Inventory Class

This class is used for organizing the inventory objects of the player.

Attributes:

private weightLimit: This shows the maximum weight that player's inventories can achieve. Players can not exceed this weight limit.

private itemList: This shows the list of items that user currently have.

private currentWeight: This attribute holds the current weight of the player's items to compare the whether the user exceeds the weight limit or not.

Operations:

public boolean deleteFromInventory(Item): This is used for deleting an item from the inventory. When the user drops an item or gives it to NPC item will be deleted from his inventory with this function.

public boolean isFull(): This function shows whether the current items in player's inventory is equal to the weightLimit or not. It operates with the addToTheInventory() function.

public void addToTheInventory(Item): This is used for adding an item to the inventory. If isFull() function returns false, then user can add item. Otherwise, he can't.

public void draw(): This function draws each item on the console that player currently have. When the user calls changeToInventoryView(), which is an operation of GameEngine class, this function will be called and console will show the current inventory.

Item Class

This class depends on the Inventory class. It keeps the operations and attributes of each item in the player's inventory.

Attributes:

private Description: This is used for describing the item's features.

private weight: It keeps the weight of items since each item has specific weight. This attribute will be used when calculating the currentLimit and checking weightLimit of inventory.

private icon: It shows the icon of the item in the inventory view in console.

Operations:

public void draw(): This is used for drawing the item onto the console when the changeToInventoryView() is called.

WearableItem Class

This class depends on the Item class. It keeps the wearable items in the inventory which are Weapons and Armors.

Weapon Class

This class holds the attribues of weapons.

Attributes:

private baseDamage: This valueholds the damage of the selected weapon. This value is added to the player's attackDamageValue which is an attribute of Charachter class..

Armor Class

This class holds the attribues of armors.

Attributes:

private baseStrength: This attribute holds the base sterngth value of selected armor. When player use an armor, the str value of the player will increase.

private baseProtection: This attribute holds the base protection value of selected armor. When player use an armor, the protection value of the player will increase.

QuestItem Class

This class depends on the Item class. It keeps the quest items in the inventory that are used during a quest.

ConsumableItem Class

This class depends on the Item class. It keeps the consumable items in the inventory.