**Chest Class**

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#### Attributes:

Private int numOfKeysNeed: It holds a number of the keys needed.

#### Methods:

Public boolean unlock():This method unlocks the chest and it returns whether the chest is unlocked or not.

**Freshmen Chest Class**

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This class constructs the freshmen chest object.

**Sophomore Chest Class**

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This class constructs the sophomorechest object.

**Junior Chest Class**

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This class constructs the junior chest object.

**Senior Chest Class**

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This class constructs the senior chest object.

**Coin Class**

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#### Attributes:

**Private int value:** It holds a number of coins.

**Item Class**

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#### Attributes:

**Private int cost**:It holds the cost of the item.

#### Methods:

**Public void affect():**It sends the effect to the game master.

**Public void discard():**It removes the item**.**

**Standart Item Class**

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This classconstructs the standart items

**Ultra Rare Item Class**

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This classconstructs the ultra rare items

**Rare Item Class**

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This classconstructs the rare items

**Hacker Item Class**

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This classconstructs the hacker items.