Weapon Class Diagram

Jordan Reed

Projectile Class

- totalDamage:int

+ getDamage():int

Base Weapon Class

name:string
ammo:ammo_class
range:int
fire_rate:int
damage_modifier:int

+ *fire(ammo):void*
+ *spawn_ammo(int):void*

Ammo Manager

- ammo_type:string
- damage:int
- totalAmmo:int

+ getName():string
+ getDamage():int
+ updateAmmoCount(int):void

Pistol Class

name:string
ammo:ammo_class
range:int
fire_rate:int
damage_modifier:int

+ *fire(ammo):void*

Rifle Class

name:string
ammo:ammo_class
range:int
fire_rate:int
damage_modifier:int

+ *fire(ammo):void*