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| Class Information |
| **Class Name**: PlayerInventory  Abstract Type: No Persistence: No |

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| Trace-ability Information | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| 050 | Player Inventory | 01,02 |
| 058 | Stealing Objects | 01 |

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| --- | --- | --- |
| Public Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| Void PickUpItem() | Called from PlayerInteraction’s HandlePlayers Input | Item is moved from the world to the player’s inventory |
| Bool UseItem() | Called from PlayerInteraction’s HandlePlayers Input | Tries to use the currentItem on what ever the player is looking at |
| Void DropItem() | Called from PlayerInteraction’s HandlePlayers Input | Drops the current item from the players inventory and places it in the world |
| Void ChangeCurrentItem() | Called from PlayerInteraction’s HandlePlayers Input | Changes the current Item to what ever is passed in |

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| Protected Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
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| Private Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
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| Attributes | | | | | |
| **Name** | **Type** | **Object(Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| Items | Item[] | Y | Instance | Public | An array of items in the players inventory |
| CurrentItem | Int | N | Instance | Public | The current index into the array of items |

|  |  |
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| Concurrency | |
| **Threading Issue** | **Description** |
| N\A |  |

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| --- | --- | --- |
| Major Exceptions | | |
| **Name** | **Trigger** | **Action** |
| N\A |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Instance Information | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
|  |  |  | 1 |

|  |  |  |
| --- | --- | --- |
| General Comments | | |
| **Author** | **Date** | **Comments** |
|  |  |  |