()
draw()

Health_bar_action_panel
id: string
current_hp, max_hp: int
character_name: string
x, y : int
font: pygame.Fonts

notify()
draw()

DamageTextFactory
x,y: int
fonr: pygame.Font

factory(value: int, color)

<<Module>> Interface
run()

Battle
Controls all other objects

MainMenu
Mainly Buttons for getting to other modules

DamageText (sprite)
image: pygame.Surface
rect: pygame.Rect
counter: int
life: int

update()

Enemy
AI_act()
changed initialization for flipped images

<<Interface>> Health_bar
notify(character: Character)
draw(surface: pygame.Surface)

<<AbstractClass>> AttackAction_single_target
calc_damage(caster: Character, target: Character)

<<AbstractClass>> HealAction_no_target
calc_heal(caster: Character, target: Character)

ActionPanel
surface: pygame.Surface
empty_ability_icon: pygame.Surface
font: pygame.Font
heal_button, attack_button, special_ability_button: Button
heal_action, attack_action, special_ability_action: Ability
Health_bar: Health_bar

draw() -> Ability
notify(character: Character)

<<Interface>> Button
draw() -> bool

<<Interface>> ButtonFactory
factory(surface: pygame.Surface, text: string, font: pygame.font, x,y: int, width, height: int) -> Button

Character
name: string
current_hp, max_hp: int
health_bars: set
strength, power, dexterity: int
healing_ability, main_attack_ability, special_ability: Ability
sprite_group: sprite.Group()
damagetexts_factory: DamageTextFactory
x,y : int
animation_dict: dictionary
frame_index: int
state: string
update_time: int
image: pygame.Surface
rect: pygame.Rect

update()
draw(surface: pygame.Surface)
play_animation(animation_name: string)
add_health_bar(Health_bar)
remove_health_bar(Health_bar) -> bool
heal(value:int)
take_damage(value:int)
reset()

AttackAction_Fists
calc_damage implemented

AttackAction_Sword
calc_damage implemented

AttackAction_Battle axe
calc_damage implemented

AttackAction_Magic Missile
calc_damage implemented

HealAction_Bandage
calc_heal implemented

HealAction_Magic
calc_heal implemented

BasicButton
image: pygame.Surface
clicked: bool
rect: pygame.Rect
surface: pygame.Surface

draw() -> bool

ButtonFactory_GreyMiddleText
back_image: pygame.Surface

implementacja factory

Template Method

Template Method

Adapter

Observer

Bridge