

Exiled

metamaker

Table of Contents

GameMechanics	4
GameUtilities	7
GameRepository	9
GameTraveling	12
GameEffects	14
GameWorld	15
SerializableObjects	16



Table of Figures

GameMechanics	4
GameUtilities	7
GameRepository	9
GameTraveling	12
GameEffects	14
GameWorld	15
SerializableObjects	16

GameMechanics



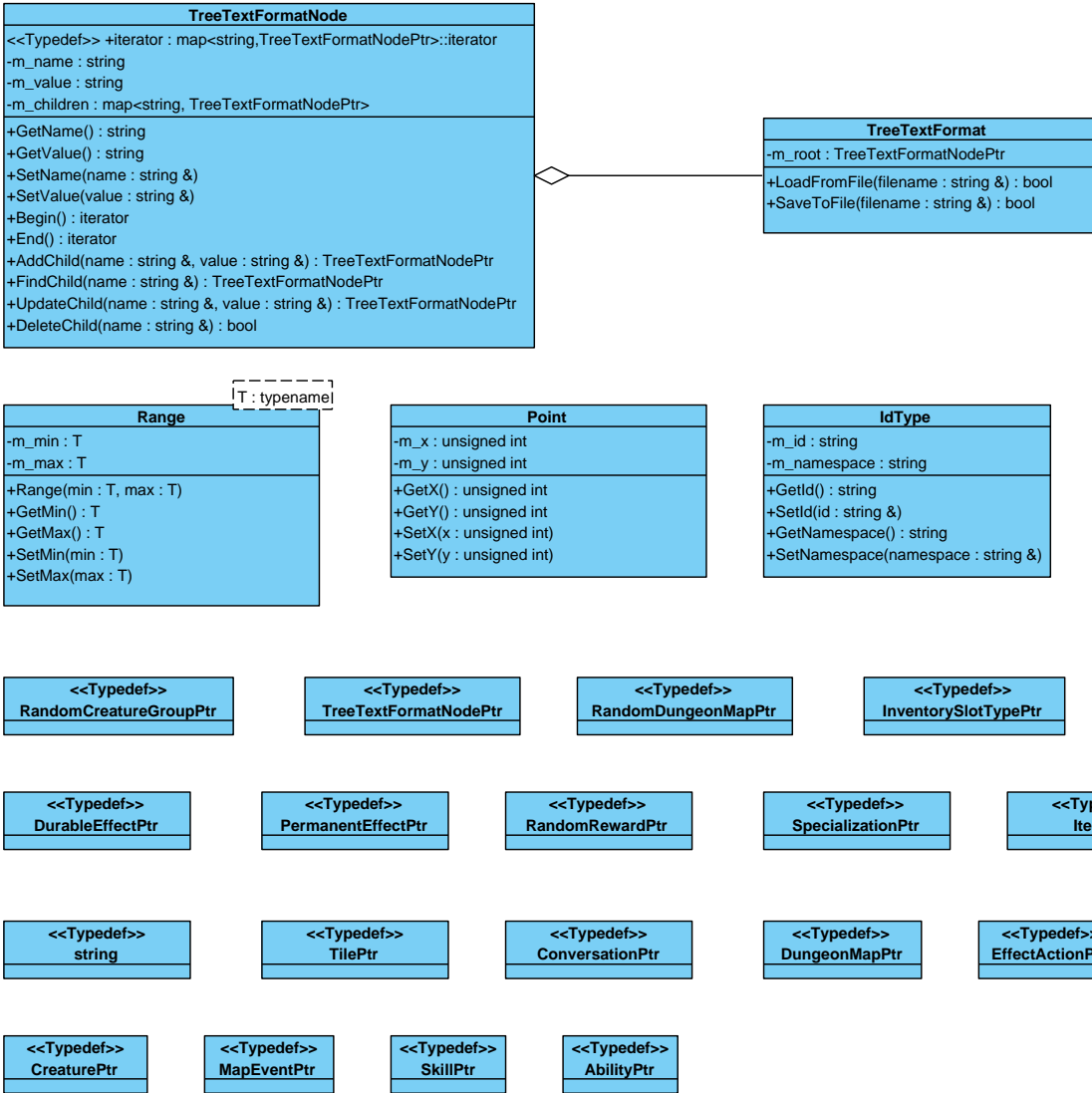
- RandomCreature
- Creature
- CreatureStats
- SerializerCreature
- InventorySlot
- RandomRewardItem
- SerializerItem
- Party
- Item
- InventorySlotType

