Character

name: string;
description: string;
inventory : string []

move()

Location

description: string;
id: number;
requirements: string[];
currentItems: string [];
northernLocation: string;
easternLocation: string;
southernLocation: string;
westernLoctaion: string;

+ method(type): type

Items

name: string;
id: number;
requirementForUse : string;
effect: string;

+ method(type): type

NPC

inventory: string;
tradesWith: string[];
text: string [];

+ method(type): type

Enemy

health: number;
attackDamage: number;
status: string;

attackPlayer()

Player

health: number;
attackDamage: number;
sword : boolean;
shield : boolean;
currentLocation: string;

look();
talk();
trade();
attackMonster();
flee();

GameManager

doesSavedFileExists: boolean;

createOutput()
getUserInput();