Acco

+username: String

-password: String

-teamId:int

- +Account(String,
- +detUsername():
- +getPassword():S
- +getTeamId():int
- +setUsername(St
- +setPassword(Str
- +setTeamId(int)
- +getTeam(Team)

ount

g

String, int)
String

String

ring) ing) -dat

+las

-per

+acco

+tear

+chai

+item

+init[

+Data

+loac

+save

+getf

+getf

+inse

+inse

Database

```
a:Map<Integer,t>
```

itId:int

sistentClass: Class<R>

ountsDb: Database<Account>

nsDb: Database<Team>

ractersDb: Database<GameCharacter>

nsDb: Database<Item>

Databases()

abase(Class<T<)

IDatabase()

eDatabase()

EntryByField(String,Object):T

EntryById(int):T

:rtEntry(T):int

:rtEntry(int,T):int

Team

-name: String

-color: Color

-win: int

-lose: int

-draw: int

-characters:vector<Character*>

+Team(String,Color)

+getName():String

+getResults(): String

+getResultsPattern(): String

+getCharsPattern(): String

+toString(): String

+fightTeam(Team)

+resolveBattle(&Team): int

+addChar(Character*)

+removeChar(int)

+removeChar(Character*)

+searchChar(String): Character*

+getPoints(): double

<<abstract>>
GameCharacter

-alias: String

<<enumeration>> Color

blue red green yellow white black

Inventory

-spaces: int

-gold:double

-items: <Item *, bool>

+Inventory()

+getTotalGold(): double

+getAvailableSpace(): int

+spendGold(double)

+earnGold(double)

+setSpaces(int)

+searchItem(String): Item*

+searchItem(int): Item*

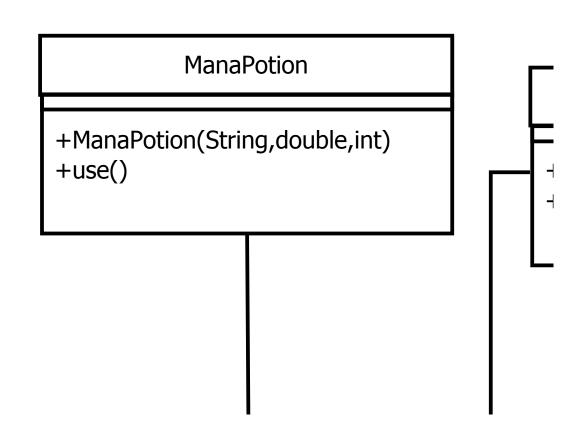
+insertItem(Item *)

+removeItem(String)

+removeItem(int)

+getItemsDefensePoints:int

+getItemsAttackPoints():int



HealthPotion

HealthPotion(String,double,int)
Fuse()

- -logPacket:Boolean
- +writeError(String,Exc
- +logPacket(String)

Parsing

+parseData(Player,String)

ception)

- -socket:Soc
- -account:A
- -thread:Th
- -ip:String
- +Player(Soc
- +getAccoun
- +getSocket
- +getThread
- +getIp():St
- +setAccoun
- +sendData(
- +disconnect
- +run()

-port:in

-bindIp

-backlo

-server:

-players

-mainTl

cket ccount read cket) it():Account ():Socket l():Thread ring

Server

t

:String g:int

t(Account)

String)

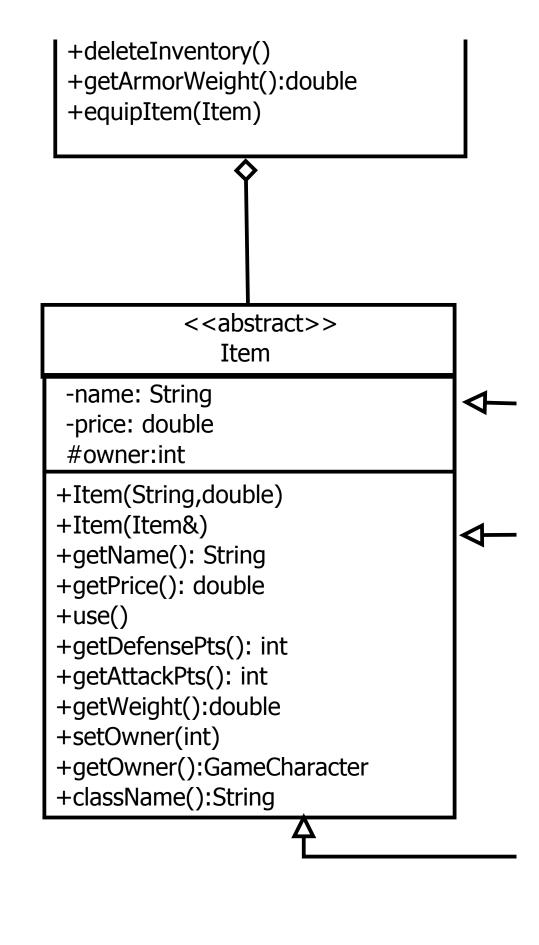
t()

