

NRdZ- Bill Ni, Raunak
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APCS1 pd02

DataStorage & InventoryUI

Stores and prints out the inventory of helpers

When the game is started, the user is limited to 5 of each helper throughout the entire game, which they have to purchase.

Helper stats (recorded in inst vars).

StoreUI

Helpers are bought/upgraded/ leveled

Corresponding changes are reflected in individual helper profiles

DataStorage looks at each helper stat and inserts it into an ArrayList

if [whatever type specified]

Sorted data is retrieved from DataStorage and given to inventoryUI to format

tapMech()

I pressed

Yes

User is prompted if they want inventory to be sorted by name, upgrade tier, level, or gold production

tapMech()
Reads user input from the terminal

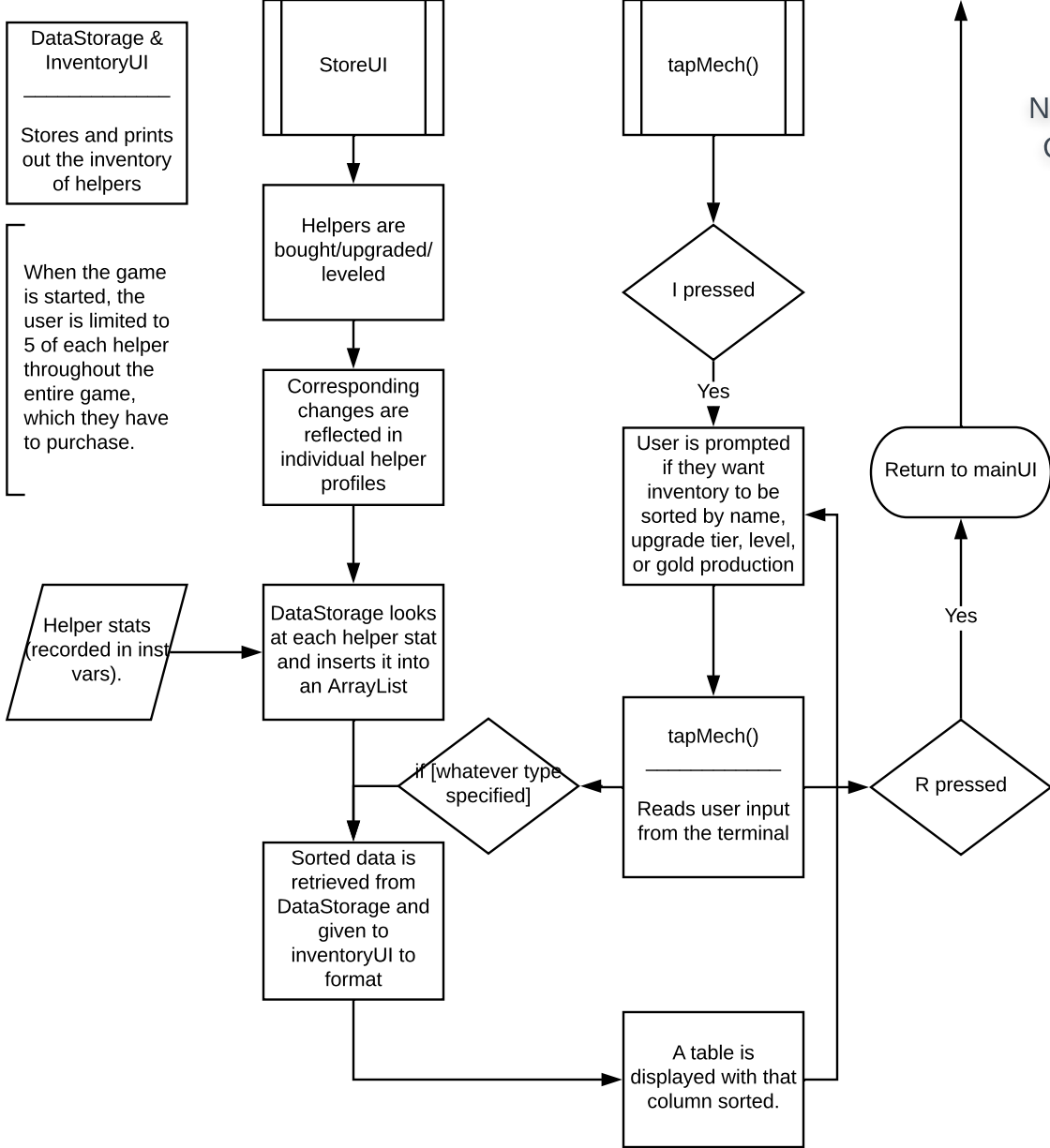
R pressed

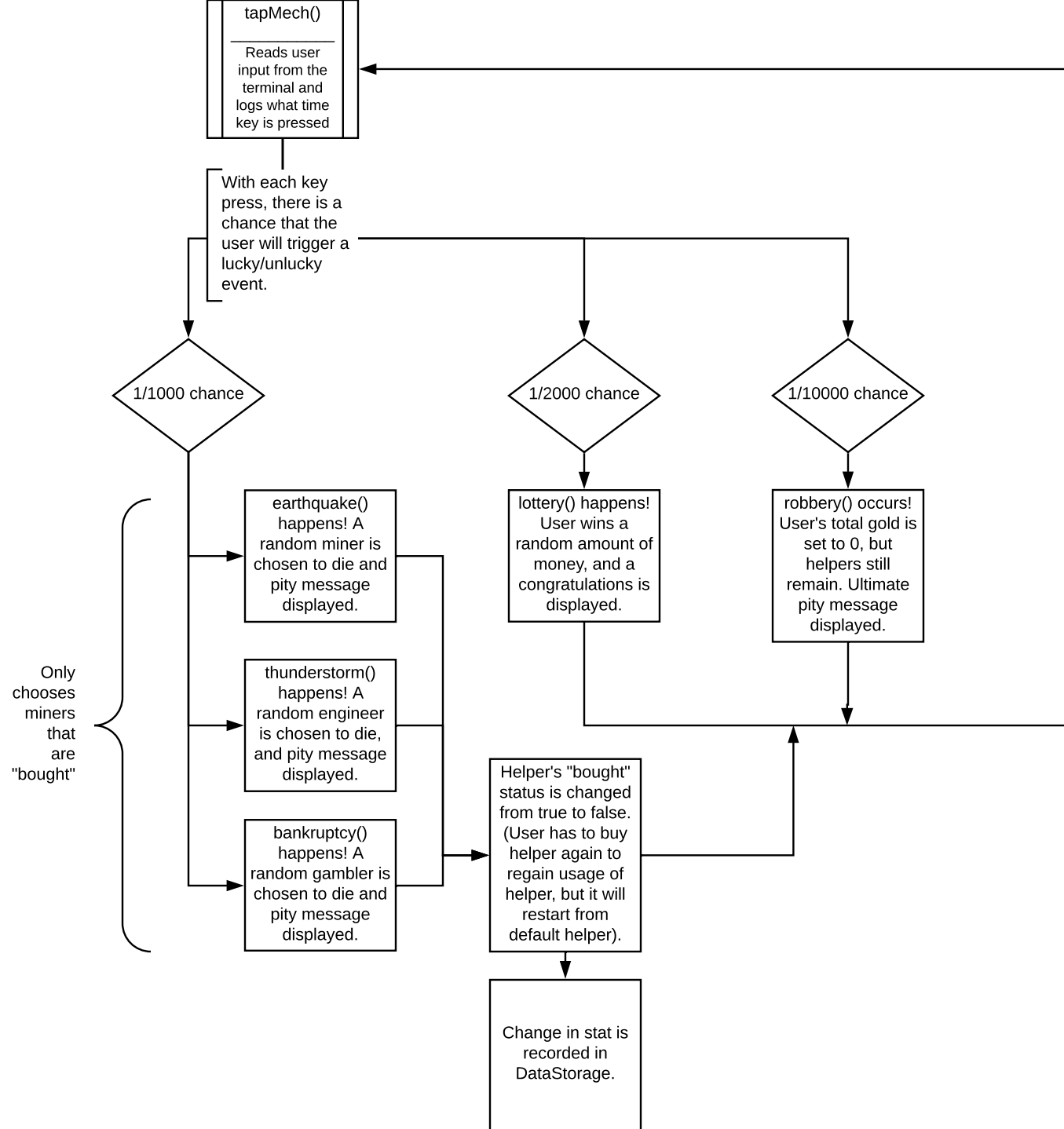
A table is displayed with that column sorted.

