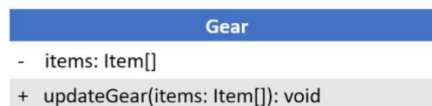
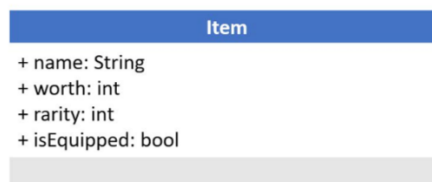
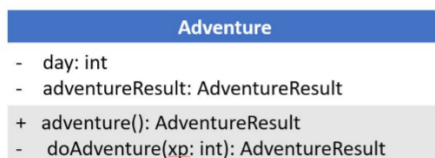
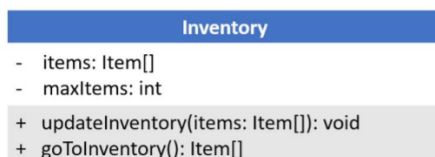
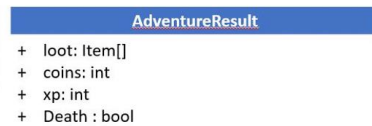
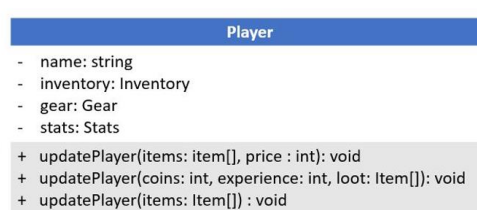


PART 2 CLASS DIAGRAMS



PART 3 CLASS DIAGRAMS

Game

```
- status : GameState
- displayFirstMessage() : void
- displayHomeMessage() : void
- get Input() : void
```

Adventure

```
- day : int
- adventureResult : AdventureResult

+ adventure() : AdventureResult
- doAdventure(xp: int) : AdventureResult
```

Stats

```
- notch : int
- xp : int
- coins : int

+ updateStats(price: int) : void
+ updateStats(coins : int, experience: int) : void
```

GameState

```
- player : Player
- adventure : Adventure
- shop : Shop

+ printItems() : void
+ goToShop() : void
+ goToInventory() : void
- displayShopMessage() : void
- displayInventoryMessage() : void
- getInput() : void
```

AdventureResult

```
+ loot : Item[]
+ coins : int
+ xp : int
+ death : bool
```

Inventory

```
- items : Item[]
- maxItems : int

+ updateInventory(items: Item[]) : void
```

Shop

```
- Items : Item[]

+ removeItems(items : Item[]) : void
+ add Items(items: Item[]) : void
+ exit() : void
```

Item

```
- name : string
- worth: int
- rarity: int
- isEquipped : bool
```

Player

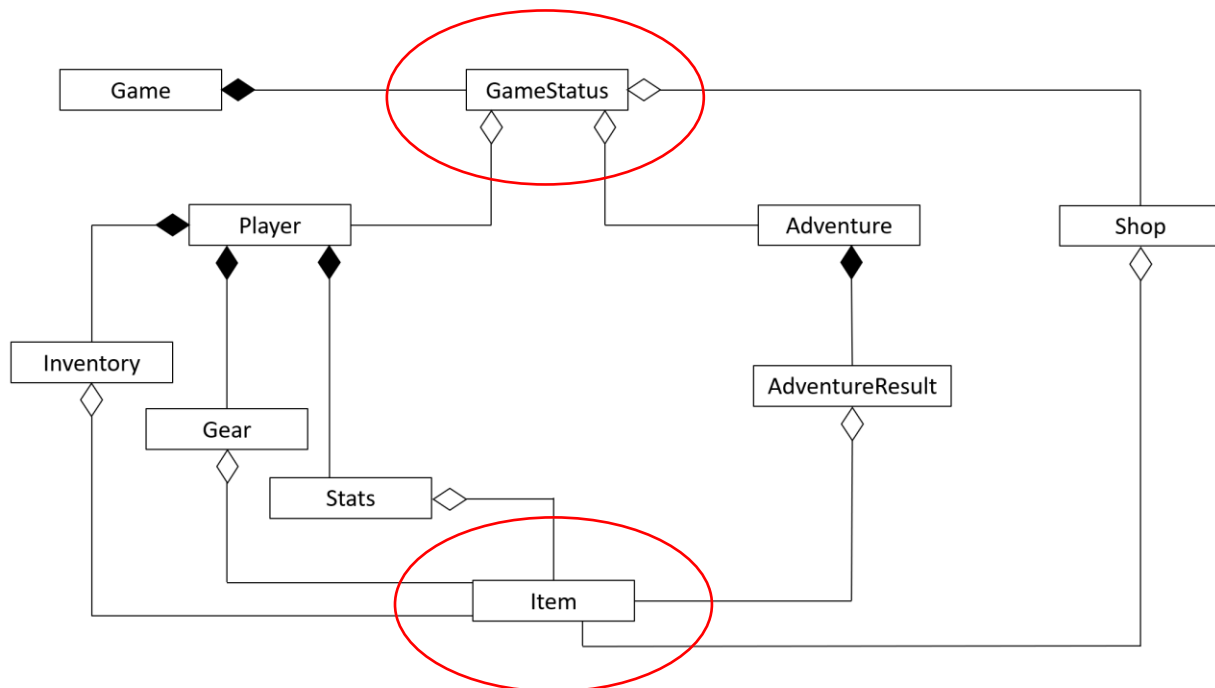
```
- name : String
- inventory : Inventory
- gear : Gear
- stats : Stats

+ updatePlayer(items: item[], price: int) : void
+ updatePlayer(coins: int, experience: int, loot: item[]) : void
+ updatePlayer(items: item[]) : void
```

Gear

```
- items : Item[]

+ updateGear(items: Item[]) : void
```



We did not change much about our design, but we tried to utilize the Status design pattern giving some of the responsibilities that belonged to each class to a status class that keeps track of what's going on in the game, where the user is (i.e. in the Shop or Inventory) and gave it the responsibility to go to those places rather than the Shop and Inventory Classes themselves. We also took the Item Class out of the Game class and GameStatus Class and gave the Game Status class the ability to print items necessary when utilizing the Shop and Inventory.