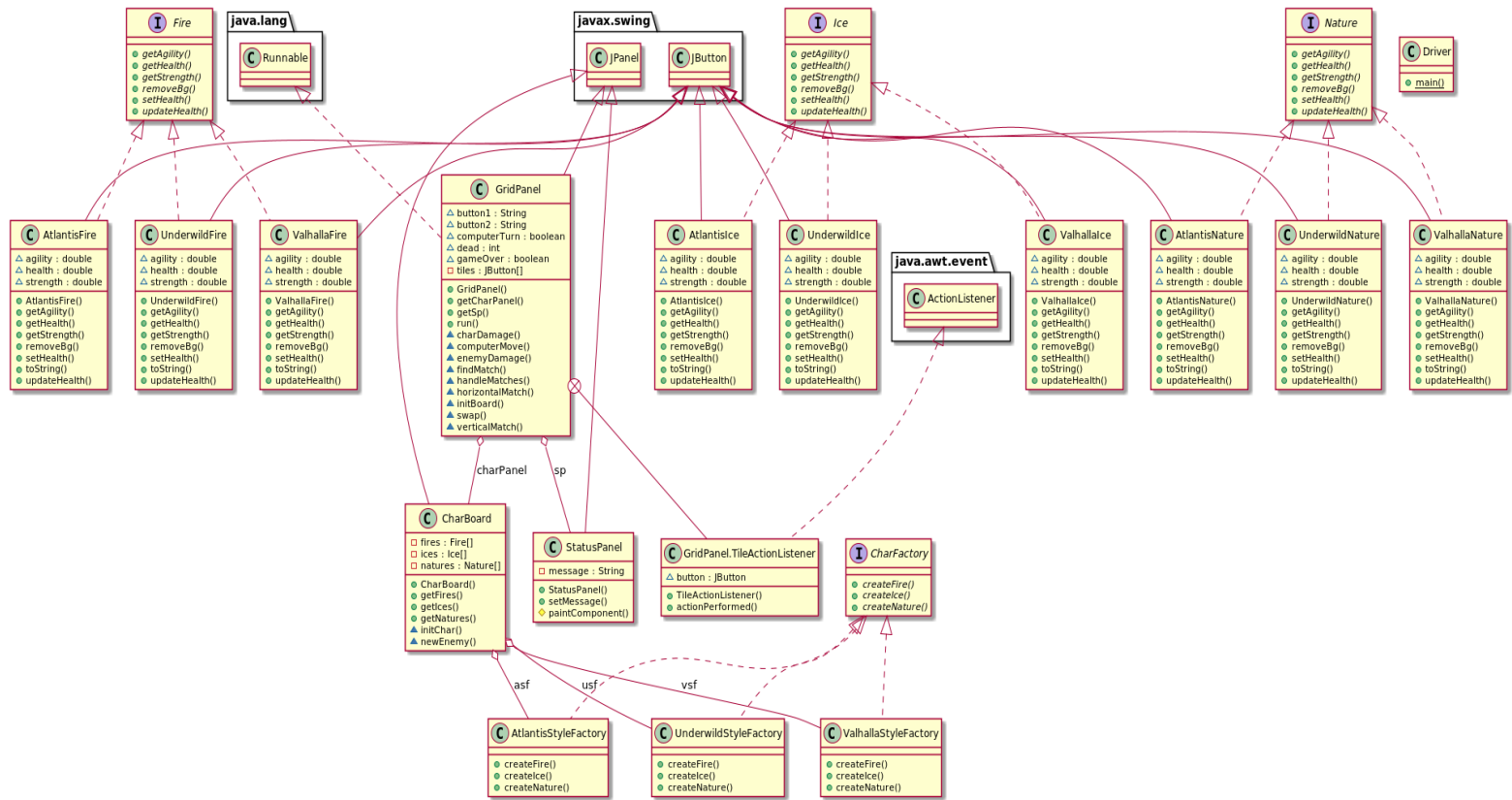


SRC's Class Diagram



Abstract Factory Design Pattern: To implement abstract factory design pattern, I created an abstract factory which is named CharFactory. This factory has 3 methods to generate different products. My abstract products are Fire, Ice and Nature. There are 3 style product for each abstract product. My client is CharBoard, it has 3 concrete factory ; Atlantis style, Underwild style and Valhalla style to generate concrete products.

My main thread is running in GridPanel which implements a grid view for tiles and keeps CharBoard to show chars/enemies and StatusPanel to print all actions. Our abstract product classes have agility, health, strength and methods to access their values and manipulate health.