# CLASS DIAGRAM

# **Character Class**

#### Attributes:

• health: int

• defense: int

• attack: int

# Methods:

- + Character(health: int, attack: int, defense: int)
- + displayStats(): void
- + modifyStats(healthChange: int, attackChange: int, defenseChange: int): void
- + getHealth(): int
- + receiveAttack(damage: int): void

# **Item Class**

## Attributes:

name: string

### Methods:

- + Item(name: string)
- + use(character: Character): void
- + getType(): string
- + getName(): string

# Weapon Class (inherits from Item)

#### Attributes:

• damage: int

#### Methods:

- + Weapon(name: string, damage: int)
- + use(character: Character): void
- + getType(): string

# **Armor Class (inherits from Item):**

- Attributes:
  - o defense: int
- Methods:
- o + Armor(name: string, defense: int)
- ∘ + use(character: Character): void
- + getType(): string

# **Consumable Class (inherits from Item)**

#### Attributes:

healingPower: int

#### Methods:

- + Consumable(name: string, healingPower: int)
- + use(character: Character): void
- + getType(): string