

# A05 -D&D UML

Brett Smith

Description: This assignment demonstrates the use of UML (Unified Modeling Language) by showing different classes that would make up a D&D game and how the classes relate to one another.

Files

#	File	Description
1	<a href="#">banner.txt</a>	banner for D&D UML

## Campaign

<i>Campaign</i>
length
players
dungeonMaster
startLevel()
nextLevel()
runEncounter()
endGame()

## Encounter

<i>Encounter</i>
numOfFighters
fight()
selectCharacters()

## Character

Character
name
characterType
level
strength
intelligence
wisdom
constitution
dexterity
charisma
hitPoints
attack()
defend()
getItem()
useItem()
lvlUp()
isDead()

Consumable

Consumable
typeOf
Level
Strength
lvlUp()

Armor

Armor
material
equip()

**Weapon**

<i>Weapon</i>
range
throw() shoot() jab()

**Spell**

<i>Spell</i>
school
cast() useForSelf() useForAlly()

**Wizard**

<i>Wizard</i>
specialty
castType()

**Ranger**

<i>Ranger</i>
weaponType
useStealth()

**Paladin**

<i>Paladin</i>
fightingStyle()
specialMount()
heal()
detectEvil()
detectGood()

**Diagram**

