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Class and package diagram

Assignment in the course PA1435, Objektoriented design

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2. System Description

This system is a basic NetHack game that generates its dungeons with the help of a Twitter API. The system will interact with a player and execute the player's choice/choices. The game will be structured very simply by first opening up a game menu where the player can create his/her character and create a new game or join an already existing game. When the player has entered a game at least one dungeon will appear on the screen in which the player can enter if he/she chooses. When the player enters a dungeon, a monster will appear inside the dungeon. Here the player can choose between several interaction alternatives. The interaction alternatives with the monster are Fight the monster, flee or play poker.

The system that we are constructing will also include a multiplayer mode which will be activated when two or more players are in the same game and in the same dungeon.

The multiplayer mode will contain a dungeon chat where the players that are in the cave can communicate. In the multiplayer mode, the players will be able to interact with each other through the items that the system contains. The item types in the game will be weapons and potions. For example, if a player chooses to use a weapon on another player he will inflict a certain amount of damage on the targeted player. If the player chooses to use potions on another player then the other player will gain health/mana points based on what potion is being used. A player will also be able to use potions on himself to gain health/mana points. The player should be able to exit the game at any point. When the player has chosen to exit the game, the player's character is saved and the game closes.

3. Class and package diagram

Classes - Class Diagram
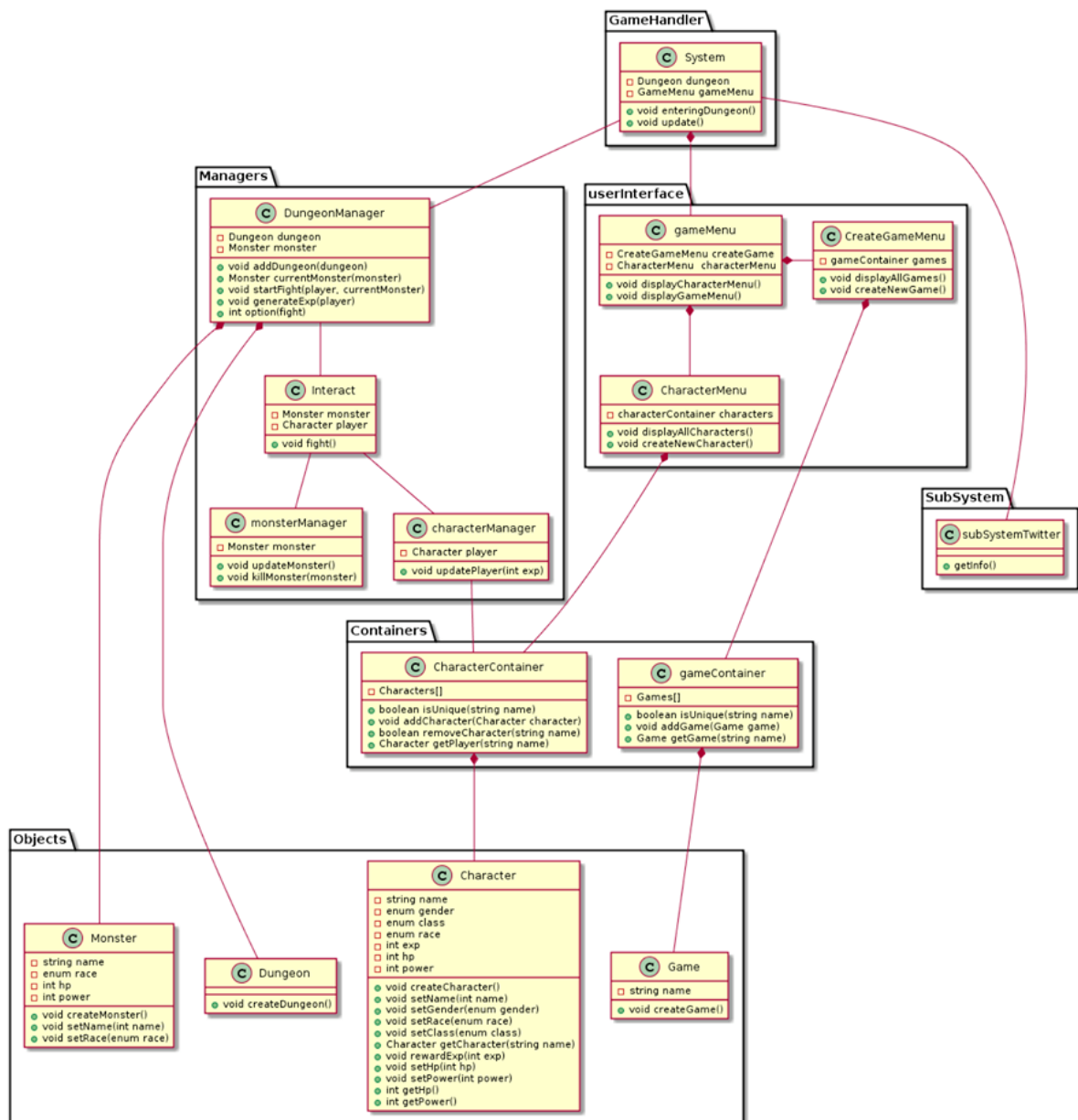
- **Package Gamehandler**

- **Package Managers**

- **Package userinterface**

- **Package Subsystem**

- **Package Containers**

- **Package Objects**