

# Exiled

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metamaker

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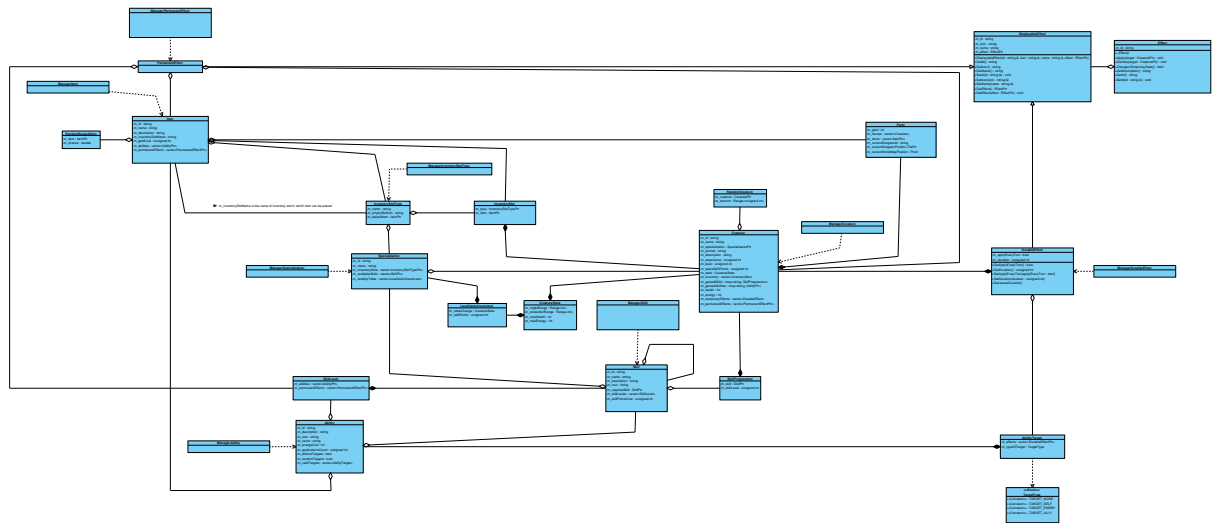
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## Class Diagram

