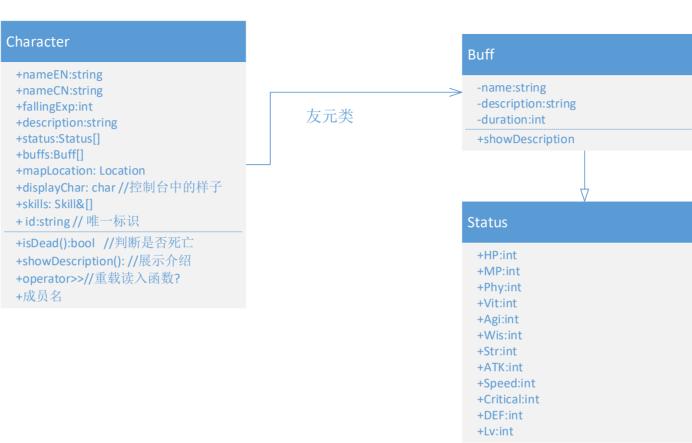
说明: 非特殊情况, 所有数组使 用vector

Location +mapld:int +x:int

+y: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 armorld): 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

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
- +deleteItem(int itemID): void

+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):

+assignRest(Player &player): void

+talk(): void //对话

//结算休息

+shop() //商店

Monster

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

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

+id:int +nameCN:string +nameEN:string +description:string +num:int +boughtPrice:int +canDrop:bool +canSell:bool

Weapon

- +ATK:int
- +DEF:int
- +Speed:int
- +skill:Skill

Armor

- +ATK:int
- +DEF:int
- +Speed:int

Drug

- +buff:Buff[]
- +HP
- +MP
- +Phy

Мар

- -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

Missior

- +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