

~~Player~~ Person
Anketes Blatt

Player

+ GAMESTARTED : bool = false

+ StartGame() : void Enthält die Daten des Spiels
+ Exitcheck (Test: string) : bool
+ checkCommand (input Person : Person) : void
+ Help ()
+ SetPlayer (input Person : Person)
+ SetPlayerName (input Person : Person)
+ SetPlayerSex (PersonToSet : Person)
+ Talk (conversationPartner : Person)
+ ShowQuestions (personWithQuestions : Person)
+ TalkWith (input Person : Player) : Person

Person

- + nameOfPerson : string
- + Health : int
- + BaseHealth : int
- Sex : string
- + Boss : bool = false
- + Attackable : bool = false
- + Alive : bool = true
- + RoomOfPerson : Room
- + EqWeapon : Weapon
- + Inventory : ArrayList
- + ShowInLook : bool = true
- + Introduction : string
- + Is Monster = false
- + Fragen : Dictionary < int, string >
- + Antworten : Dictionary < int, string >

- + Set Sex Female (inputPerson : Person) : void
- + Set Sex Male (inputPerson : Person) : void
- + Get Sex - (inputPerson : Person) : string
- + MoveRoom (inputPerson : Person) : void
- + SetRoom (inputPerson : Person, inputRoom : Room) void
- + checkMovecharException (inputchar : char) : void
- + GetPersonToAttack (attacker : Person) : Person
- + Attack (attacker : Person) : void
- + checkAllive (PersonTocheckAlive : Person) : bool

Monster

- + Is Monster : bool = true override

Player

Neues Blatt



Klassendiagramm Item

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Item

- + ItemName: string
- + Description: string
- + CombinableTo: Item
- + IsHealthPotion: bool = false ~~over~~ virtual (override)
- + IsWeapon: bool = false virtual (override)

- + TakeItem (PersonInput: Person): void
- + GetItemToTake (PersonInput: Person): Item
- + DropItem (PersonInput: Person): void
- + DropItem Enemy (InputPerson: Person, Item2Drop: Item): void
- + GetItemToDrop (InputPerson: Person): Item
- + CombineItem (input Person: Person): void
- + ChooseItemToCombine (input Person: Person, order: string): Item
- + ShowInventory (input Person & Person): void

Weapon

- + DamageWeapon: int
- + IsWeapon: bool = true override

- + EquipWeapon (input Person: Person): void
- + GetWeaponToEquip (input Person: Person): Weapon
- + EquipWeapon BackToInventory (input Person: Person): void

HealthPotion

- + Value_health: int = 20
- + IsHealthPotion: bool = true override

- + UseHealthPotion (input Person: Person): void
- + GetHealthPotionToUse (input Person: Person): HealthPotion

Room

- + Exits/Door : Room[] = new Room[4];
- + Room Name: String
- + List Of Person : ArrayList
- + List Of Items : ArrayList

- + Look (inputRoom: Room) : void
- + Show Person In Room (inputRoom: Room) : void
- + Show Monster In Room (inputRoom: Room) : void
- + Show Items In Room (inputRoom: Room) : void

Matias König