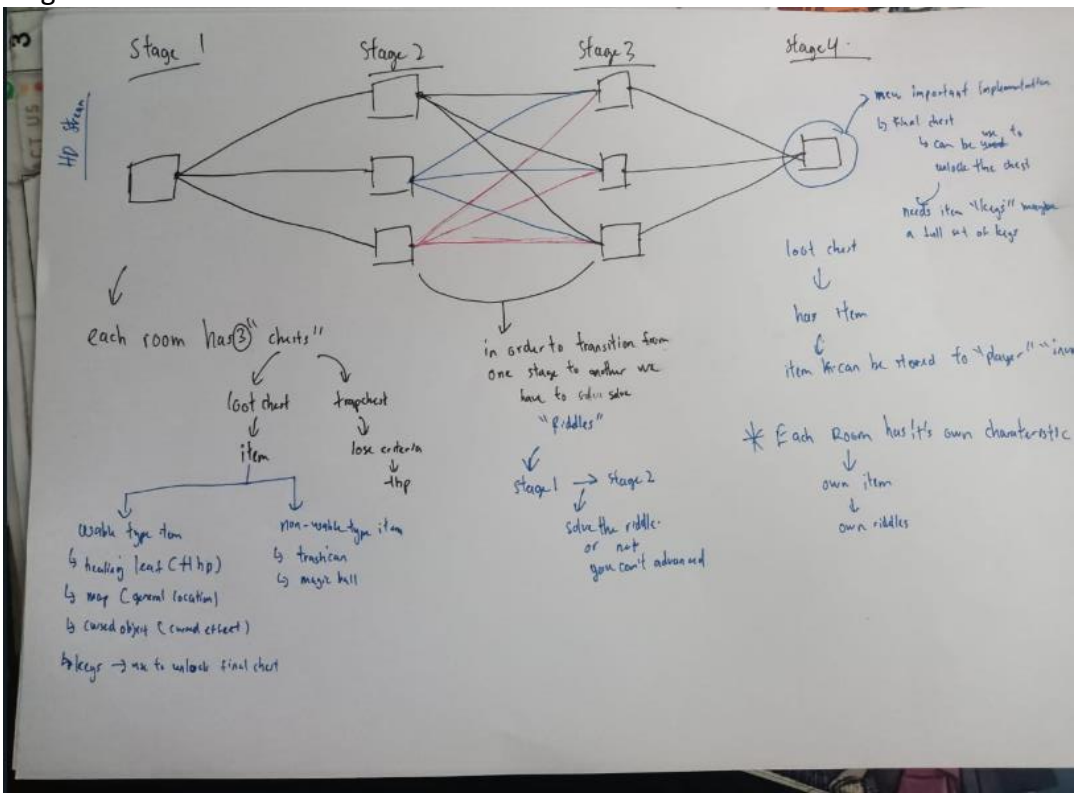
Design Overview for <<Enter the Forest>>

Name: Bryan Yap Tze Jien
Student ID: 105285213

Summary of Program

A text-based game using horror genre. We will start by entering a forest with multiple stages of floor and to pass each floor they would be a need to solve puzzle to go onto the next and next floor till the final floor. There will artifacts to be collected and lifeline to be used so we must be carefully how we proceed. Each floor will be bound by a riddle we have to solve the riddle to get through the room. There will items that will be kept inside the inventory and can be viewed. There are 8 rooms in total but u can only enter one room per stage



New Implementation is how final chest is locked with only need of the key which can be collected from various stages. New items to be introduced with more effects also importance of key

Required Roles

Describe each of the classes, interfaces, and any enumerations you will create. Use a different table to describe each role you will have, using the following table templates.

Table 1: <<game>> details – duplicate

Responsibility	Type Details	Notes
player	string	Player class

Table 2: <<Chest>> details – duplicate

Responsibility	Type Details	Notes
Name	string	Player name
IsOpened	bool	Check if chest is open or not
Item	item	Item that is contained in the chest

Table 3: <<LootChest>> details – duplicate

Responsibility	Type Details	Notes
Item	Item	Get the item

Table 4: <<Chestmanager>> details – duplicate

Responsibility	Type Details	Notes
Chests	List<Chest>	Get the Chests

Table 4: <<Chestmanager>> details – duplicate

Responsibility	Type Details	Notes
Chests	List<Chest>	Get the Chests

Table 5: <<Item>> details – duplicate

Responsibility	Type Details	Notes
Name	String	Item Name
Description	string	Item description

