Dungeons Without Dragons Explained

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**I will do weapon, damage, and state when I wake up. I got tired. Text me if you are reading this message.**

The **Character** class is the class for any character in the game. Every character has a:

* State
* Weapon (optional)
* List of modifiers (is empty if the character has none)
* Damage attack() which is the total damage it can deal to an enemy (the weapon's damage + character's individual damage)
* Upkeep function that **HELP**
* Heal function
* takeDamage function changes the characters state depending on the input damage parameter

The **Player** class is derived from the character class, this is the main character/player of the game.

This class has everything that the Character class as well as a:

* name, can be chosen, or by default it is “Stevie”
* Level, an int variable that keeps track of the players level and increases when the experience bar is full
* Experience, an int variable that tracks the amount of experience a player has,
* Boolean hasKey that is True if the Player has the key, and false otherwise, if this Boolean becomes true, the game is won
* levelup() function that is called when player levels up, this function randomly gives the player the key
* Upkeep is the same as the Parent class but also updates player level and can call levelup()

The **NPC** class is derived from the character class, this is any character that is not the player or a monster. The NPC class has everything a character has as well as name, by default it is “”.

(**HELP** Are NPC’s able to harm main character or are they only allies?)

The **Monster** class is derived from the character class. It is an enemy of the player. The monster class has everything that a character has as well as a name, by default it is “Carl”.

The **Weapon** class:

The **Damage** class:

The **State** class:

The **Modifier** class:

The **DoT** class:

The **Curse** class:

The **Boon** class: