

Documentation of project Model Alpaca Emblem

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Abstract

This report present a summary with diagrams *UML* of the code's struct for the game's model "*Alpaca Emblem*".

The code base was gotten since this [Template](#) ¹, which had bugs and bad implementations of methods that had to be improves and fixed. As well, in this part was requested implement news features to code, like create a modality of **Combats**, **Exchange of items** and to implement a new unit **Sorcerer**, whose characteristic are specifics in the homework's statement ².

The next diagrams don't include the methods of each class due to the quantity of methods in each of them, which makes it difficult the visualization. But it's posible to find the files UML in the next links: [UML_Items](#), [UML_map](#), [UML_units](#)

Diagrams UML Items

Review Figure 1. Changes in *Template*.

- New methods `receive<Item>Attack`, `canAttack`, `magicAttack`, `canAttack` y `setOwner`, besides. Change in the class abstract's constructor for remember values like *maxItems* and *maxHitPoints*.
- New class abstract `AbstractItemMagic` that inherite the methods of `IEquipableItem` y `AbstratItem`.
- News magic items: `Soul`, `Darkness`, `Light` that only can to be used for `Sorcerer`

Diagram UML Unit

Ver Figure 2. Changes in *Template*.

- News methods: `equiItem`, `equipItemOther`, `equipItem<Nom_Item>`, `isItemFull`, `addItem`, `removeItem`, `attack`, `receiveAttack<Tipo_de_Ataque>`, `receiveRecovery`, `isInRange`, `giveItem`, `setEquippedItem`.
- New method for exchange between units: `give_Item`
- New unit that can to use magic items. `Sorcerer`
- Upgrade: Each unit can equip when have a item in the inventory and this item is the unit's `equipItem`. Each unit have a type different of attack (attack normal, weak, resistant, recovery or not attack).

Diagrama UML Map

No changes. **Ver Figure 3**

¹CC3002, August 2019, University of Chile

²Review repository "Enunciado.Model.pdf"

