Programming 3 Project

Class

main

Character

(HP, Level, Experience, Strength, Magic, Skill, Speed, Luck, Defense, Resistance, Movement, Criticalrate, Avoidrate, Hitrate, Sprite, Name)

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

Beast

(Type, WayAttack, Terrain)

Lycan

Griffin

Hydra

Human

(Class, Weapon)

Hero

Mage

Archer

Coordinate

(X, Y)

GameBoard

(Board, Coordinate)

Weapon

(Type, Name, Migth, Hit, Range)

Sword

Lance

Bow

MagicTome

(MagicPoint)

Player

(Name, Army)

SaveFile