# GameMechanics



## Details

 **ManagerPermanentEffect**

 **DisplayableEffect**

 **Effect**

 **PermanentEffect**

 **ManagerItem**

 **Item**

 **Party**

 **RandomRewardItem**

 **ManagerInventorySlotType**

 **RandomCreature**

 **InventorySlotType**

 **InventorySlot**

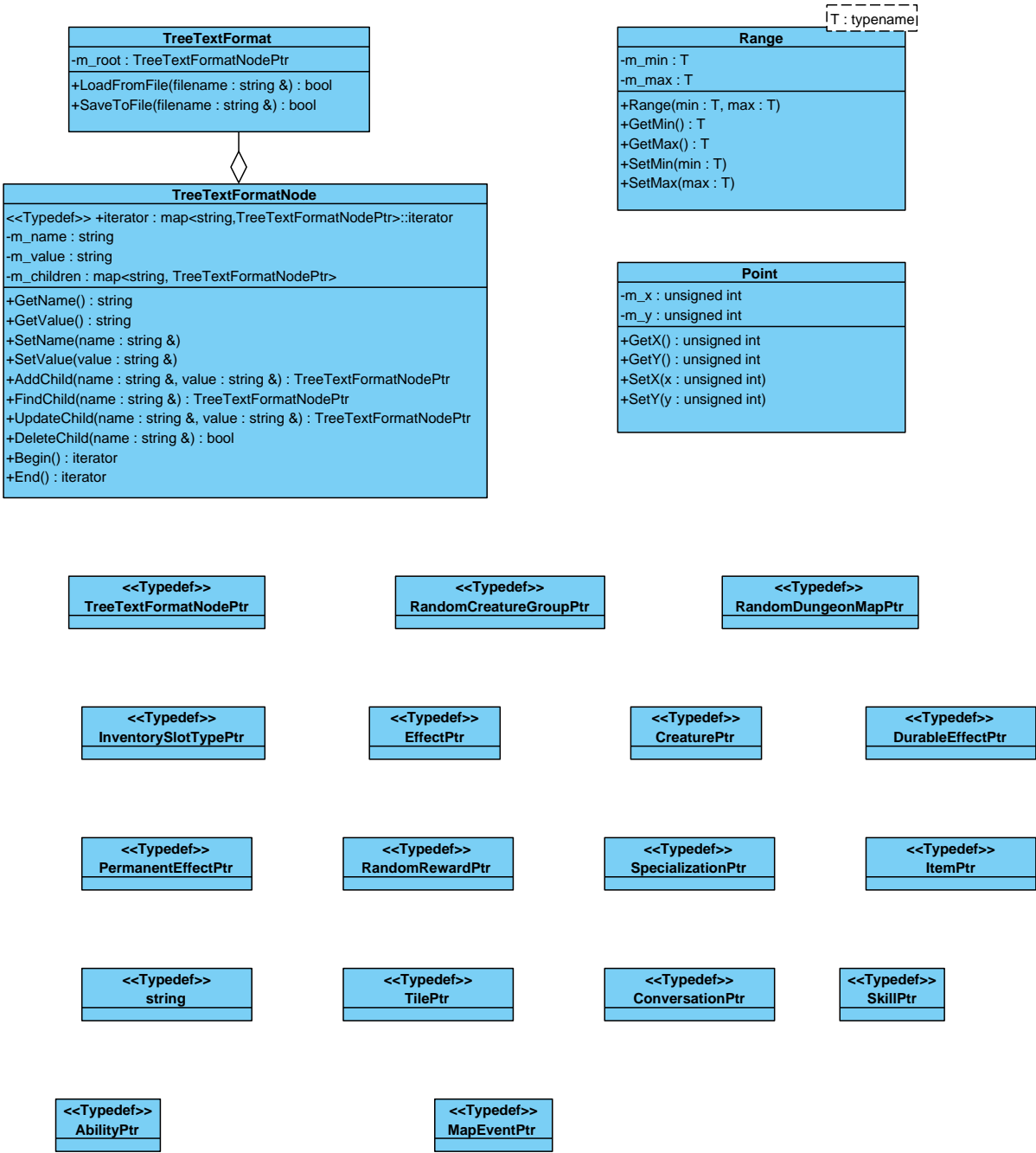
 **ManagerCreature**

 **Creature**

- ▢ DurableEffect
- ▢ Specialization
- ▢ ManagerSpecialization
- ▢ ManagerDurableEffect
- ▢ CreatureStats
- ▢ ManagerSkill
- ▢ LevelUpAchievement
- ▢ Skill
- ▢ SkillLevel
- ▢ SkillProgression
- ▢ Ability
- ▢ AbilityTarget
- ▢ ManagerAbility
- ▢ TargetType

Class Diagram

GameUtilities



- ▢ **Point**
- ▢ **TreeTextFormatNodePtr**
- ▢ **RandomCreatureGroupPtr**
- ▢ **RandomDungeonMapPtr**
- ▢ **InventorySlotTypePtr**
- ▢ **EffectPtr**
- ▢ **CreaturePtr**
- ▢ **DurableEffectPtr**
- ▢ **PermanentEffectPtr**
- ▢ **RandomRewardPtr**
- ▢ **SpecializationPtr**
- ▢ **ItemPtr**
- ▢ **string**
- ▢ **TilePtr**
- ▢ **ConversationPtr**
- ▢ **SkillPtr**
- ▢ **AbilityPtr**
- ▢ **MapEventPtr**

