Design Document – RPG “Role Playing Game”

1. Project Abstract
   1. (Copy or update from Requirements document needed)
2. Team Members
   1. Ethan Powell
   2. Steven Yeung
   3. Jeanie Herold
3. Technologies Used
   1. Java
   2. JavaFX
4. General overview of division of labor (overview needed)
5. UML Class Diagrams for each
   1. **Board Class – Jeanie**
      1. 
      2. Jeanie is responsible for the Board class. The Board class will hold the objects the player can interact with including the Player, Puzzles and items. By clicking on a N, S, E, or W button on the stage – the player will progress through squares on the Board in order to find Items or Puzzles to solve.
   2. **Player Class – Jeanie**
      1. 
      2. Jeanie is responsible for the Player class. The Player will move around the board, selecting their direction by clicking a button with cardinal directions of NSEW that will be on the Stage. The Player will interact with Puzzle and Item classes.
6. Who did what: