

Class and Package Diagram for System *TwitterNetHack*

1. Title Page

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1. System Description A version of the game 'NetHack' featuring multiplayer gameplay and a modernized navigation system. The game focuses on exploration and will incorporate Twitter to mutate the games stage generation process based on the content of tweets resulting in a constantly changing and dynamic experience.

2. Class and Package Diagram

Packages

Game

Parent package. Classes loose within parent package have to to with initialization and map building.

Player

Contains classes that make up the Player construct,

Encounters

Contains classes that make up Encounters. CLASS DIAGRAM - SEE ATTACHMENT