

EL15, 19

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Q2 Project Design

CRC Cards:

Abstract	
Team	
Character	
<ul style="list-style-type: none"> • Has teamName • Has energyPoints • Has teamCharacters 	<ul style="list-style-type: none"> • Character

Abstract	
Character	
Assault, Tank, Controller, Support	
<ul style="list-style-type: none"> • Has characterName • Has characterVerse • Has characterClass • Has healthPoints • Has defense • Has baseAttack • Has assignedSkills 	<ul style="list-style-type: none"> • Team • Assault • Tank • Controller • Support

Assault	
<ul style="list-style-type: none"> • Has assaultSynergy 	<ul style="list-style-type: none"> • Team • Character

Tank	
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<ul style="list-style-type: none">Has tankSynergy	<ul style="list-style-type: none">TeamCharacter

Controller	
<ul style="list-style-type: none">Has controllerSynergy	<ul style="list-style-type: none">TeamCharacter

Support	
<ul style="list-style-type: none">Has supportSynergy	<ul style="list-style-type: none">TeamCharacter

Effects	
<ul style="list-style-type: none">Has effectNameHas effectOnOpponentHas effectOnAlly	<ul style="list-style-type: none">SkillsAttackSkills

Abstract
Skills
AttackSkills, ConditionSkills, HealingSkills, SpecialSkills

<ul style="list-style-type: none">• Has skillName• Has skillDescription• Has skillSymbol• Has target• Has energyCost	<ul style="list-style-type: none">• Character• Assault• Tank• Controller• Support• Effects• AttackSkills• ConditionSkills• HealingSkills• SpecialSkills
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AttackSkills	
<ul style="list-style-type: none">• Has damage	<ul style="list-style-type: none">• Character• Assault• Tank• Controller• Support• Effects• AttackSkills• HealingSkills• ConditionSkills• SpecialSkills

HealingSkills	
<ul style="list-style-type: none">• Has healingAmount• Has lifestealAmount• Has shieldAmount	<ul style="list-style-type: none">• Character• Assault• Tank• Controller• Support• Effects• AttackSkills• HealingSkills• ConditionSkills• SpecialSkills

ConditionSkills	
<ul style="list-style-type: none">• Has condition• Has conditionAttained• Has damage• Has effect	<ul style="list-style-type: none">• Character• Assault• Tank• Controller• Support• Effects• AttackSkills• HealingSkills• ConditionSkills• SpecialSkills

SpecialSkills	
<ul style="list-style-type: none">• Has damage• Has specialEffect• Has attributeEffect	<ul style="list-style-type: none">• Character• Assault• Tank• Controller• Support• Effects• AttackSkills• HealingSkills• ConditionSkills• SpecialSkills

UML Diagram:

