

System: Chronicle
Package: Character
Author: GWH
Revision: 2015-03-08

Reflects the system design
as of 2015-03-08

\$Id: chronicle.mdj 267 2015-03-09 05:39:34Z headley \$

Role
#abilityLevels: Hash -className: String -level: Integer
+getName() +setName() +getLevel() +setLevel() +gainLevel() +getAbilitiesFromLevel() +gainEnergy() +getEnergy() +getMaxEnergy() +resetEnergy() +activatePassives() +newRole()

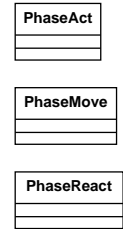
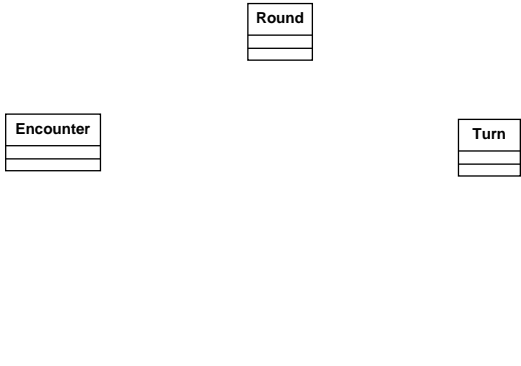
Character
-currentHealth: Integer -generalLevel: Integer -currentGenLevelExp: Integer -nextGenLevelExp: Integer -roles: Array -characterImage: Blob -name: String -isPlayer: Boolean -triggers: Array -strength Integer -toughness: Integer -agility: Integer -intuition: Integer -intellect: Integer -will: Integer -dodgeBonus: Integer -magicBonus: Integer -healthBonus: Integer -resilienceBonus: Integer -vitalityBonus: Integer -defenseBonus: Integer -accuracyBonus: Integer -critBonus: Integer -powerBonus: Integer -x: Integer -y: Integer -team: Enum -rangeBoost: Integer
+Character() +getStat() +setStat() +gainStat() +setTeam() +getTeam() +getX() +getY() +setX() +setY() +setIsPlayer() +checkTriggerSucceed() +heal() +getName() +setName()

Encounter::Encounter

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turnQueue
-queue
+queueAdd(Event) +queuePush(Event) +queuePop(Event) +queuePublish(Event)

turnEvent
-EventType -Character source -Character target -Rule rule
+Event(EventType type, Character source, Character target, Rule rule)

