Game

-player: User

-welcome()
-travelMessage()
-marketTown()
-FightingShop()
-WeaponCreator()
-unusualShop()
-addItems()

User

-name: String
-userInventory: arrayList<Item>
-health: int
-defense: int
-money: int

-getName()
-getInventory()
-getMoney()
-getHealth()
-getDefense()
-setMoney()

Arena

-player: User
-weaponList: arrayList<Item>

-start()
-battle()
-selectWeapon()

Item

-name: String
-description: String
-buyAmount: int

-getName()
-getDescription
-getbuyAmount()
-getSellAmount()

Wizard Tower

-person: User

-start()
-checkWager()

Weapon

-strength: int
-health: int

-getStrength()
-getHealth()
-setHealth()

TicTacToe

-wager: int

- Start()
- gameBoard()
- gameWon()

everything in the architecture diagram is complete so far

Things in Development

- healthShop() in Game Class
- adding level scaling enemies to the arena
- adding healing items
- creating BlackJack
- adding more minigames
- fixing edge cases
- creating more unique items
- adding defense items to increase user defense