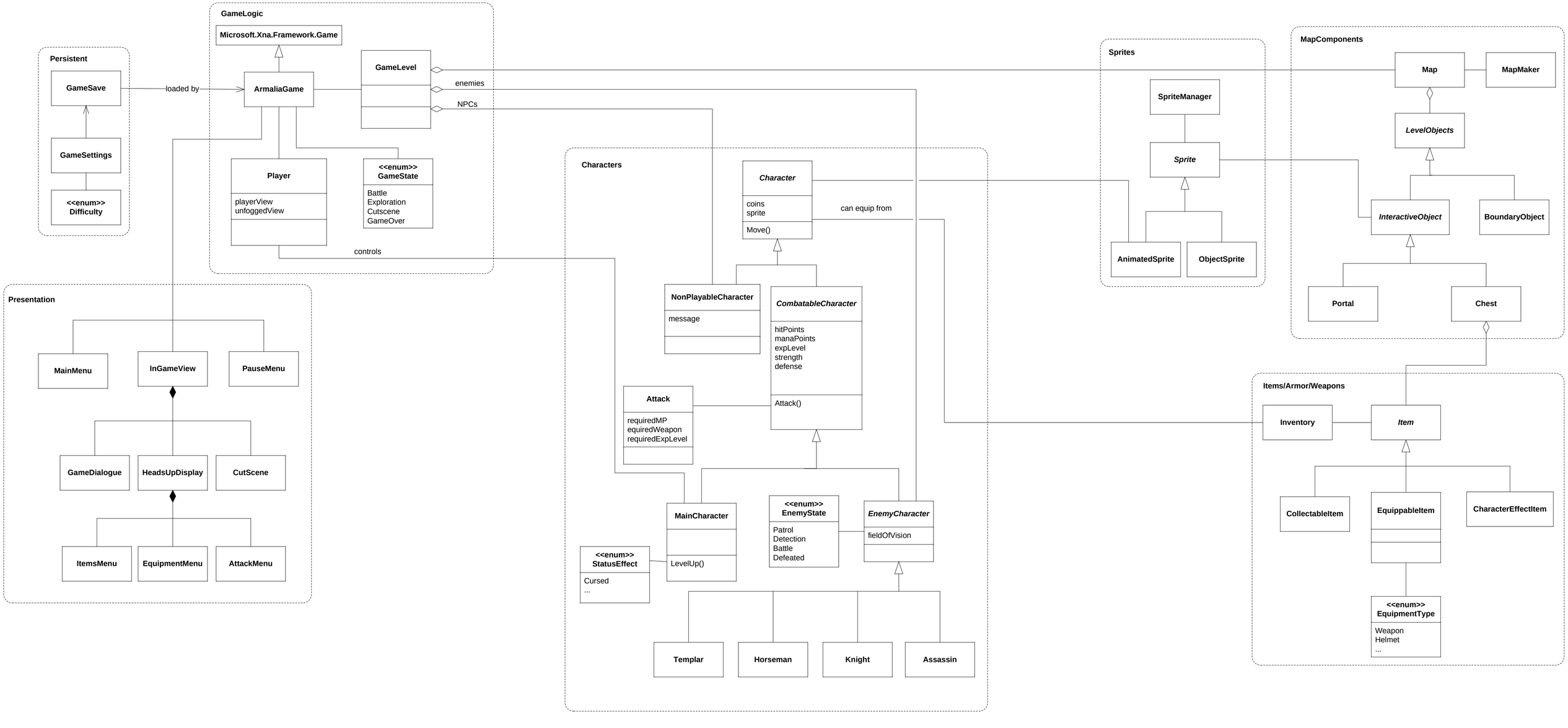
GameLogic
Microsoft.Xna.Framework.Game
ArmaliaGame
GameLevel
enemies
NPCs
Player
playerView
unfoggedView
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GameState
Battle
Exploration
Cutscene
GameOver
controls
Persistent
GameSave
loaded by
GameSettings
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Difficulty
Presentation
MainMenu
InGameView
PauseMenu
GameDialogue
HeadsUpDisplay
CutScene
ItemsMenu
EquipmentMenu
AttackMenu
Characters
Character
coins
sprite
Move()
can equip from
NonPlayableCharacter
message
CombatableCharacter
hitPoints
manaPoints
expLevel
strength
defense
Attack()
Attack
requiredMP
equiredWeapon
requiredExpLevel
MainCharacter
LevelUp()
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EnemyState
Patrol
Detection
Battle
Defeated
EnemyCharacter
fieldOfVision
<<enum>>
StatusEffect
Cursed
...
Templar
Horseman
Knight
Assassin
Sprites
SpriteManager
Sprite
AnimatedSprite
ObjectSprite
MapComponents
Map
MapMaker
LevelObjects
InteractiveObject
BoundaryObject
Portal
Chest
Items/Armor/Weapons
Inventory
Item
CollectableItem
EquippableItem
CharacterEffectItem
<<enum>>
EquipmentType
Weapon
Helmet
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