# Location

# +mapld: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

# -name:string -description:string 友元类 -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

- -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

+fallingItem: Item[]

-store:Shop

-questList:ventor()

-talkList:ventor()

-shopStatus:bool

-battleStatus:bool

-weapon:Weapon

-armor:Armor

-isVisiable:bool

+talk(): void //对话

+assignQuest(Player &player): void

+assignRest(Player &player): void

+changeLocation(COORD pos, int mapID):

int missionID):void//结算任务

+finishQuest(Player &player,

// 发布任务

//结算休息

-bar:bool

+fallingExp: int

Monster

+fallingMoney: int +missionTarget: int[] //任务怪

- +item:queue +maxItem:int
- +addItem(int itemID): bool

Package

- +showItems(): void //展示所有物品
- +showItem(int itemID): void // 展示指定
- +deleteItem(int itemID): void

- +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

### 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