Return to mainUI

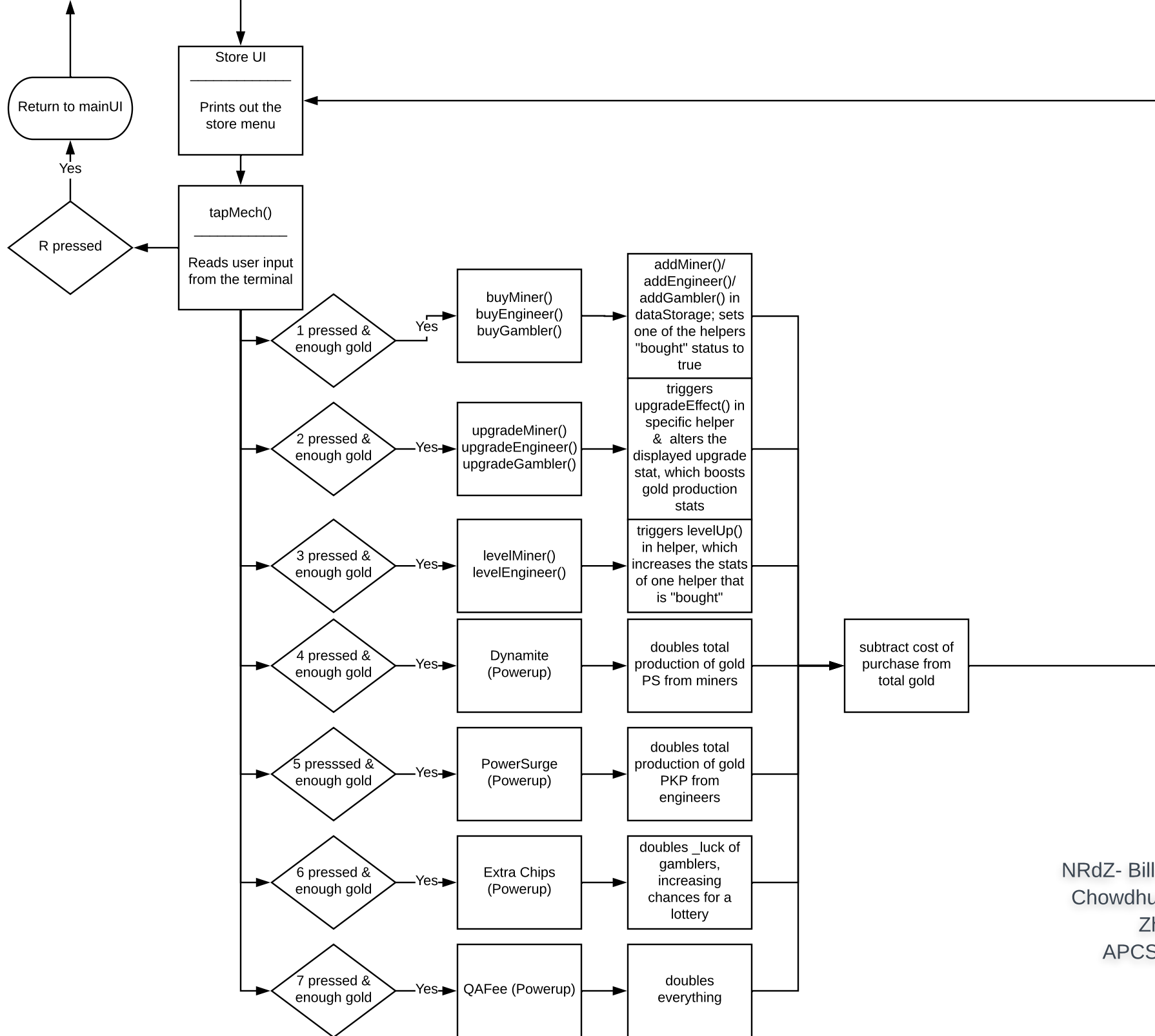
Yes

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