



Annotations :

Room

→ The Room class will have different instances based on the theme. We have an idea of how each instance will work differently.

Item

→ The Item class will consist of non-living things the Robber can pick up. We plan on having the robber pick up or grab the thing and they can use it to attack. Once they attack, there will be damages done.

Robber

→ The Robber class will mainly consist of the robber being able to pick up things, attack monsters, and walk across the rooms. We have an idea on how to do this, but the main thing we have to figure out is the special awareness of the game so we will be able to make the robber move.

Monster

→ The Monster class will be consisted of monsters that are different based on the room the robber is in. We have to figure out how the monster will attack the robber and have damages on the robber.