# GameRepository

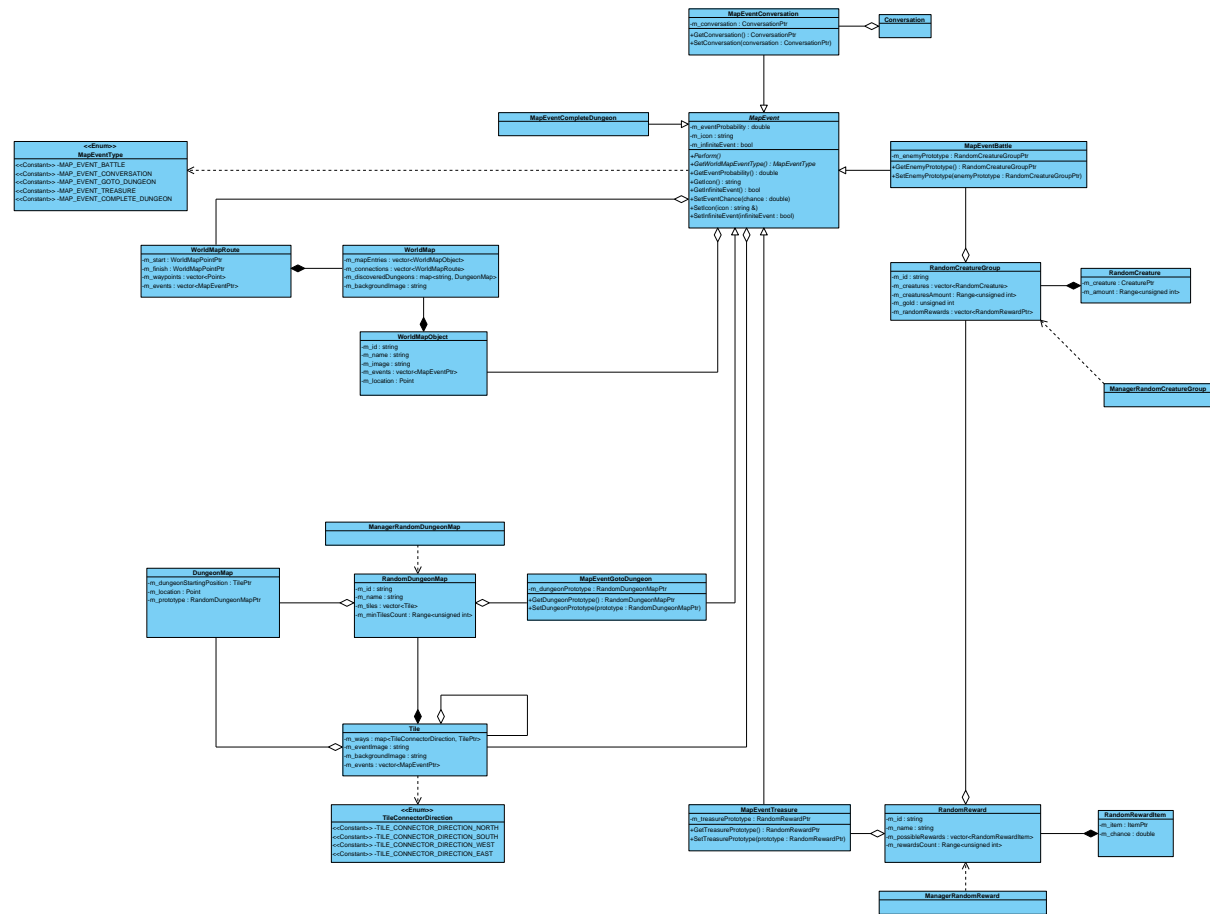


- TreeTextFormatNode
- Repository
- IEntityManager
- ManagerRandomDungeonMap
- ManagerRandomCreatureGroup
- ManagerPermanentEffect
- ManagerAbility
- ManagerRandomReward
- ManagerItem
- ManagerCreature
- ManagerSpecialization
- ManagerInventorySlotType
- ManagerDurableEffect
- ManagerEffect
- ManagerSkill



## Class Diagram

# GameTraveling



## Details

- MapEventConversation
- Conversation
- MapEventCompleteDungeon
- MapEvent
- MapEventType
- MapEventBattle
- WorldMapRoute
- WorldMap