-  **CreatureGroup**
-  **BattleEffectsQueue**
-  **SerializerInventorySlotType**
-  **TargetType**
-  **AbilityEffectsConfiguration**
-  **EffectsQueueEntry**
-  **SerializerAbility**
-  **Ability**
-  **SkillLevel**
-  **Skill**
-  **SkillProgression**
-  **SerializerSkill**
-  **Specialization**
-  **LevelUpAchievement**

SerializerSpecialization

Class Diagram

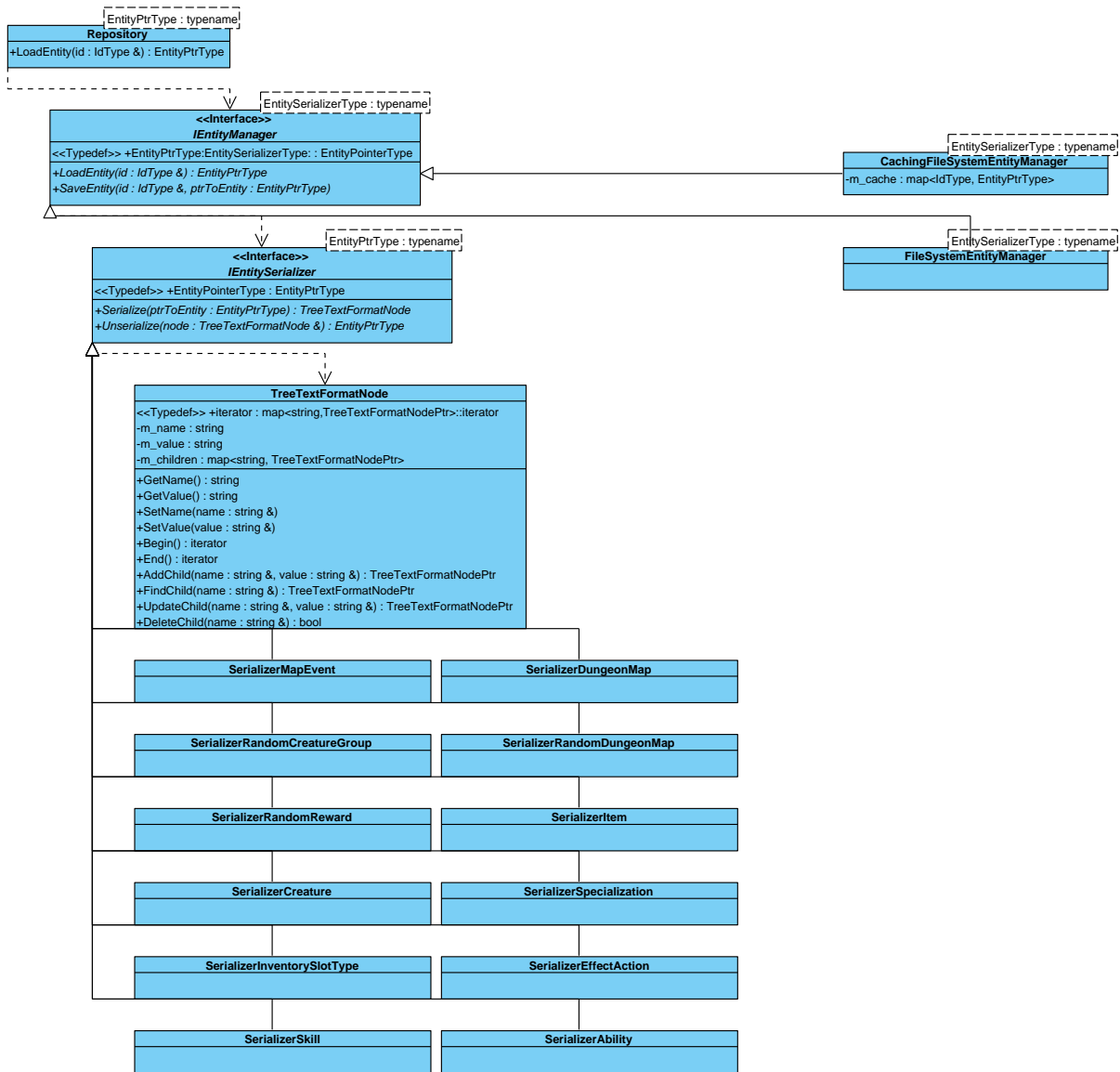
GameUtilities



- TreeTextFormatNodePtr
- RandomDungeonMapPtr
- InventorySlotTypePtr
- DurableEffectPtr
- PermanentEffectPtr
- RandomRewardPtr
- SpecializationPtr
- ItemPtr
- string
- TilePtr
- ConversationPtr
- DungeonMapPtr
- EffectActionPtr
- CreaturePtr
- MapEventPtr
- SkillPtr
- AbilityPtr

Class Diagram

GameRepository



Details










Repository

EntityManager

