Helper and Secured Classes (+ Global Class)

Random

- rand: Random

+ randomInt(min: int, max: int): int;

Settings

- sound: boolean
- music: boolean

+ getSettings(): ObjectNode;
+ setSettings(json: JsonNode): boolean;

PlayerStats

health: int
defense: int
speed: int
jump: int
+ slot: int

+ toJson(): ObjectNode;
+ add(playerStats: PlayerStats);
+ addBeltSlot();

MailSender

- props: Properties
- mailSender: MailSender

+ sendVerifyEmail(email: String, verifyString);

SimpleText

+ text: String;
+ prerequisite: int;
+ sound_url: String;

Profile

UserSession

Avatar

Potion

Task

Rating

- positiveRatings: long
- negativeRatings: long
- editRatings: long

+ toJson(): ObjectNode;
+ clear();
+ addToPositive(rate: int);
+ addToNegative(rate: int);
+ addToEdit(rate: int);

AdminSecured

+ getUsername(cxt: Http.Context): String;
+ onUnauthorized(context: Http.Context): Result;

CreatorSecured

+ getUsername(cxt: Http.Context): String;
+ onUnauthorized(context: Http.Context): Result;

StudentSecured

+ getUsername(cxt: Http.Context): String;
+ onUnauthorized(context: Http.Context): Result;

UserSecured

+ getUsername(cxt: Http.Context): String;
+ onUnauthorized(context: Http.Context): Result;

Global

+ onStart(app: Application);
+ onStop(app: Application);

Relationships:
- Settings 1 — use — 1 Profile
- PlayerStats 1 — modify — Profile 1
- PlayerStats * — modify — 1 Avatar
- PlayerStats * — modify — * Potion
- Profile — verify — 1 AdminSecured
- Profile — verify — 1 CreatorSecured
- Profile — verify — 1 StudentSecured
- Profile — verify — 1 UserSecured
- Task * — manage rating — 1 Rating