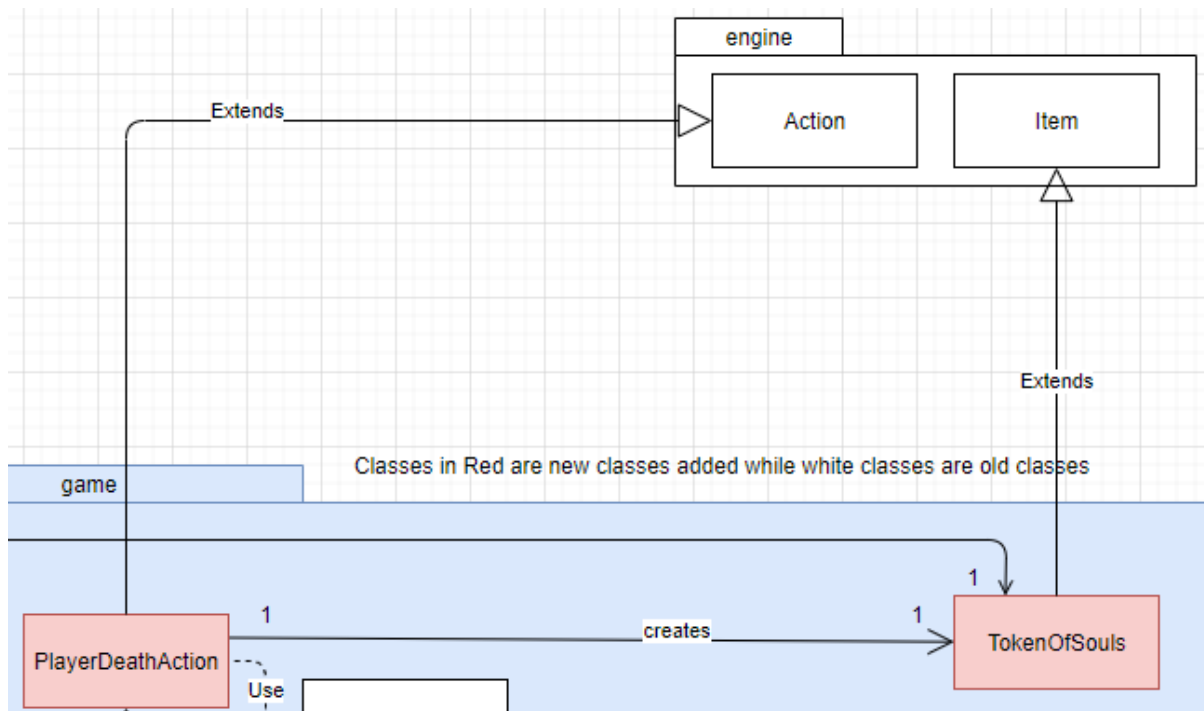
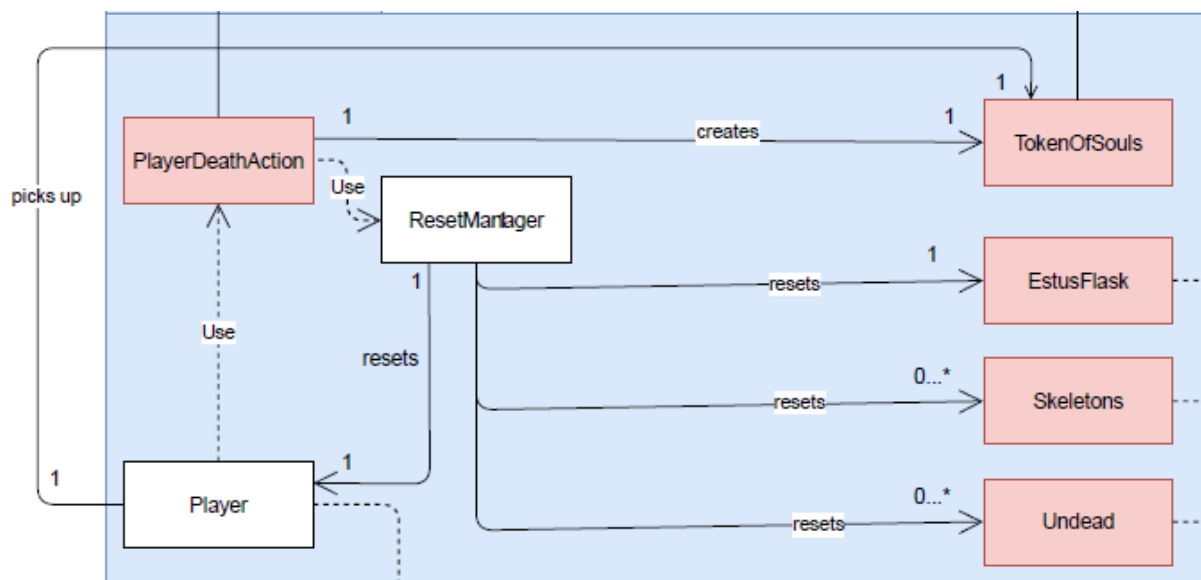


