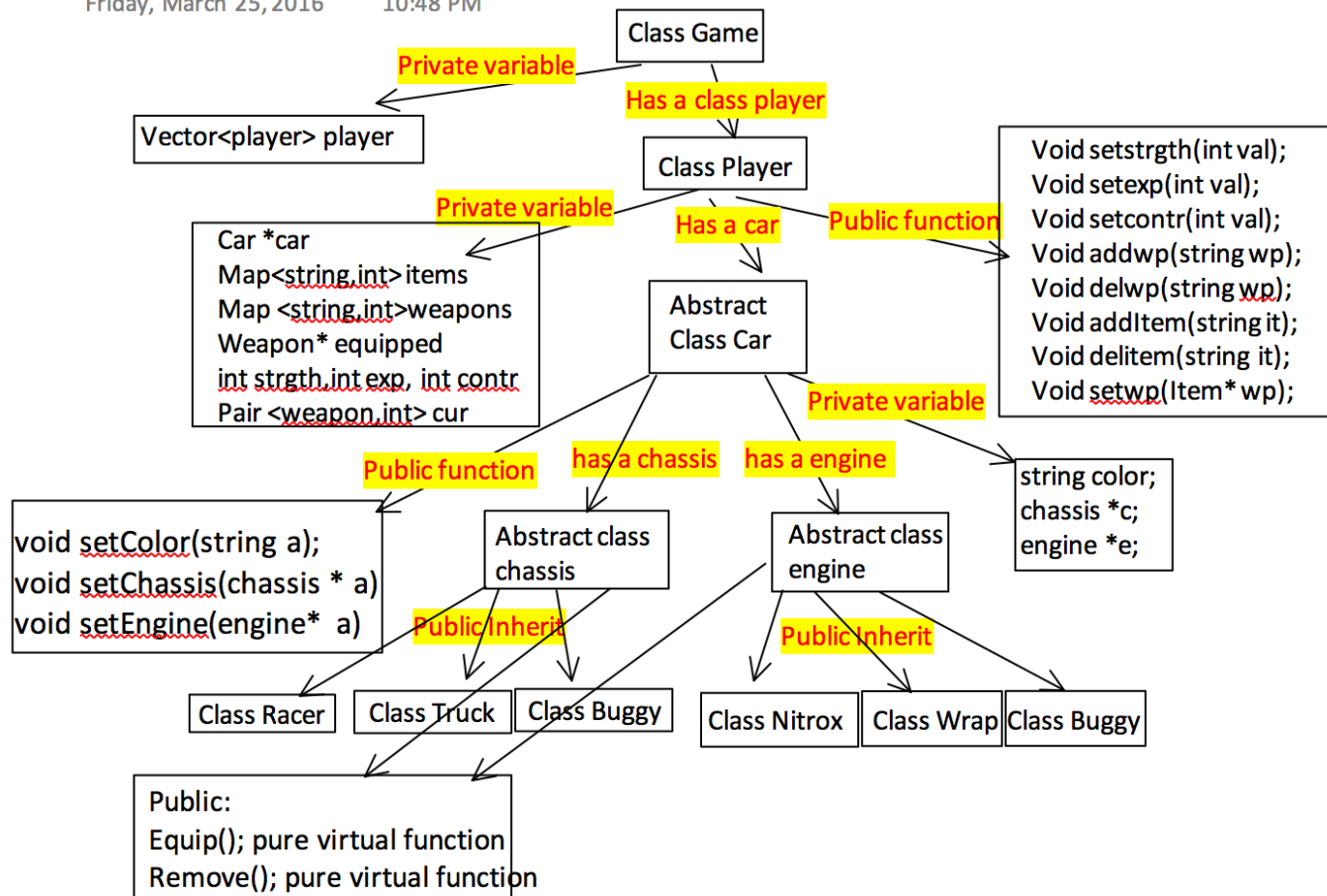
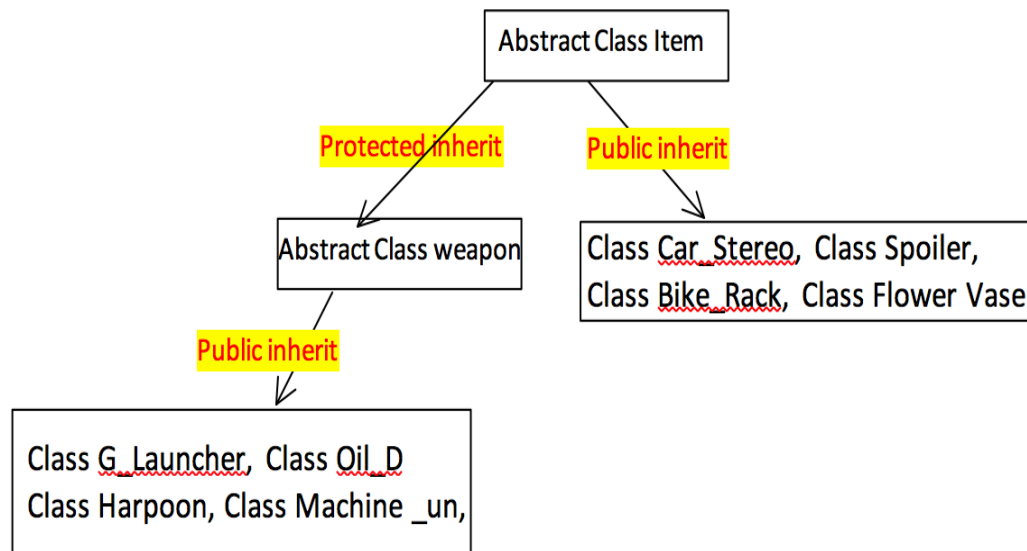


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There is a private pointer to the car because the user only uses one car each time and a weapon equipped each time. The game has many players therefore we have a vector of player holding all the players and the game has class player because the game contains all the players. Also each player has a car. Therefore, class player has a class car and a pointer of car that the player has. I make the class car abstract in order to inherit from the abstract class car. Because all the "racer, truck and buggy" are chassis therefore I can publically inherit from class chassis. I also provide public functions to set the color, chassis and engine of the car. For class player, there are a map of items and weapons but only one weapon can be equipped and they can be added and deleted. Also, there are three characteristic of the players strength experience and control which can be change by function provided. The pair of weapon and int is used to hold how many bullet left of that weapon left to use.

Also engine and chassis has two pure virtual function equip and remove to remove or equip different chassis or engines



For class item, I make it abstract in order for the inherited class to implement. There are weapons and items. All the items can publically inherit from item class because they are items that users can use. Also weapons are items but protected inherit from item because weapons may need their own interface. All the specific weapons can publically inherit from the class weapon to have their own effect and characteristics.