CachingFileSystemEntityManager

EntitySerializer

FileSystemEntityManager

-  **TreeTextFormatNode**
-  **SerializerMapEvent**
-  **SerializerDungeonMap**
-  **SerializerRandomCreatureGroup**
-  **SerializerRandomDungeonMap**
-  **SerializerRandomReward**
-  **SerializerItem**
-  **SerializerCreature**
-  **SerializerSpecialization**

 **SerializerInventorySlotType**

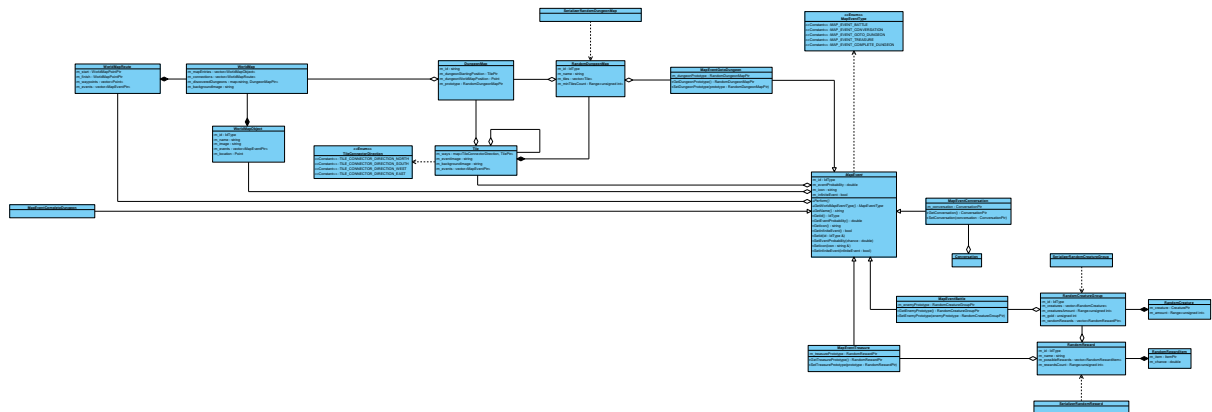
 **SerializerEffectAction**

 **SerializerSkill**

 **SerializerAbility**

Class Diagram

GameTraveling



Details

- SerializerRandomDungeonMap
- MapEventType
- DungeonMap
- RandomDungeonMap
- WorldMapRoute
- WorldMap
- MapEventGotoDungeon
- WorldMapObject
- TileConnectorDirection
- Tile
- MapEvent
- MapEventConversation
- MapEventCompleteDungeon
- Conversation
- SerializerRandomCreatureGroup