 **RandomCreatureGroup**









 **RandomCreature**

 **WorldMapObject**

 **ManagerRandomCreatureGroup**

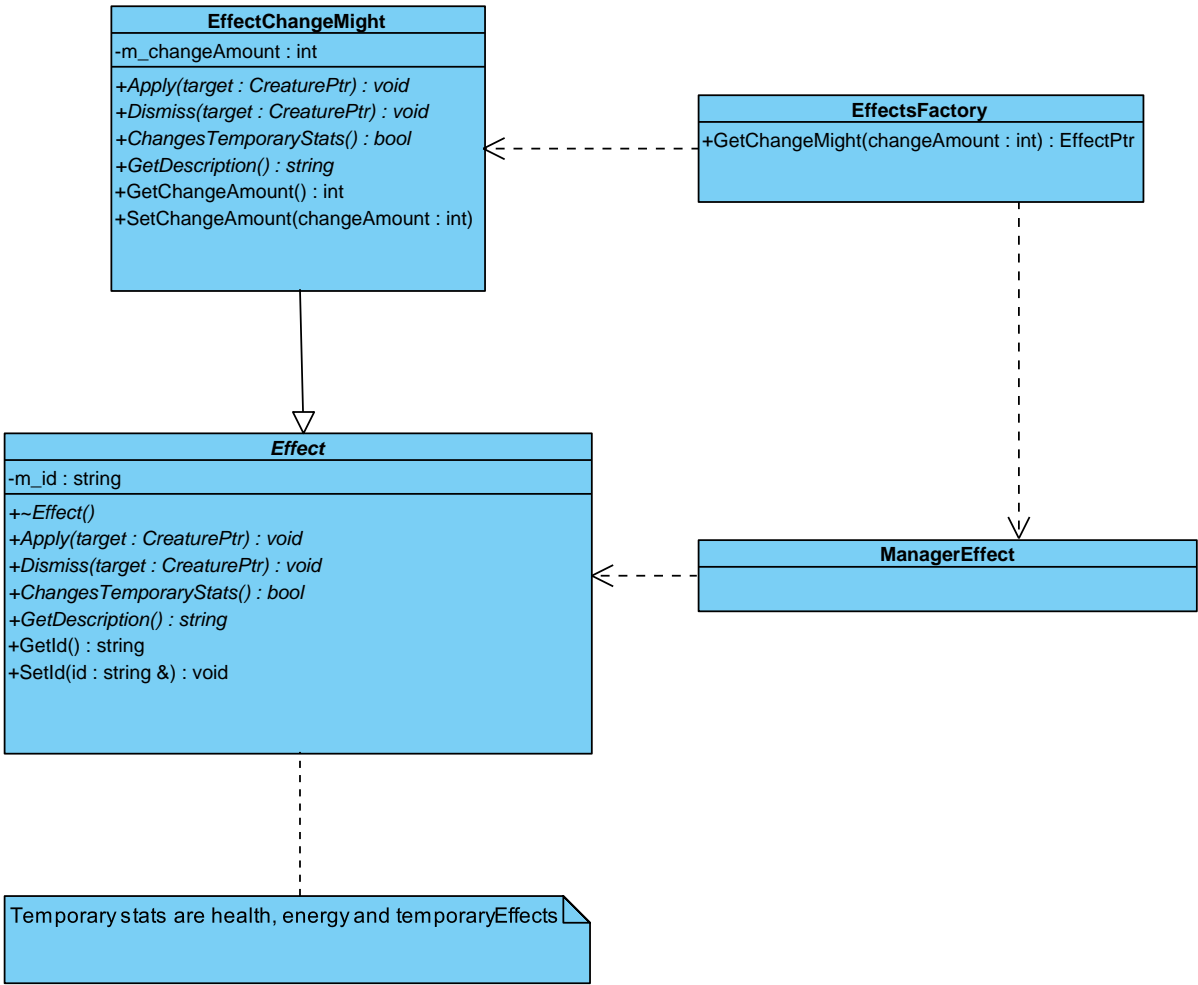
 **ManagerRandomDungeonMap**

 **DungeonMap**






-  **RandomDungeonMap**
-  **MapEventGotoDungeon**
-  **Tile**
-  **TileConnectorDirection**
-  **MapEventTreasure**
-  **RandomReward**
-  **RandomRewardItem**
-  **ManagerRandomReward**

Class Diagram

# GameEffects

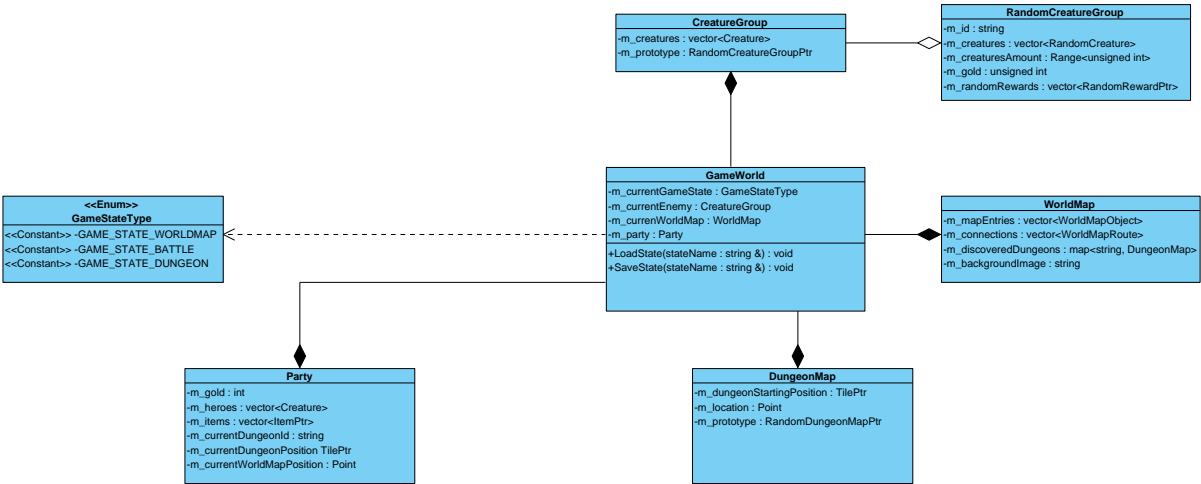


## Details

-  **EffectChangeMight**
-  **EffectsFactory**
-  **Effect**
-  **ManagerEffect**
-  **N/A**