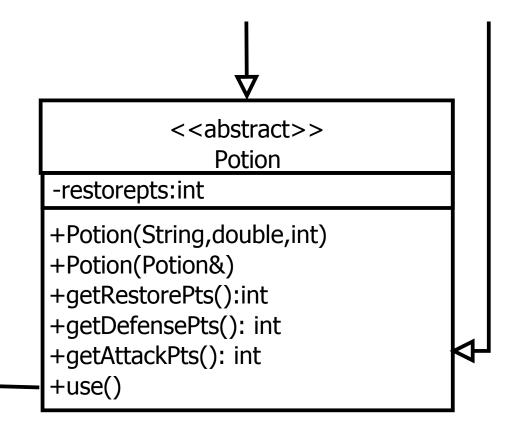
:ServerSocket

SList:ArrayList<Player>

hread:Thread

```
-myitems: Inventory
-HP: int
-MP: int
#XP: int
#strenght: int
#speed: int
#dexterity: int
#constitution: int
#RandomDouble(double,double):double
#RandomInt(int,int): int
+Gamecharacter(String)
+getName(): String
#getDefensePoints(): int
#getAttackPoints(): int
+attack(*Character)
+addXP(int)
+setStrenght(int)
+setSpeed(int)
+setDexterity(int)
+setConstitution(int)
#inflictDamage(int)
+setAccuracy(int)
+addItem(Item)
+deleteItem(Item)
+addHP(int)
+addMP(int)
+deleteCharacter()
+getSpeed():int
+equipItem(item)
```





Weapon

#attackpts: int
#range: double

- +Weapon(String,double,int,double)
- +Weapon(Weapon&)
- +getDefensePts(): int
- +getRange(): double
- +getAttackPts()
- +className():String

.......

-isRunn

+start()

+start(i

+start(i

+start(i

+shutdo

+getIsF

+getSo

+getPla

+onPlay

+inPlay

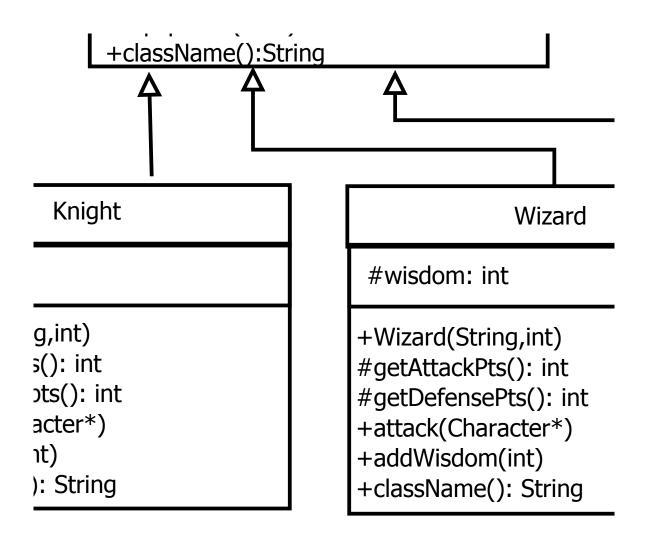
```
ing:Boolean

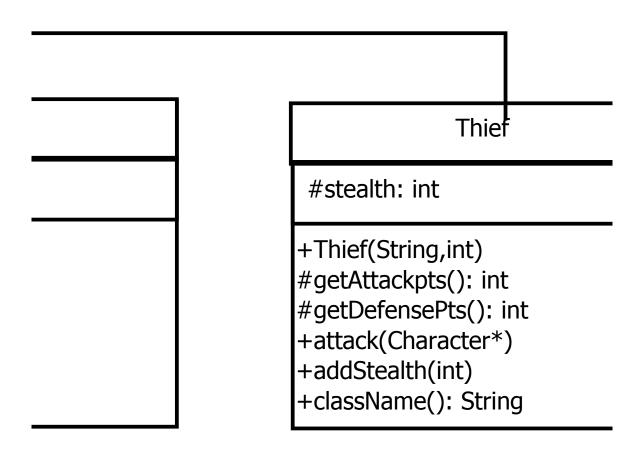
nt)
nt,String)
nt,String,int)
own()
Running():Boolean
cket():ServerSocket
nyerslist():ArrayList<Player>
/erDisconnect(player)
erConnect(Player)
```

#power: int

+Knight(Strin #getAttackPts #getDefenser

+attack(Chara +addPower(ir +className()





Armor	
 #defensepts: int #weight: double	
+Armor(String,double,int,double) +Armor(Armor&) +getDefensePts(): int +getAttackPts(): int +getWeight(): double +className():String	