 **RandomCreatureGroup**

 **MapEventBattle**

 **RandomCreature**

 **RandomReward**

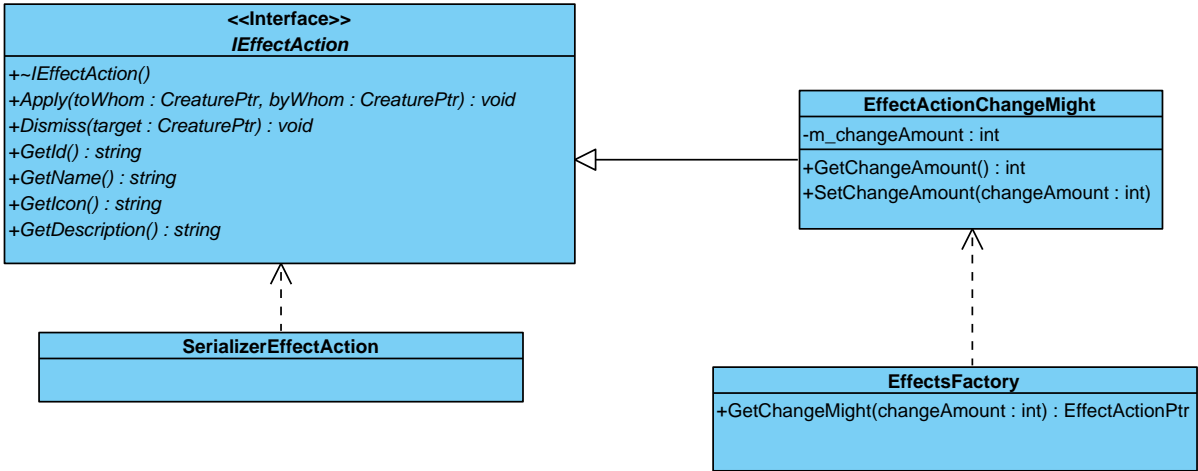
 **MapEventTreasure**

 **RandomRewardItem**

 **SerializerRandomReward**

Class Diagram

GameEffects

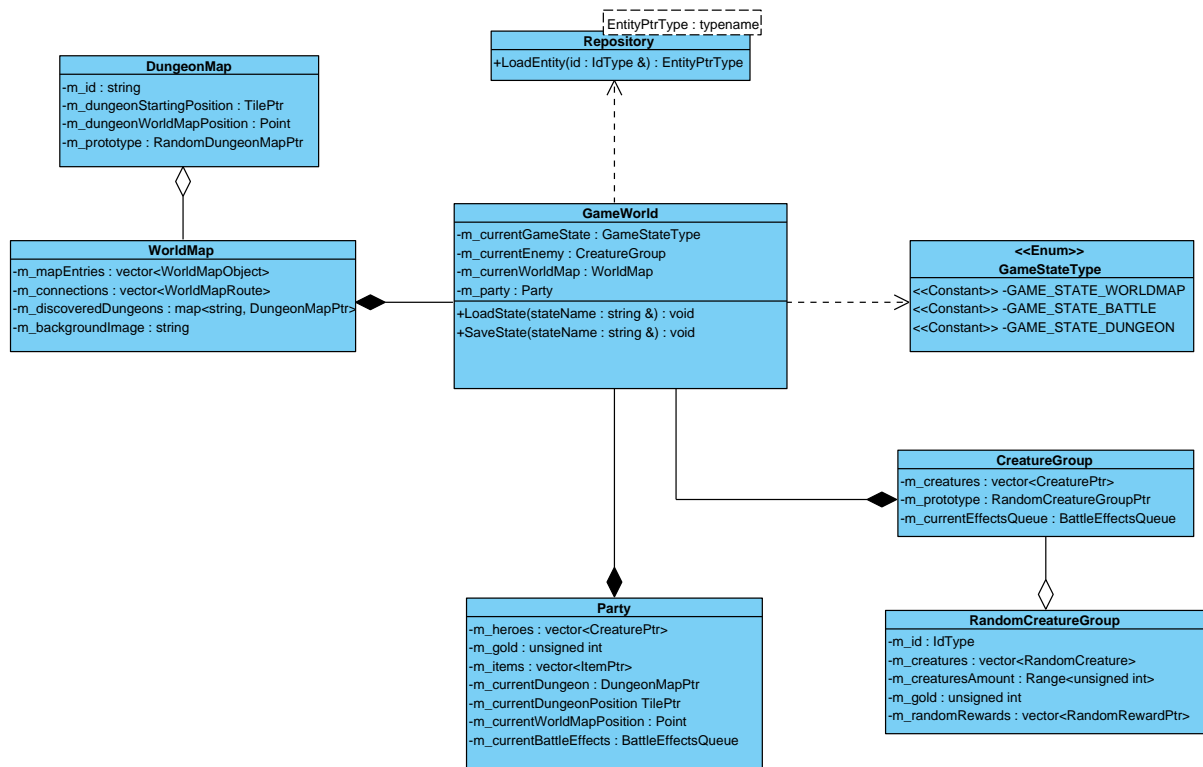


Details

-  **IEffectAction**
-  **EffectActionChangeMight**
-  **SerializerEffectAction**
-  **EffectsFactory**

