Items

- quantity : int
- consumable : bool

+ use() : void
+ equip() : void
+ getInfo() : returns item info
update from Items object

Campaign

cName : string
cDescription : string
dungeonMasters : dynamic lists of Dungeon Master
characters : dynamic list of characters
players : dynamic list of Players
encounters : dynamic list of Encounter
location : string
currentEncounter : pointer to current encounter

+ addDM() : void
+ removeDM() : void
+ addCharacter: void
+ removeCharacter : void
+ addPlayers() : void
+ removePlayers() : void
+ addEncounter() : void
+ removeEncounter() : void
+ getCampaignInfo() : returns cName and cDescription

Equipment

- name : string
- description : string
- weight : float
- cost : int
- rarity : string
- usable : bool
- equippable : bool
-effects : dynamic list

+ setEquipped() : sets item to equip
+ getEquipped() : returns Equipment data
+ getEffects() : returns Equipment effects specifically
+ getInfo() :returns items info
+ addInventory(Character: setInventory) : pushes equipment onto stack

Character

name : string
level : int
strength : int
constitution : int
intelligence : int
wisdom : int
charisma : int
health : int
speed : int
armorClass : int
inventory : vector

+ Character() : constructor
+ Character() : overloaded constructor
+ getCharacter() : returns all character data
+ getInventory(equipment: Equipment) : returns whats in inventory
+ setInventory () : creates a vectory of equipment

Dungeon Master

#campaign : Campaign
#encounterList : vector of encounters

+ createEncounter(encounter : Encounter) : void
+ deleteEncounter(encounter : Encounter) : void
+ editEncounter(encounter: Encounter) void
+ getCurrentEncounter() : Encounter
+ setCurrentEncounter(encounter: Encounter) : void

Weapons

- damage : int
- range : int
- attackSpeed : int

+ attack() ::void
+ getWInfo() : returns all weapon info

Encounter

eName: string
eDescription: string
enemies: dynamic list
terrain : string

+ addEnemy(enenmy: Enemy) : void
+ removeEnemy(enemy: Enemy) : void

Enemies

abilities : dynamic list of abilites

+addAbility(ability: Ability) : void
+removeAbility(ability : Ability) : void

Player

- playerName: string
- pcCharacter : Character

+ getPlayerName() : returns player name
+ getCharacter() : returns character name