

## C Sc 335 Analysis and Design Artifacts for Final Project

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### 3. Candidate Objects or Class Hierarchies

List the most important objects, or the name of an inheritance hierarchy, and the main responsibility.

Candidate Object	Single Responsibility in 1 or 2 sentences
PokemonGUI	Handles the GUI for the game.
Pokemon	Represents a Pokemon to be encountered. Could be an abstract class.
Item	Abstract class that represents an item.
Player	The trainer that walks on the map and engages in battle.
Tile	A tile on the map that could contain an item or tall grass.
Map	Randomly generated area of tiles the player can walk in.
Sound	Contains a music or sound effect audio file to be played.
SoundLibrary	Contains a list of music or sound effect files.
Encounter	Represents an encounter between the trainer and a Pokemon.
MapView	Allows the player to see the map around them, but not the entire map all at once.