

REQ6: Monologue

Player Class

This class represents players in the game. Player class extends Actor class. It is associated with the Toad class to allow players to have conversation with this friendly actor.

Toad Class

This class extends the Actor class and give some feedback(reply) to players. Toad is associated with ReplyAction as players speak to the toad to get some information.

SpeakAction Class

This class extends the Action class to allow players to interact with the toad.

ReplyAction Class

This class extends the Action class to allow toad to give some information:

"You might need a wrench to smash Koopa's hard shells."

"You better get back to finding the Power Stars."

"The Princess is depending on you! You are our only hope."

"Being imprisoned in these walls can drive a fungus crazy :(" when the player interacts with toad.

PowerStarBuff Class

This class will be a buff state in Status. When a toad see player has power star buff, it will not reply "You better get back to finding the Power Stars."

Wrench Class

This class extends weaponItem class. When a toad see player has picked up the wrench, it will not reply "You might need a wrench to smash Koopa's hard shells."