Preparing the class design

grid map

cells

characters (player or NPCs) , bodies, inventory

game elements.

maps

Corridors

rooms

Squares

Wall

Door, entry door, exit door

chest.

Campaign

items (armor/shield/weapon/boots/ring/helmet)

chests

item file

map editor

inventory panel , backpack

Equipment

Fighter, bow weapon, sword , light, armor ,shield

dice, hit points, ability modifiers, armor class, attack modifiers

console window ,log