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 relationship to one another

Base Class

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

-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

-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?

Item Slot Class

-slots will exist for head, left arm, right arm, body, and feet

-each slot may hold one item

-each slot may hold an item that matches its type...so a head slot will only hold headgear

Arc Class

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

Action Scene Class

-will contain conditions 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