Character

- strength: Stat

- dex: Stat

- con: Stat

- intel: Stat

- wis: Stat

- cha: Stat

- acrobatics: int

- animalHandling: int

- arcana: int

- athletics: int

- deception: int

- history: int

- insight: int

- intimidation: int

- investigation: int

- medicine: int

- nature: int

- perception: int

- performance: int

- persuasion: int

- religion: int

- sleightOfHand: int

- stealth: int

- survival: int

- name String

- profSkills: ArrayList<String>

- profBonus: int

- race: Race

- cclass: CharacterClass

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+ Character()

+ getStrength(): Stat

+ setStrength(score: int)

+ getDex(): Stat

+ setDex(score: int)

+ getCon(): Stat

+ setCon(score: int)

+ getIntel(): Stat

+ setIntel(score: int)

+ getWis():Stat

+ setWis(score: int)

+ getCha(): Stat

+ setCha(int score)

+ getName():String

+ setName(name: String)

+ getProfBonus(): int

+ setProfBonus(profBonus: int)

+ getCclass():CharacterClass

+ setCclass(cclass: String)

+ setRace(name: String)

+ setProfSkills(String skill)

+ updateScores()

+ updateStrengthSkills()

+ updateDexSkills()

+ updateIntSkills()

+ updateWisSkills()

+ updateChaSkills()

+ statsToString(): String

+ skillsToString(): String

+ infoToString(): String

+ saveCharacter()

+ loadCharacter(c: File): Character

Race

- name: String

- size: String

- speed: int

- height: int

- weight: int

- strengthMod: int

- dexMod: int

- conMod: int

- intMod: int

- wisMod: int

- charMod: int

- heightRoll: int

- weightRoll: int

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+ Race()

+ Race(name String)

+ getStrengthMod(): int

+ getDexMod(): int

+ getConMod(): int

+ getIntMod(): int

+ getWisMod(): int

+ getCharMod(): int

+ toString(): String

+ toFeetAndInches(height int): String

*SkillsUpdatable*

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+ getModifier(): int

+ getName(): String

+ getStat(): int

+ setName(name: String)

+ setStat(stat: int)

+ toString(): String

Character Class

- hitDice: Stat

- name: String

- skills: String[]

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+ CharacterClass()

+ CharacterClass(type String)

+ getSkills(): String[]

+ toString(): String

Stat

- score: int

- modifier: int

- name: String

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+ Stat(name: String)

+ getModifier(): int

+ getName(): String

+ getStat(): int

+ setName(name: String)

+ setStat(stat: int)

+ toString(): String

My Frame

+ classBox: JComboBox

+ classChoices: String[]

+ confirmClass: JButton

+ skillsBox: JComboBox

+ confirmSkills: JButton

+ skillsClicks: int

+ charInfo: JPanel

+ skillInfo: JPanel

+ statInfo: JPanel

+ save: JButton

+ charName: JTextField

+ details: JButton

+ name: JLabel

+ race: JLabel

+ raceBox: JComboBox

+ raceChoices: String[]

+ statScores: JComboBox<Integer>

+ submitScore: JButton

+ ability: JLabel

+ abilities: String[]

+ scoreClicks: int

+ create: JButton

+ load: JButton

+ menu: JPanel

+ menuButton: JButton

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+ MyFrame()

+ createCharacter()

+ addDetails()

+ chooseClass()

+ chooseSkills(choices: String[])

+ showCharacter(c: Character)

+ createCharacter()

+ showLoadedCharacter(c: Character)