# Class Diagram

## GameWorld



## Details

 RandomCreatureGroup

 CreatureGroup

 GameWorld

 GameStateType

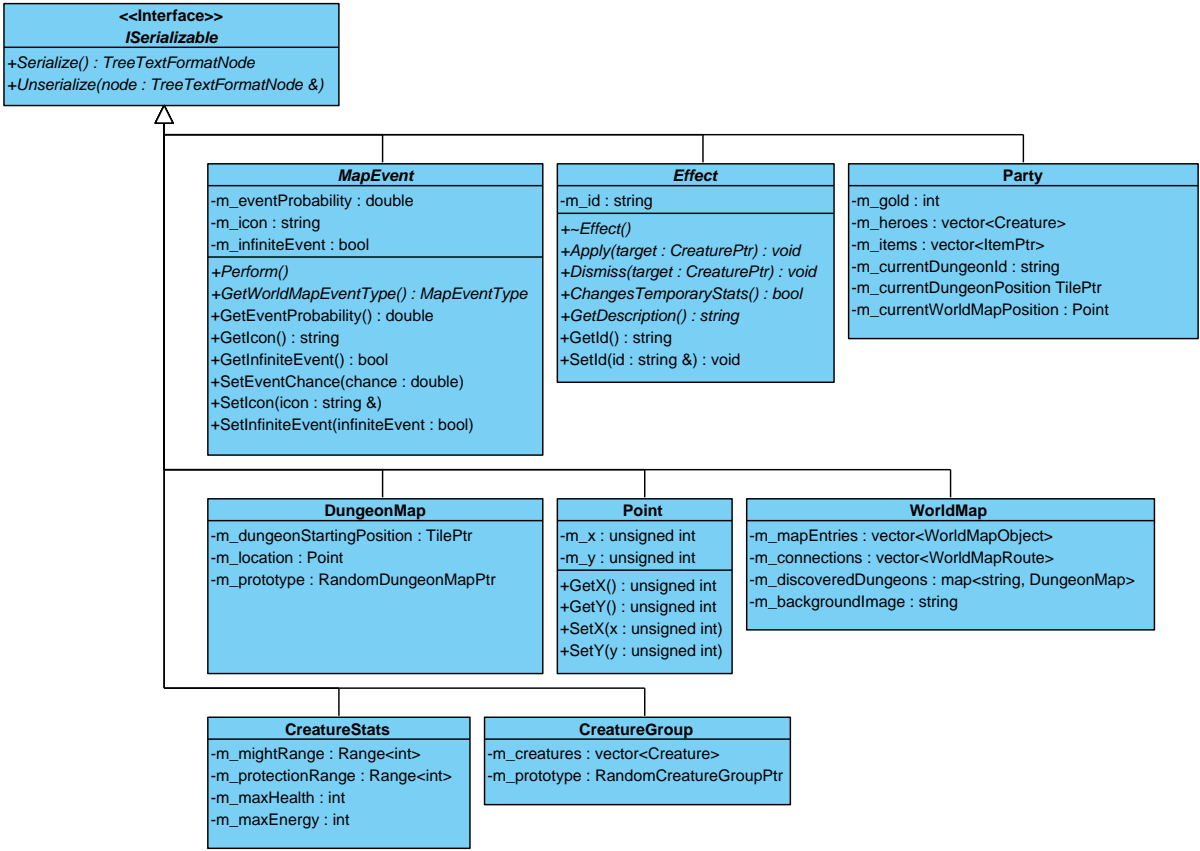
 WorldMap

 Party










 DungeonMap

Class Diagram

# SerializableObjects



## Details

-  **ISerializable**
-  **MapEvent**
-  **Effect**
-  **Party**
-  **DungeonMap**
-  **Point**
-  **WorldMap**
-  **CreatureStats**
-  **CreatureGroup**