Programming 3 Project

Class

main

Character

(HP, Level, Experience, MaxExperience, Strength, Magic, Skill, Speed, Luck, Defense, Resistance, Sprite, Name, Class, Weapon)

[Move, Attack, CriticalRate, AvoidRate, HitRate, ExperienceForm]

Hero

Mage

Archer

Beast

(HP, Level, Type, WayAttack, Terrain)

Lycan

Griffin

Hydra

Coordinate

(X, Y)

GameBoard

(Board, Coordinate)

Weapon

(Type, Name, Migth, Hit, Range)

Sword

Lance

Bow

MagicTome

(MagicPoint)

Player

(Name, Army)

SaveFile