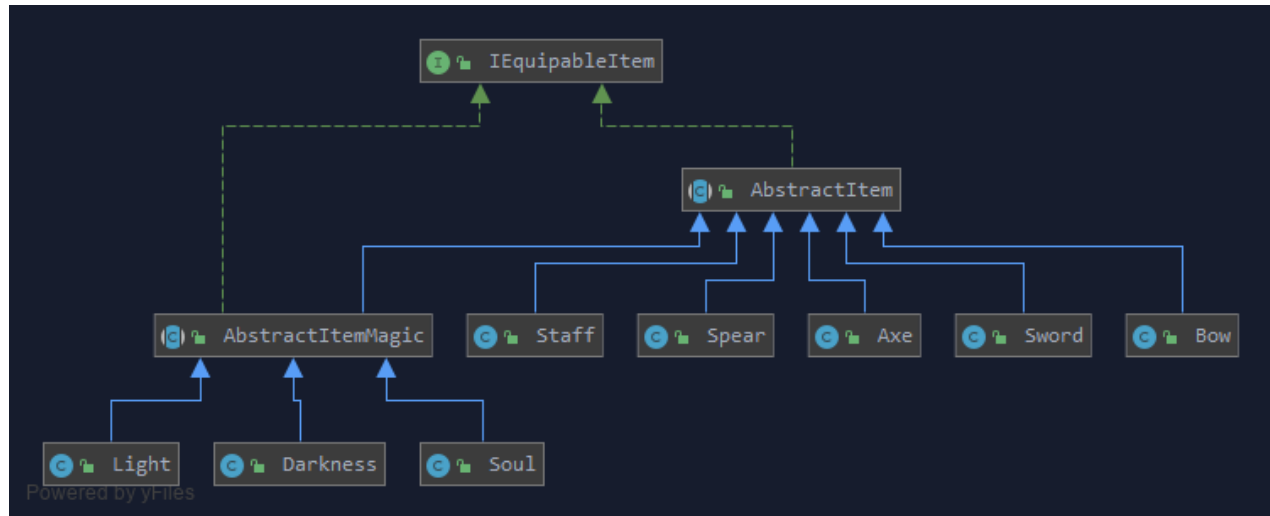


Figure 1: Diagram UML items

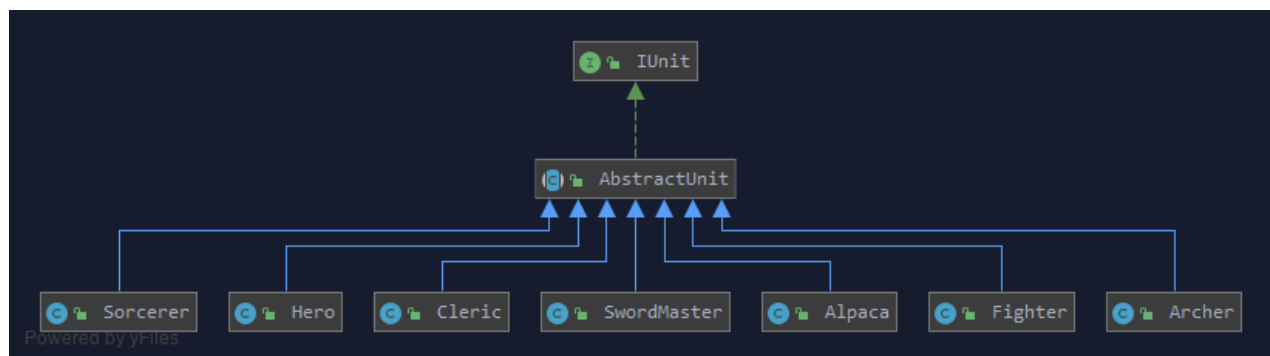


Figure 2: Diagram UML unit

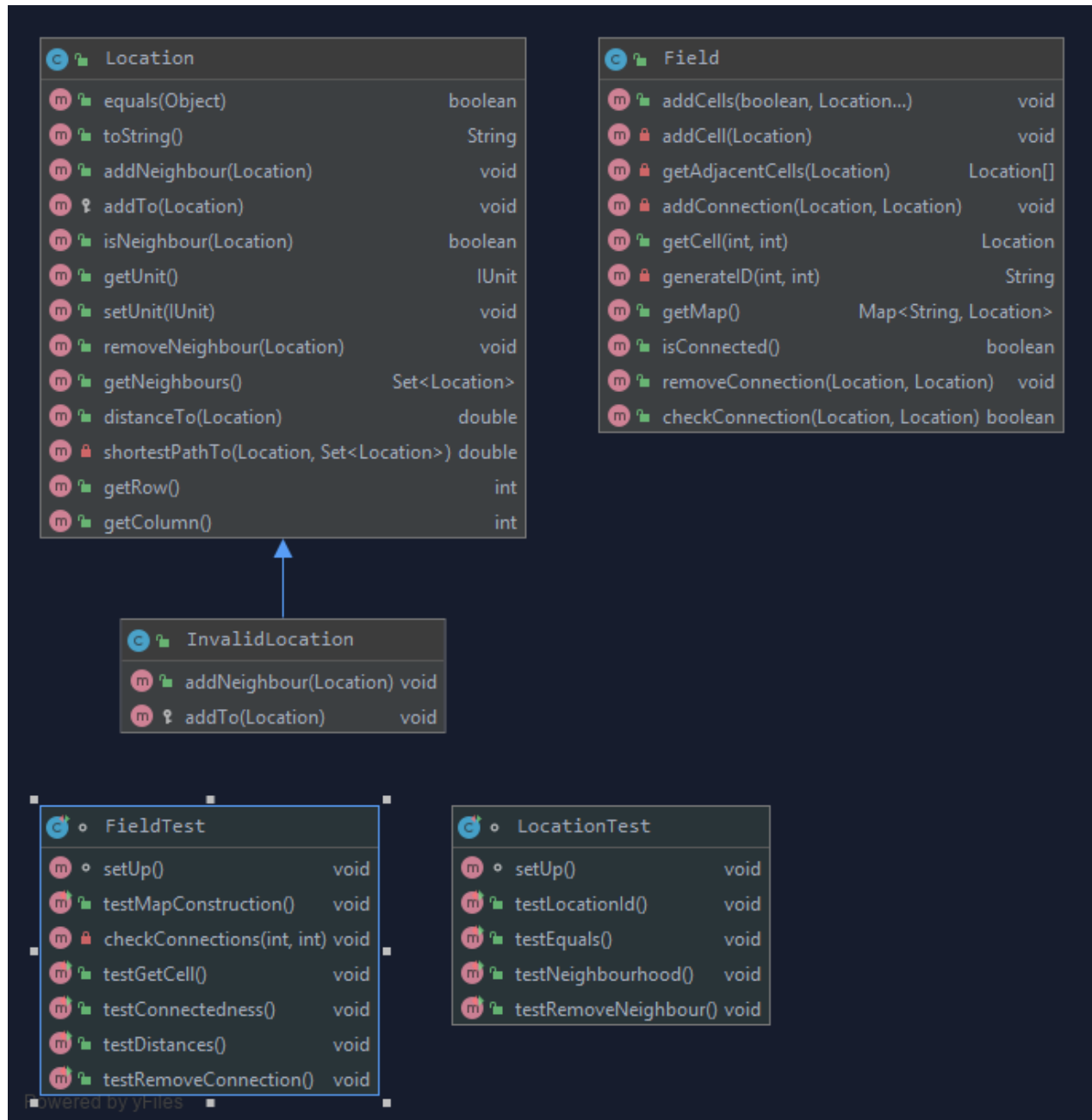


Figure 3: Diagram UML map