

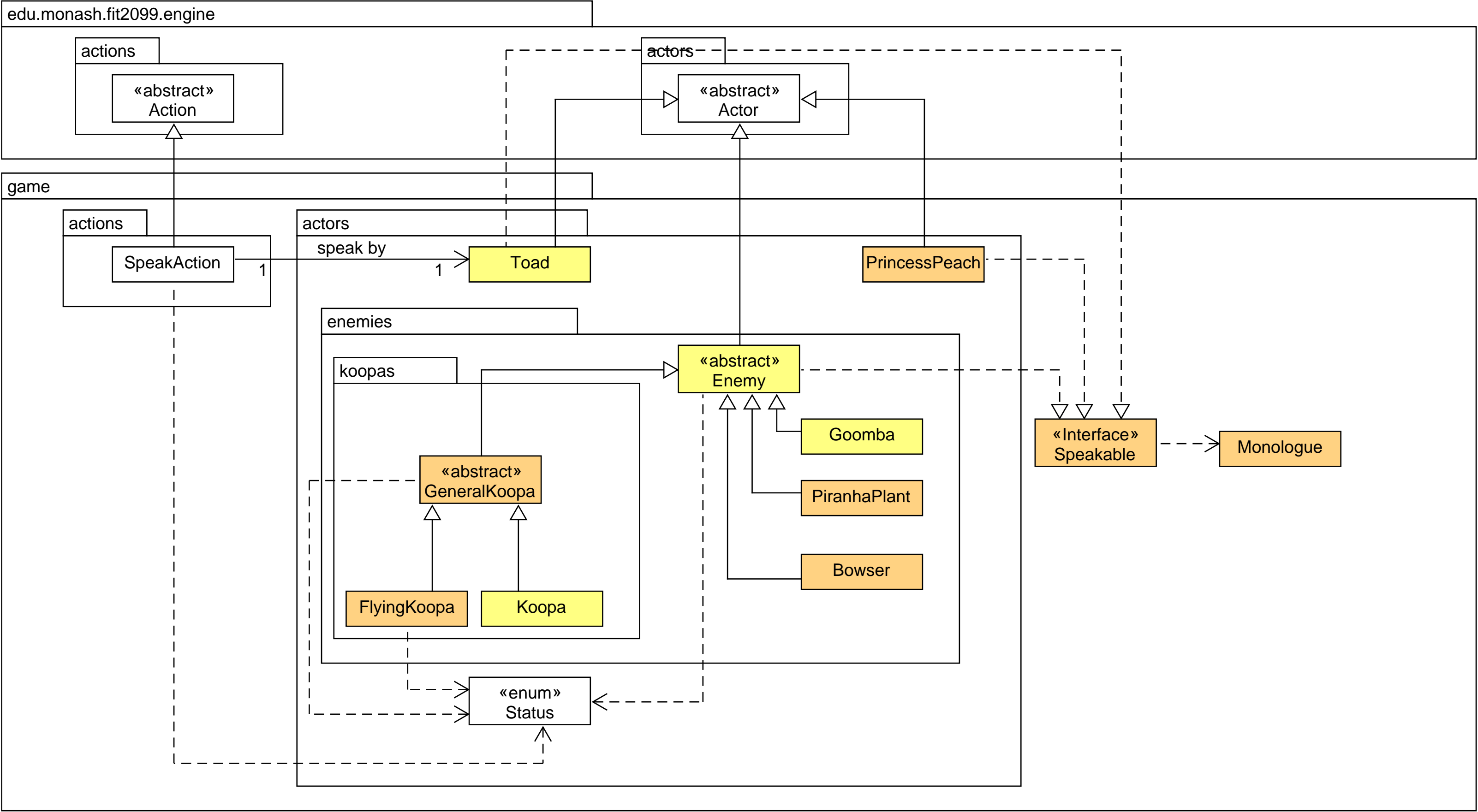
Assignment 3 REQ5: Speaking

Note:

New classes are in Orange color

Modified classes are in Yellow color

Classes from Original Base Code OR classes created in Assignment 2 but without any modifications are in white color



Overall responsibility for New and Modified classes

- 1) Toad: Toad is an actor who stand in the map, have conversation and business with player. It is a class that extends from the Actor class and implements Speakable class.
- 2) GeneralKoopas: GeneralKoopas is an abstract class that functions as a base class for subclasses. However, it cannot be represented on the game map as it is not concrete.
- 3) FlyingKoop: FlyingKoopas is a class represents the enemy in this game which will attack Player automatically. It is a class that extends from the GeneralKoopas class.
- 4) Koopa: Koopa is a class represents the enemy in this game which will attack Player automatically. It is a class that extends from the GeneralKoopas class.
- 5) Enemy: Enemy is an abstract class that functions as a base class for subclasses which extends from Actor class and implements Speakable class. However, it cannot be represented on the game map as it is not concrete.
- 6) PiranhaPlant: PiranhaPlant is an enemy who stand at warppipe and attack Player when player come close. It is a class that extends from the Enemy class and implements Speakable class.
- 7) Bowser: Bowser is an enemy who attack Player by using fires. It is a class that extends from the Enemy class.
- 8) Status: Status is an enumeration class that gives 'buff' or 'debuff'. It is also useful to give a 'state' to abilities or actions that can be attached-detached.
- 9) PrincessPeach: PrincessPeach is an actor who caught by Bowser and wait for Mario. It is a class that extends from the Actor class.
- 10) Speakable: Speakable is an interface which contains 2 default methods for the actors to speak.
- 11) Monologue: Monologue is a class contains all the monologue of actors.