Class Diagram

GameWorld

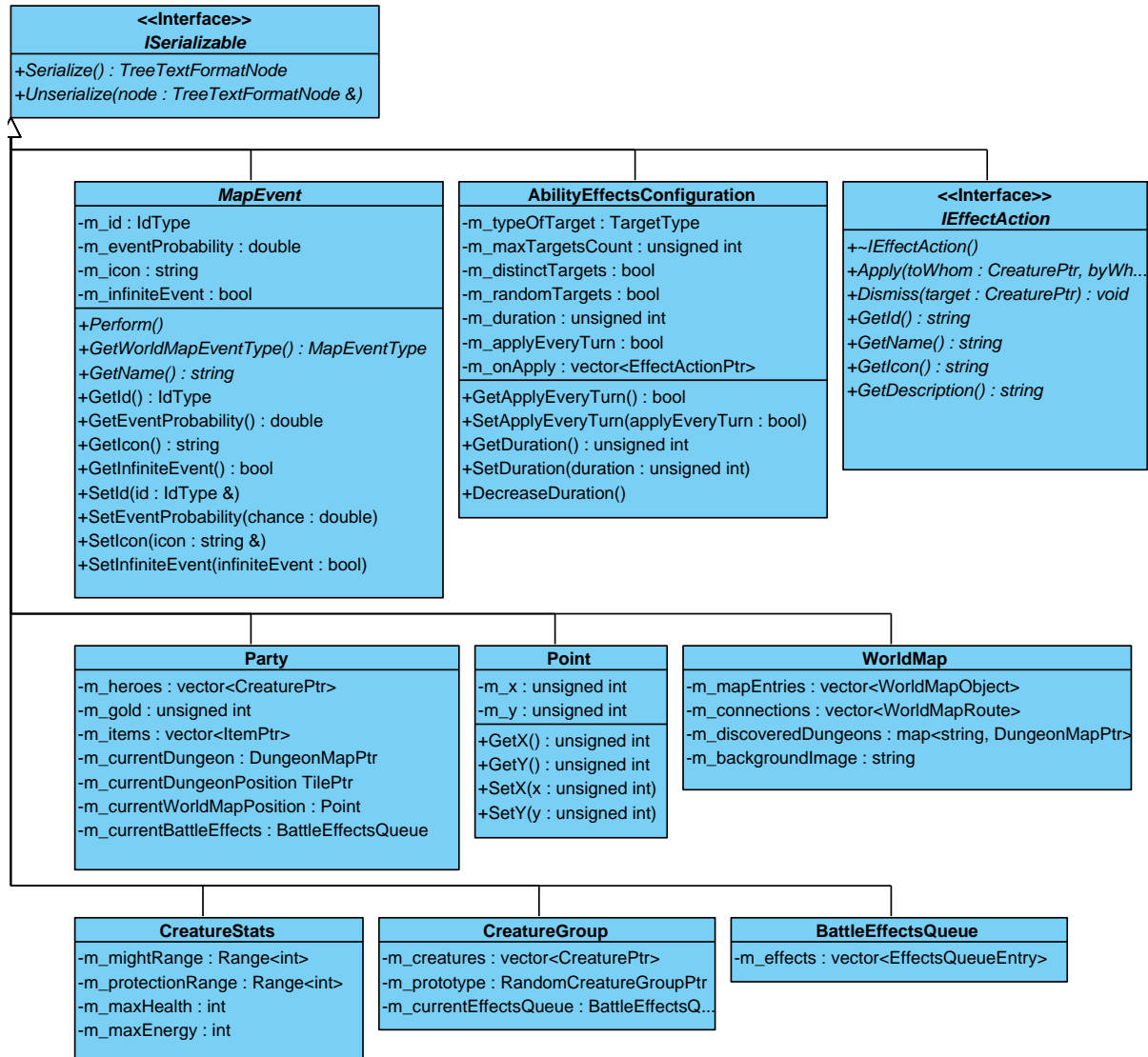


Details

- Repository
- DungeonMap
- GameWorld
- WorldMap
- GameStateType
- CreatureGroup
- Party
- RandomCreatureGroup

Class Diagram

SerializableObjects



Details

ISerializable

MapEvent

AbilityEffectsConfiguration

IEffectAction

Party

Point

 **WorldMap**

 **CreatureStats**

 **CreatureGroup**

 **BattleEffectsQueue**