

Diagram Key

Not yet started

In Progress

Complete

Stretch Goal

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Classes

Wedding Scene

playerName: String
scanner: nextInt
case 1: String
case 2: RabbitHoleScene(start)

RabbitHole Scene

scanner: nextInt
case 1: underland1 (start)
case 2: String
case 3: String
case 4: underland2 (start)

Underland

private WhiteRabbit
private tweedleTwins
private cheshireCat
scanner: nextInt
case 1: String
case 2: teaParty1 (start)
case 3: String
case 4: teaParty2 (start)

Tea Party

private madHatter
scanner: nextInt
case 1: heartCastle1 (start)
case 2: String
case 3: String
case 4: heartCastle2 (start)

Queen of Heart's Castle

private queenH
scanner: nextInt
case 1: String
case 2: String
case 3: String
case 4: String

NPC

White Rabbit

this.whiteRabbit = new WhiteRabbit()
whiteRabbit.greet(playerName)

NPC

Tweedle Twins

this.tweedleTwins = new tweedleTwins()
tweedleTwins.greet(playerName)

System.out.println("Do you want to follow Tweedle Twins and meet Absolem the Caterpillar? (yes/no)")

choice = scanner.nextLine().toLowerCase();

NPC

Absolem the Caterpillar

this.absolem = new absolem()
absolem.show("calendar")

• The group gets attacked by Red Queen's army
• Player wanders on their own

NPC

Cheshire Cat

• Player wanders in the forest and finds the Cheshire Cat
this.cheshireCat = new cheshireCat()
cheshireCat.greet(playerName)

• The Cheshire Cat leads the player to the tea party

NPC

Mad Hatter

this.madHatter = new madHatter()
madHatter.greet(playerName)

• Mad Hatter and player get taken by the Red Queen's Army and taken to the castle

NPC

Queen of Hearts

this.queenH = new queenH()
queenH.greet(playerName)