

REQ 4 Design Rationale

The new classes that will be introduced in the extended system for requirement 4 will be Samurai, Bandit and Wretch classes for the combat archetypes that the player can select. Classes for the unique weapons of each combat archetype - the Uchigatana, the Great Knife and the Club - will also have their own class. Finally two new classes for the unique skills that the Uchigatana and the Great Knife allow the player to perform will be created - Unsheathe and Quickstep respectively.

The roles of the new classes are to provide the base unique stats, weapons and abilities to the player depending on the selected combat archetype. By having each combat archetype separated, we will support SRP and furthermore, by having them as subclasses of player, we will uphold LSP as the combat archetype classes can be used in place of Player.

The Samurai, Bandit and Wretch classes will inherit the Player class, and they will have dependencies with the Uchigatana, GreatKnife and Club respectively. The three weapons will inherit from the abstract class WeaponItem. The Uchigatana will inherit the UnsheatheAction and GreatKnife will inherit the QuickStepAction, both actions will inherit from the abstract Action class.