weForgot

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Item
#int turnLimit #String name #int price
+int[] effect()

Character
#String name # String icon #int xcor #int ycor #int HP #int atk #double str #int def #int spd
+Character(String name, int x, int y) +String getCoords() +String getName() +String getStats() +boolean isAlive() +int getHP() +int getAtk() +double getStr() +int getDef() +int getSpd() +int getX() +int getY() +int setHP(int HP) +int setAtk(int Atk) +double setStr(double Str) +int setDef(int Def) +int setSpd(int Def) +int setX(int x) +int setY(int y)

<<interface>>

Fighter
+void attack(Fighter target) +void lowerHP(int damage) +void specialAttack(Fighter target) +void useItem(Item i, Fighter target) +void translateBuffs(int[] a) // The methods below exist for any class that extends Character +int getStats() +int getHP() +int getAtk() +double getStr() +int getDef() +int getSpd()

Protagonist extends Character, implements Fighter
-Item[] inventory -Int gold
+void buyItem(Item)

Monster extends Character, implements Fighter

Shopkeeper extends Character
-Item[] shop
-String listItems()

Grid

-Character[][] tiles
-Character player
-int length
-int height
-Monster[] monsters
-int monsterSize

+Grid(int length, int height)
+void setupGrid()
+void setTile(Character c)
+void move(String wasd)
+void startEncounter()
+String toString()
+String addRow(int y)
+String addColumn(int y)
+Protagonist getPlayer()
+boolean sameCoords(Character a, Character b)

Driver

-Scanner scanner
-Grid grid
-Character[] turnOrder
-boolean inBattle
-boolean bossDefeated
-boolean inShop
-Protagonist player

+Driver()
+void startGame()
+void sortTurnOrder()
+void enableGrid()
+void enableShop()
+void startBattle(Monster monster)
+void battleOptions(String i, Monster monster)