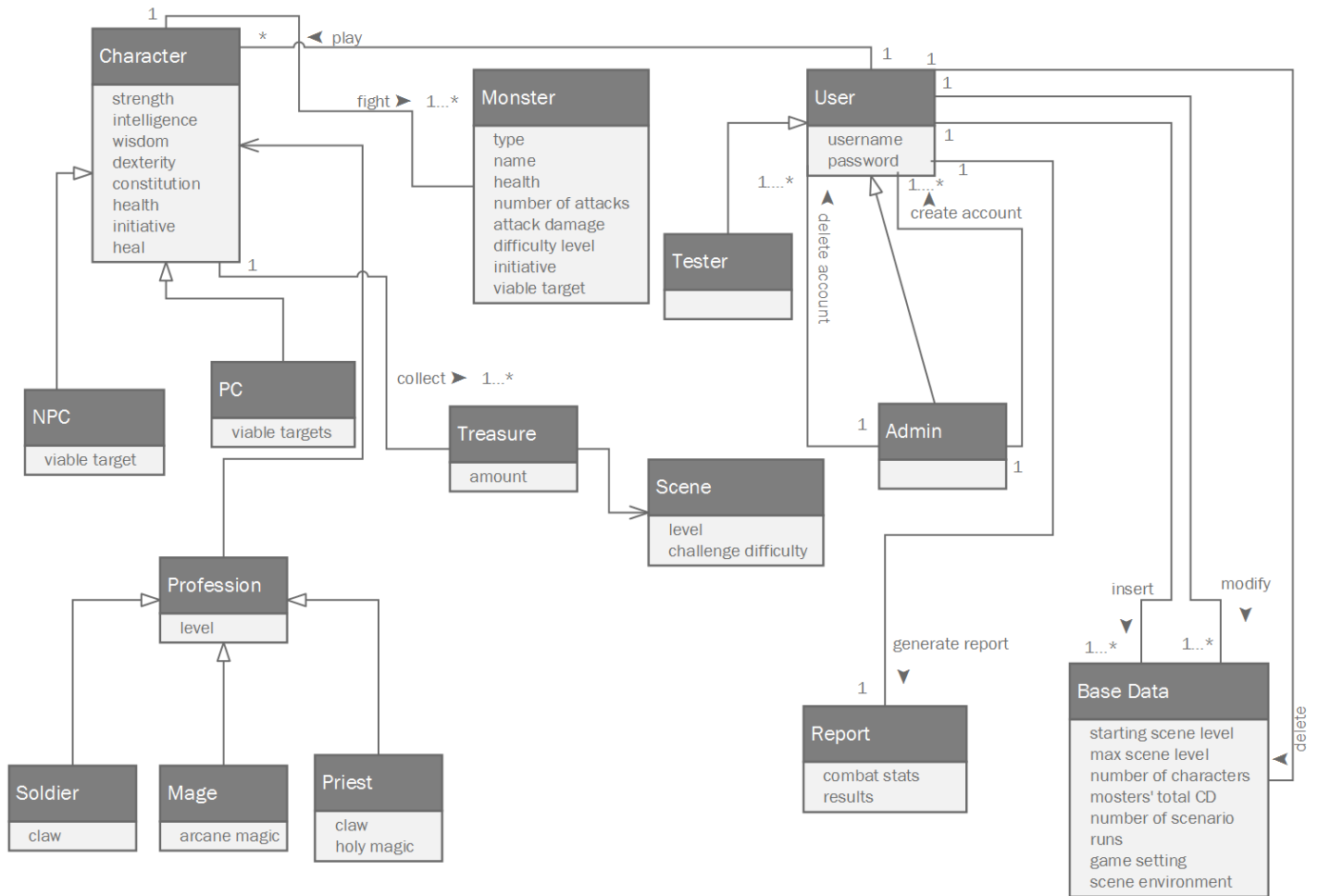


Initial Domain Model



Component Abbreviation Table

<u>Identifier</u>	<u>Component</u>	<u>Description</u>
CH	Character	Fights monsters, collects treasure
NPC	NPC	Character that is controlled by the system
PC	PC	Character that is controlled by the user
PF	Profession	A specific talent that a character has
SD	Soldier	A profession that specializes in hand-to-hand combat
MG	Mage	A profession that specializes in arcane magic
PS	Priest	A profession that can do both hand-to-hand combat and holy magic
TR	Treasure	Loot in the scene, collectable by characters

MS	Monster	Fights characters
SN	Scene	The environment where the scenario takes place
US	User	Initiates and controls many of the other components in the system
TSR	Tester	A type of user with a common account
ADM	Admin	A type of user with a special account, allowing them to modify other accounts
RP	Report	Stores raw data and produces analysis values
BD	Base Data	Stores data that a user must input before a scenario starts