

Class Diagrams

Class Diagrams for *StarBeasts* by Team Russian Blue for CMSC447

Class Diagrams

| Title |
|--|
| <ul style="list-style-type: none">• Attributes |
| Methods |

| AstroBeasts |
|--|
| <ul style="list-style-type: none">• Name• Description• Level• Health Points (Current/Total)• Experience Points (Current/max)• Stamina (PP)• Moveset (1-4)<ul style="list-style-type: none">◦ Name, ratios, base dmg• Stats<ul style="list-style-type: none">◦ ATK - Attack◦ DEF - Defense◦ SPD - Speed◦ DEX - Dexterity◦ LUK - Luck |
| |

| Stats |
|---|
| <ul style="list-style-type: none">• Name• Elemental Affinity• ATK - Attack• DEF - Defense• SPD - Speed• DEX - Dexterity• LUK - Luck |
| |

| Items |
|---|
| <ul style="list-style-type: none">• Name• Cost \$• Description• Type (healing, stamina, stat buff) |
| <ul style="list-style-type: none">• Effect |

Inventory

- Items
- Currency

Boss / Enemy NPC

- Name
- AstroBeasts
 - Slots 1-4

Save Slots

- Save Slot Name (SSN) : 5 chars long
- Inventory
- Arena tournament layout
- Defeated Bosses

Shop

- Items
 - Name, Price \$, Description
- Astrobeasts
 - Name, Price \$, Description

Training Dojo

- Enemy 1
- Enemy 2
- Enemy 3
- Enemy 4
- Payout (cr)
- Experience Gain (XP)

The Arena

- 8 Bracket system
- Each bracket slot needs an enemy NPC

Array that checks which Bosses have been defeated or not.

