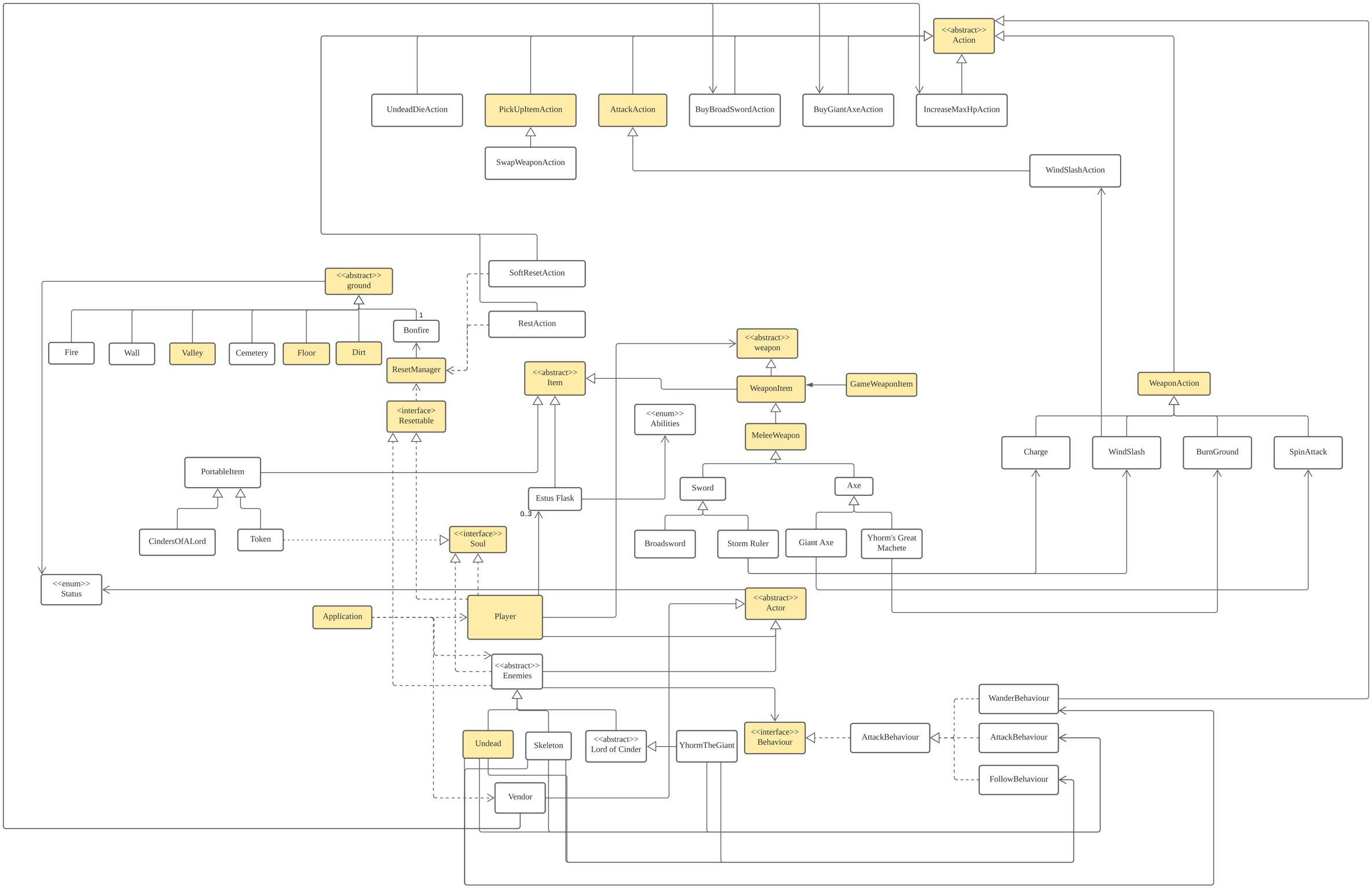
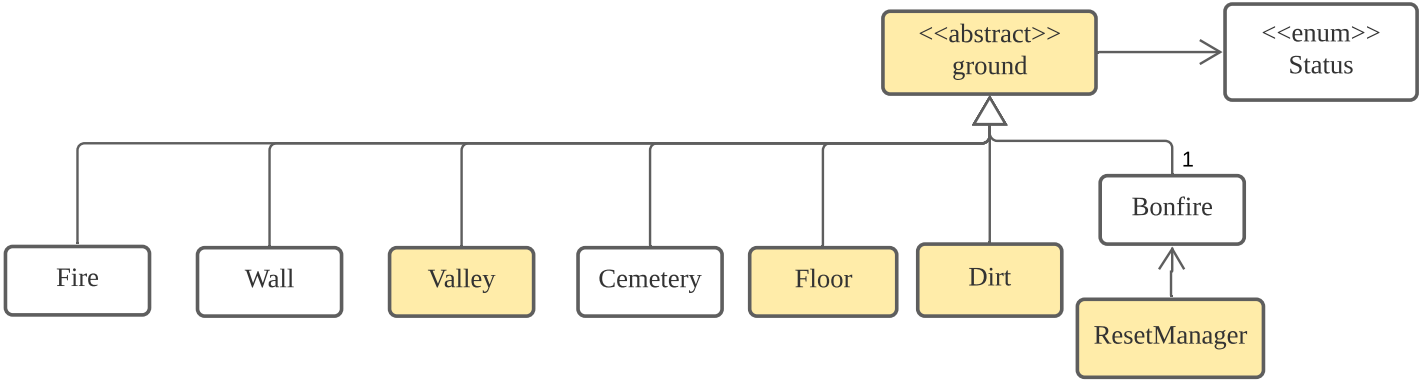
Yellow = Existing Classes
White = New Classes