Soft Reset / Dying – Justification for design

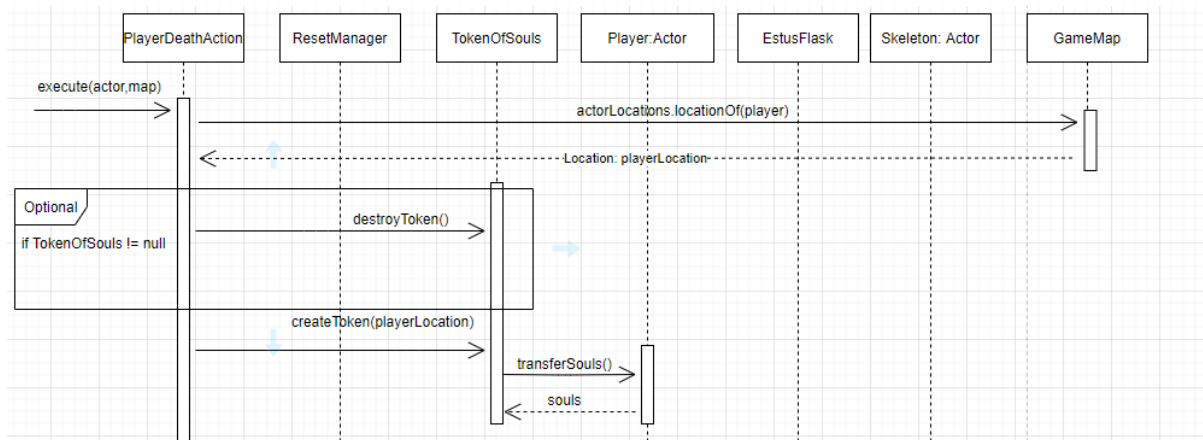


PlayerDeathAction extends from the action class because when called it calls various other classes to retrieve the necessary information to perform the soft reset. TokenOfSouls inherits from the item class rather than the Ground class because it is displayed on the ground and can be picked up by the player.



Token of souls and player have a one to one association as there is only one token of souls at a time and one player, additionally only one instance of player death action will create one token of souls at a time. ResetManager is used to "reset" the player, estus flask, skeletons, and undead. Only one player and estus flask exist so relationship is one to one but zero or multiple skeletons and undead may still be alive at the time of the reset so one to many.

The PlayerDeathAction class is implemented to manage calls to other classes in a certain order. Upon death the player class executes the PlayerDeathAction, which makes use of the ResetManager to reset all classes that implement the resettable interface, and GameMap to determine the location at which to create the TokenOfSouls.



Creation of the token is shown above, the location of player upon death is first retrieved from GameMap, then if there is already an instance of the token it is destroyed. Then the token is created using the player location retrieved earlier, and the number of souls held by the player is transferred to it.