

说明：非特殊情况，所有数组使用vector

Location
+mapId:int
+x:int
+y:int

Character
+nameEN:string +nameCN:string +fallingExp:int +description:string +status:Status[] +buffs:Buff[] +mapLocation: Location +displayChar: char //控制台中的样子 +skills: Skill[] + id:string // 唯一标识
+isDead():bool //判断是否死亡 +showDescription(): //展示介绍 +operator>>重载读入函数? +成员名

友元类

Buff
-name:string -description:string -duration:int
+showDescription

Status
+HP:int +MP:int +Phy:int +Vit:int +Agi:int +Wis:int +Str:int +ATK:int +Speed:int +Critical:int +DEF:int +Lv:int

Player
-bag:Package -experincePoint:int -quests:int [] // Mission的id -days:int -weapon:Weapon -armor:Armor +money:int
+levelUp() : void +equipArmor(Armor& armor, int armorId): bool +showArmor():void +showWeapon():void +equipWeapon(Weapon& weapon, int armorId): bool +save(NPC &npcs[]):void +addMission(int missionID): +showMissions(): void +showMission(int missionID): void +showStatus(): void +playerMenu(): void //菜单函数 +addSkill(Skill &skill):void -map<string, int>killedMonster //击杀怪的个数 +addKilledMonster(string id, int number) //修改 +getKilledMonster(string id, int number) //获取 +talkTo: string //正在交谈的npc

NPC
+store:Shop -questList:vector() -talkList:vector() -shopStatus:bool -battleStatus:bool -weapon:Weapon -armor:Armor -bar:bool -isVisiable:bool
// 发布任务 +assignQuest(Player &player): void +finishQuest(Player &player, int missionID):void//结算任务 +changeLocation(COORD pos, int mapID): +talk(): void //对话 //结算休息 +assignRest(Player &player): void +shop() //商店

Monster
+fallingItem: Item[] +fallingExp: int +fallingMoney: int

Package
+item:queue +maxItem:int
+addItem(int itemID): bool +showItems(): void //展示所有物品 +showItem(int itemID): void // 展示指定物品 +deleteItem(int itemID): void

Shop
+buy(Player &player, int itemID):void +sell(Player &player, int itemID):void +shopMenu():void



Map

-id:int
-nameCN:string
-nameEN:string
-roadTo:Map*[]
-edgeLeft: int[]
-edgeRight: int[]
-innerBarrier: COORD[]
-roadPos: COORD[]

+initMap():void
+initUserPosition():void
+checkBarrier():bool
+save():void
+load():void

Mission

```
+id:int
+nameEN:string
+nameCN:string
+isAccepted: bool
+isFinished:bool
+bonusItem:item[]
+bonusMoney:int
+checkFinish():void //检查任务是否完成
+map<string, int>requiredItem //需要的
物品
```

Scene

```
+operator>>: //读入剧情
```

```
+show() // 展示剧情
+branch() //分支的选项
+id:int//对应任务
```

Command

```
+commandLine: string
+parameter:string
+analyzeCommand():void
+getCommand():string
```

Skill

```
+buffs:Buff[]
+description: string
+HP:int
+MP:int
```

Data 【 废弃 】

```
+user:Player
+npcs:NPC[]
+path: string
+save():void
+load(Player &player, NPC npcs[]):void
```

GameLoop

```
+mapLoop():void
+battleLoop():void
+initGame():void
+gameStart():void
```