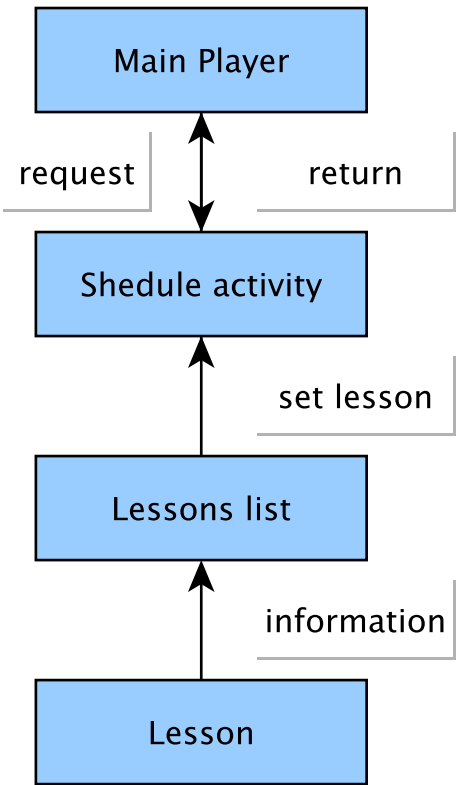
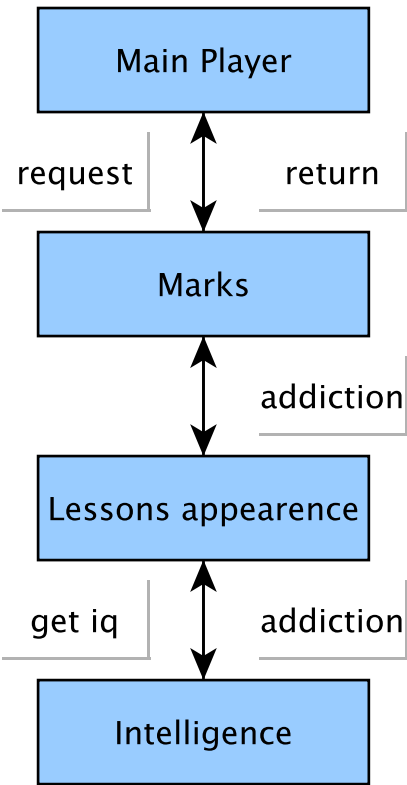


Object Diagrams

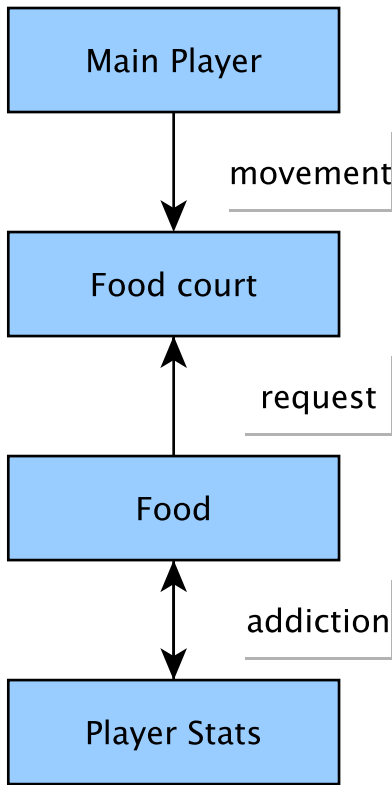
1



2



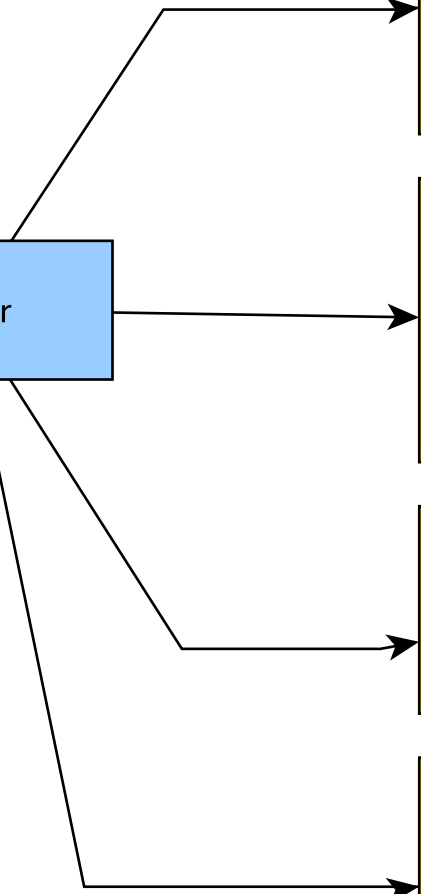
3



Components



Player



Health
health damage
regenerate() LoseHP()

Intelligence
PlayerIQ
GetStudy() NoVisitLesson() Reading()

Marks
Marks[]
GetMark()

Points
Points
GetPoint()

mood
Emotions
GetMood()

Regenerate()

After action hp increases

LoseHP()

After action hp decreases

GetStudy()

if the lesson was visited

NoVisitLesson()

if the lesson was not visited

Reading()

an additional way of getting intelligence

GetMark()

if the task was done

GetPoints()

if the task was done

GetMood()

a way of getting + or - to mood



Player



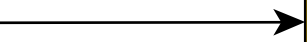
Food court
PlayerPoints
GetFood()

GetFood()

if the lesson was visited



Player



Class
PlayerPoints PlayerMarks
GetMark()

GetMarks()

if the lesson was visited