CLASS SUMMARY

-I need your help/advice on this Ed...I’ll list my requirements here and maybe you can help me design the classes and their relationships with one another

Base Class

-contains the attributes based on MBTI (introversion, extroversion, sensing, feeling, thinking, judging, intuition, perception)

-all characters that will interact in action scenes will be made using this class

-should contain some way to hold 5 items

-one headgear

-one footgear

-one body armor

-two arms (one for left or one for right)

-or alternatively to two arms, one two-armed

-should the moves in action scenes be stored here as well? Or should they belong to an “action scene” class of some kind?

Item Class

-items will be made using this class

-there will be five subclasses of the item class

-one headgear\_item class

-one footgear\_item class

-one bodyarmor\_item class

-one one\_arm\_item class

-one two\_arm\_item class

-item stats should be displayable if the player wants to see them

-each item should have the same attributes as the player, as during action scenes items will boost certain attributes which in turn allow certain moves to be more effective

-each item may have one unique move associated with it...in general most items will not have a unique move but more advanced/powerful ones will

-action scenes make this confusing as well, as some powerful items will have their own unique moves that could be used during an action scene...should these moves be stored in the action scene class or should they be tied to the item when it’s created?

Arc Class

-should have beginning and ends where each end may feed into another arc

-how do conversations work...would they be a subclass of the arc class or would they have their own class to themselves...or do they even require a class??

Action Scene Class

-will contain conditions and states that define the setting of the action scene

-should have a functions to facilitate player’s move decision, opponent’s move decision, and stuff inbetween

-basically this will be dialogue outputted by the game so the player knows how successful their moves are...think pokemon but not as simple (like not just saying that it was supereffective or something)

-will take into consideration the conditions, the state of the actors, and other things to come up with somewhat unique dialogue as the action scene progresses