Inventory

-lootCapacity

+addLoot(l:Loot): void
+equipGear(g:Gear,slot:int): boolean

-inventory
1

Player Character

-level: int
-gender: Gender

-calcCombatLevel()

-player
*

-world
1

Map

-movePlayer(p:Player Character)
-distanceBetweenLocations(start:Location,
                          end:Location): float

home
1

-curLocation
1

addresses
*

-venue
1

Location

-classification
-street1
-street2
-state
-zip

+generateEvent(challenge:Difficulty)

-event
*

Non-Player Character

-level: int
-gender: Gender

-mob
1

1

Encounter

-difficulty

-spawnEnemies(): int
-dropRewards(): Reward

-titles
0..2

Title

-bonus
-fix: boolean

-includes
0..lootCapacity

Loot

-usable: boolean
-bonus

<<Abstract>>
Reward

-reward
0..1

-armor
0..25

Gear

-slot
-bonus

<<enumeration>>
Character Gender

-Female
-Male
-Ambiguous

<<enumeration>>
Location Classification

-restuarant
-retail
-business
...
-residential

<<enumeration>>
Encounter Difficulty

-Breezey
-You-Know
-Rough
-Oh-Shit!

<<enumeration>>
Gear Slots

-Head
-Left Ear
-Right Ear
-Left Shoulder
-Right Shoulder
-Chest
-Back
-Waist
-Ring[0..9]
-Left Hand
-Right Hand
-Left Forearm
-Right Forearm
-Cod
-Legs
-Boots