Class: Weapon

String name;
int powerLevel;
String description;
File weaponFile;
Methods
getdesc(String info)
getPowerLevel()
getName()
getAttack()
getDescription()

Class: SubLocation

String locationName;
String description;
String weapon;
String areaName;
File areaFile;
ArrayList<String> locationInfo;
Hashtable<String, Integer> enemies;
Methods
setDesc(String info)
getCurrentLocation()
getCurrentArea()
getWeapon()
getName(setEnemies())
getWonStatement()
getNextLocation(String direction)

Class: MainCharacter

int newPowerLevel;
Weapon weapon;
ArrayList<Weapon>
weaponsCollection;
ArrayList<Character>
enemiesDefeated;
Methods
updatePowerLevel()
addEnemy(Character Enemy
getWeaponNum()
addWeapon(Weapon weapon)
removeWeapon(Weapon weapon)
listWeapons()

Class: GameCompiler

File gameOpening

Class: Area

String name;
File areaFile; // file containing
info on Area
int requiredLevel;
String description;
Methods
getName()
setDescripton(String info)
getRequiredLevel()

Class: Character

String name;
int powerLevel;
Methods
getName()
getPowerLevel()

Rough Map

Flowery Field

Location1
Dead
End
2 enemies

Location2
Save
swordsmith
Get weapon
1 enemy

Location0
Outside
city walls

Weeping Mountains

Location4
Top of a
mountain.
2 enemies

Location5
Top of mountain.
Very old
encampment.
New weapon.

Location0
Waterfall
everywhere

Location3
More
mountains.
But some are
climbable

Location6
Top of
mountain.
1 enemy.

Location1
Behind mist
Is cave with
3 enemies

Location2
Deeper in cave

Fierce Soul

Location0
Enter the city.

Location1
Entered swordsmith shop.
New weapon in exchange
for sword collection.

Location2
Ship port.
Destination:
Honorable City.

Golden Luck

Location0
Starting point.

Honorable City

Location2
Secret Entrance to
city

Location1
Arena
8 Enemies

Location0
Ship port.