# Game Package

## Message

The message class provides a way for various different messages to be displayed to the player and also is the intermediary class that handles messages sent from the game server. Additionally logs messages that are sent so that they can be reviewed.

## Game

Controls and sequences the flow of the gameplay itself, and helps control the user interface classes for the gameplay.

## Jade

Main entry point to the system, controls everything other than the gameplay, including menu system and calls to relevant services, and controls the menu interface classes.

# Player Package

## Player

Contains all the attributes that defines a player. A player is a human user that is playing the game.

## Bag

Represents the player’s bag, which can contain items found in the game. The bag class is a container class and will hold several instances of “Item”.

## Item

Represents a single item, generalised. Specified in more detail by sub-classes, the item class contains methods and attributes that are found in any item. Items are used by the player and accessed through the bag class.

## EnergyBoost

Sub-class of item, specifies an item that will give the player an extra 10% health. This is one of the items that appear in the game.

## QuestionImmunitySpell

Sub-class of item, specifies an item that allows the player to skip questions as they please. This is one of the items that appear in the game.

## KeyStone

Sub-class of item, specifies a keystone, which is a fundamental item in the game and must be collected in order for the player to be able to finish the game. This is one of the items that appear in the game.

# Location Package

## Map

Controls the map within the game, including placing locations, setting paths, and defining the graphics used.

## Location

Represents a single location within the game that will appear on the map. This is a generalisation of the various different types of location and is always used in the context of a specific location.

## Keystone\_Location

Represents a keystone location where the player must answer a question to acquire a keystone. Sub-class of location.

## NoFrills\_Location

Represents a no frills location, no event is associated with this and the player must move to a new location. Sub-class of location.

## Question\_Location

Represents a question location where the player must answer a question to progress. Sub-class of location.

## Wildcard\_Location

Represents a wildcard location where a random “wildcard” is chosen at random from the wildcard collection, and gifted to the player. Sub-class of location.

## Regen\_Location

Represents a regeneration location which fills the players health back to full, this is usually the starting point of the game. Sub-class of location.

## Exit\_Location

Represents the exit location at which the player can finish the game providing they have 3 keystones. Sub-class of location.