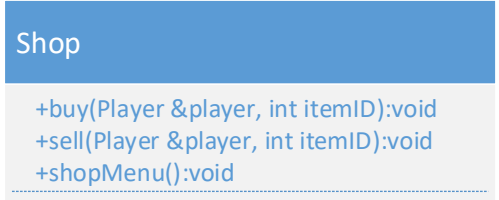
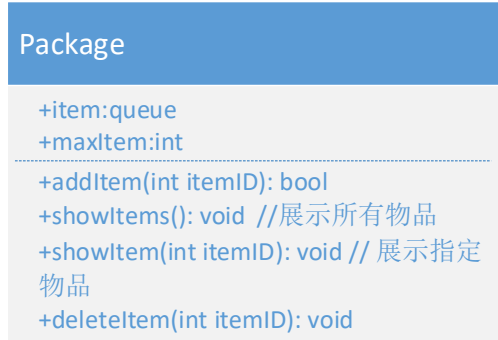
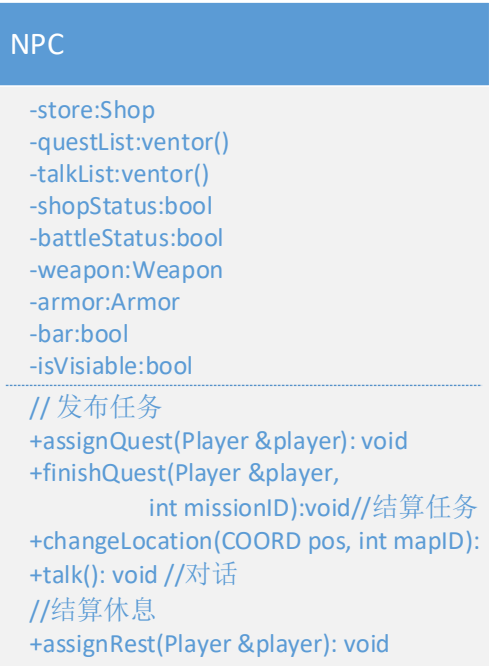
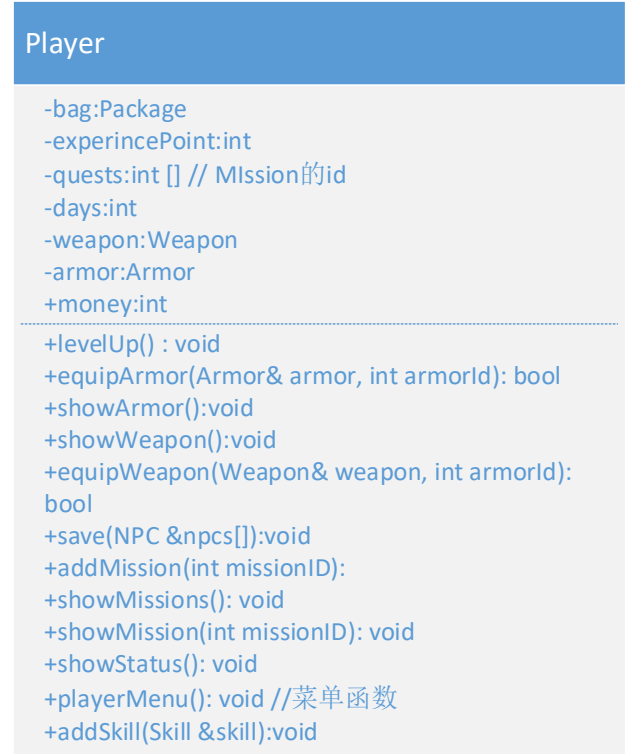
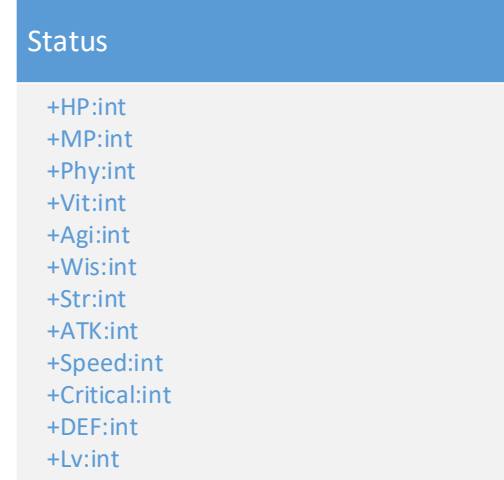
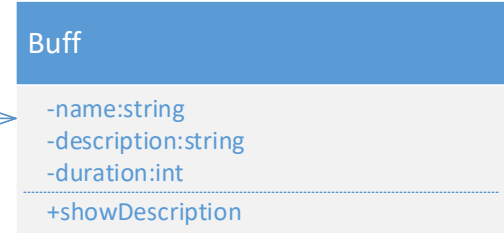


友元类





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
```

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
```