Table 6: <<Player>> details – duplicate

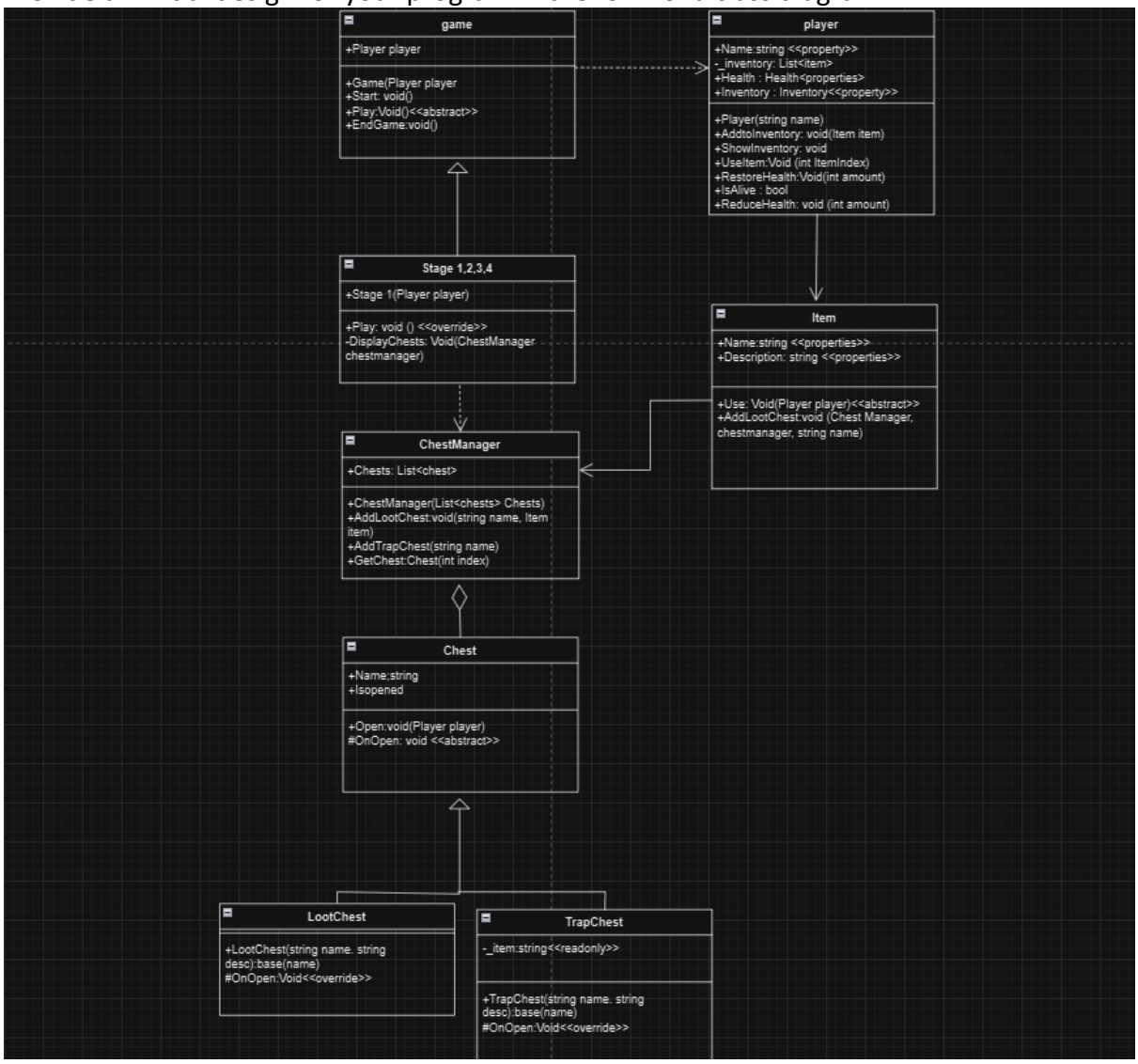
Responsibility	Type Details	Notes
Name	String	Player name
Health	Health	Player health
Inventory	inventory	Player inventory

Table 1: <<enumeration name>> details

Value	Notes

Class Diagram

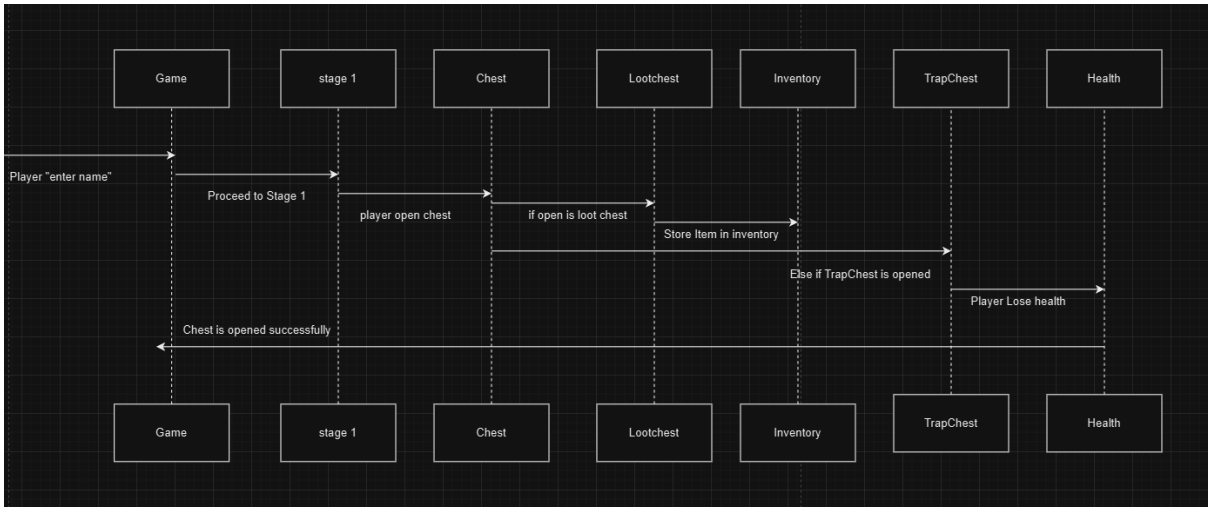
Provide an initial design for your program in the form of a class diagram.



note this is just the idea in mind

Sequence Diagram

Provide a sequence diagram showing how your proposed classes will interact to achieve a specific piece of functionality in your program.


Game
stage 1
Chest
Lootchest
Inventory
TrapChest
Health
Player "enter name"
Proceed to Stage 1
player open chest
if open is loot chest
Store Item in inventory
Else if TrapChest is opened
Player Lose health
Chest is opened successfully
Game
stage 1
Chest
Lootchest
Inventory
TrapChest
Health