

The Class Inventory

1 Specification:

1). Items modify the basic abilities of characters. The following items are available (category is indicated in brackets).

- Sword (Weapon), weight 10: increases attack by 10
- Dagger (Weapon), weight 5: increases attack by 5
- Plate Armour (Armour), weight 40: increases Defence by 10, decreases Attack by 5
- Leather Armour (Armour), weight 20: increases Defence by 5
- Large Shield (Shield), weight 30: increases Defence by 10, decreases Attack by 5
- Small Shield (Shield), weight 10: increases Defence by 5
- Ring of Life (Ring), weight 1: increases Health by 10
- Ring of Strength (Ring), weight 1: increases Strength by 50, decreases Health by 10

2 User's View of Services

The Inventory class is used for enemy and player.

There are the attributes of the items .

3 Internal Data Representation

Internal Data Representation

Variable	Type	Access
InventType	string	Public
SubStrength	int	Public
AddAttack	int	Public
SubAttack	int	Public
AddDefence	int	Public
SubDefence	int	Public
AddHealth	int	Public
SubHealth	int	Public
AddStrength	int	Public

4 Remainig Definitions

5 Coding