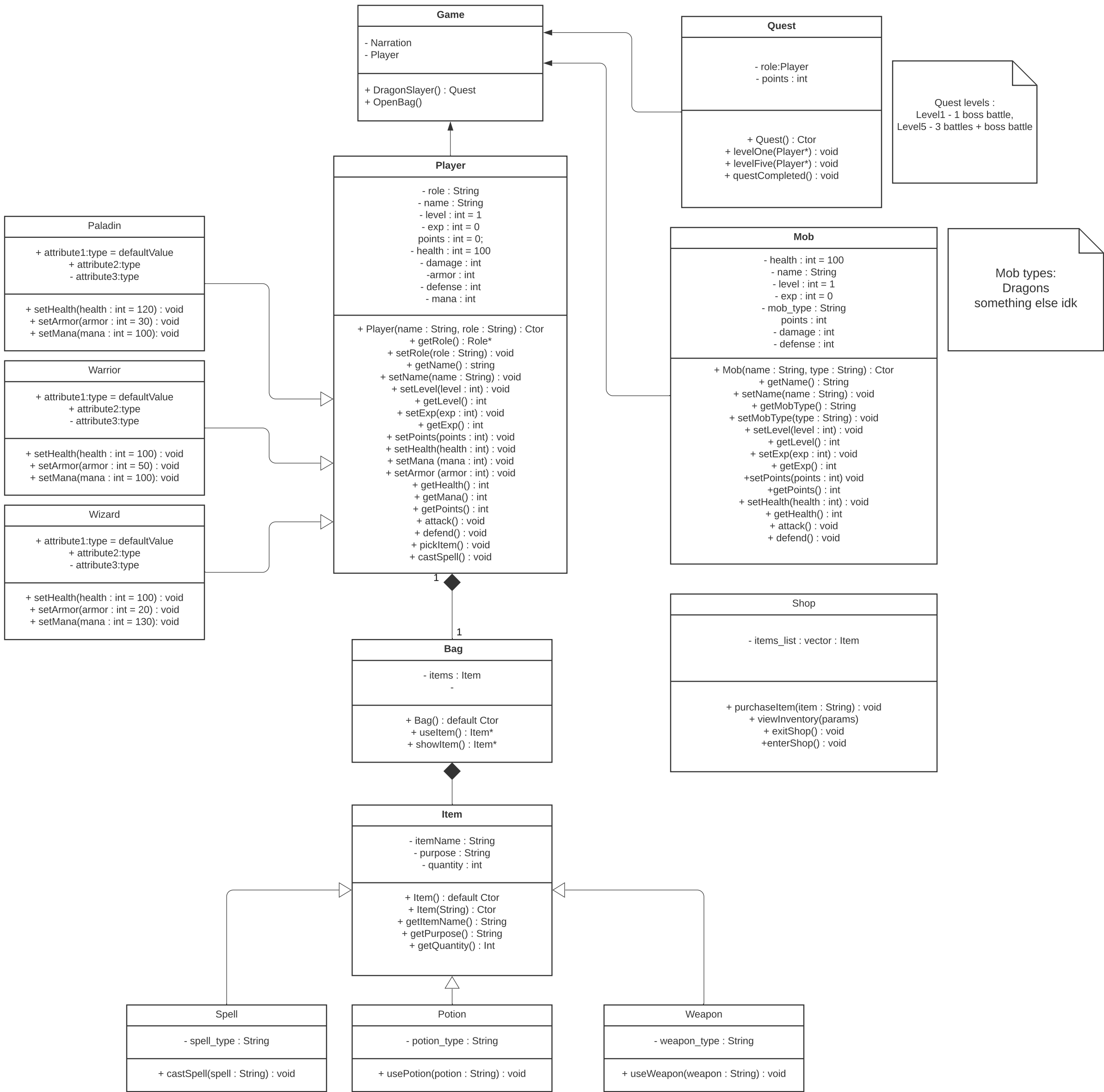


Dragon Slayer RPG - UML Class Diagram

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Description of the UML Diagram:

- Player class that contains attributes, actions, etc. of the player
 - 3 different player types that inherit from the Player class, they are: paladin, warrior, and wizard
 - Player types have specific attributes and moves they can do
- Bag class acts as a container class to store the items the player has such as weapons
 - this class has a composition relationship with Player class
 - Bag contains data of type Item class; composition relationship between Bag and Item
 - 3 item types that inherit from Item: Spell, Potion, and Weapon, each with their own attributes
- Mob class contains attributes, actions, etc. of mobs in the game
 - Main mob type will be dragon
- Shop class contains items to buy
- Quest class has different levels that player (start from level 1 and once completes a level, gets points and can exchange to buy items at Shop)