Assignment2 All Classes UML Diagram



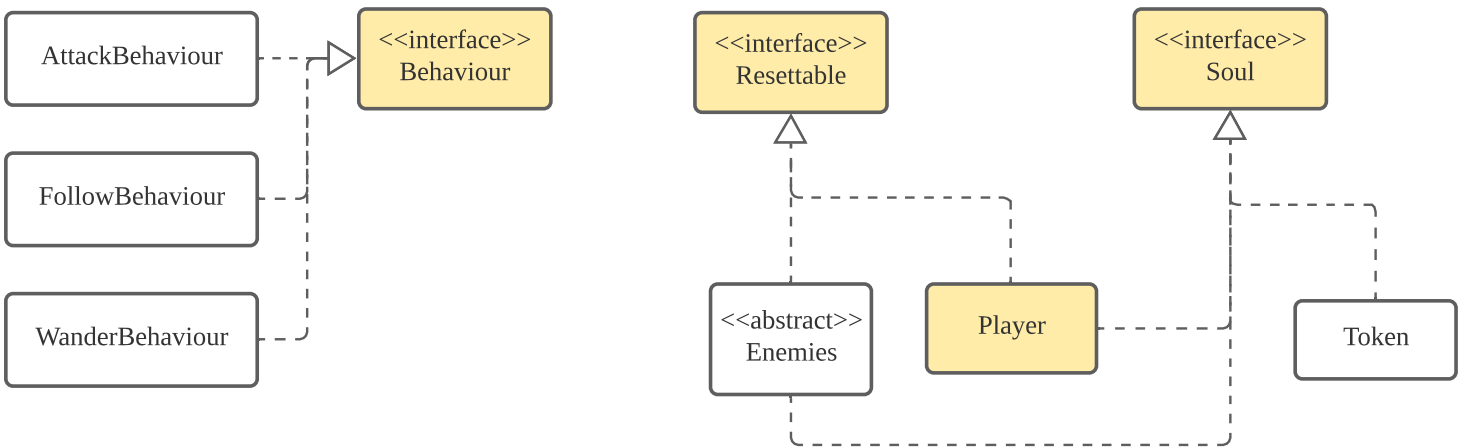
Yellow = Existing Classes
White = New Classes

Grounds Package Class UML Diagram



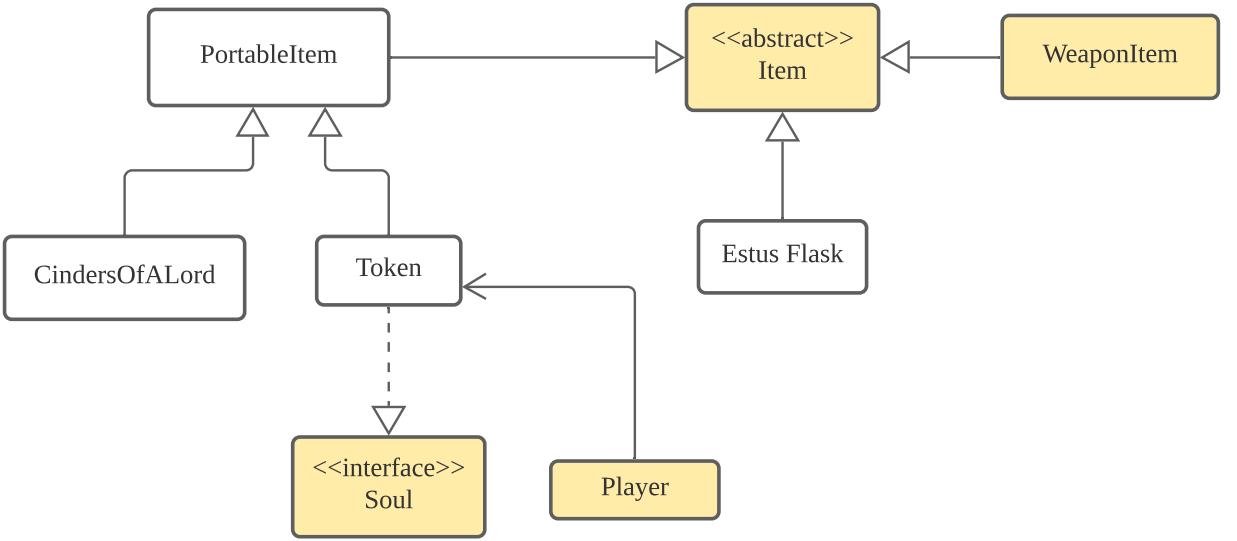
Yellow = Existing Classes
White = New Classes

Interfaces Package Class UML Diagram



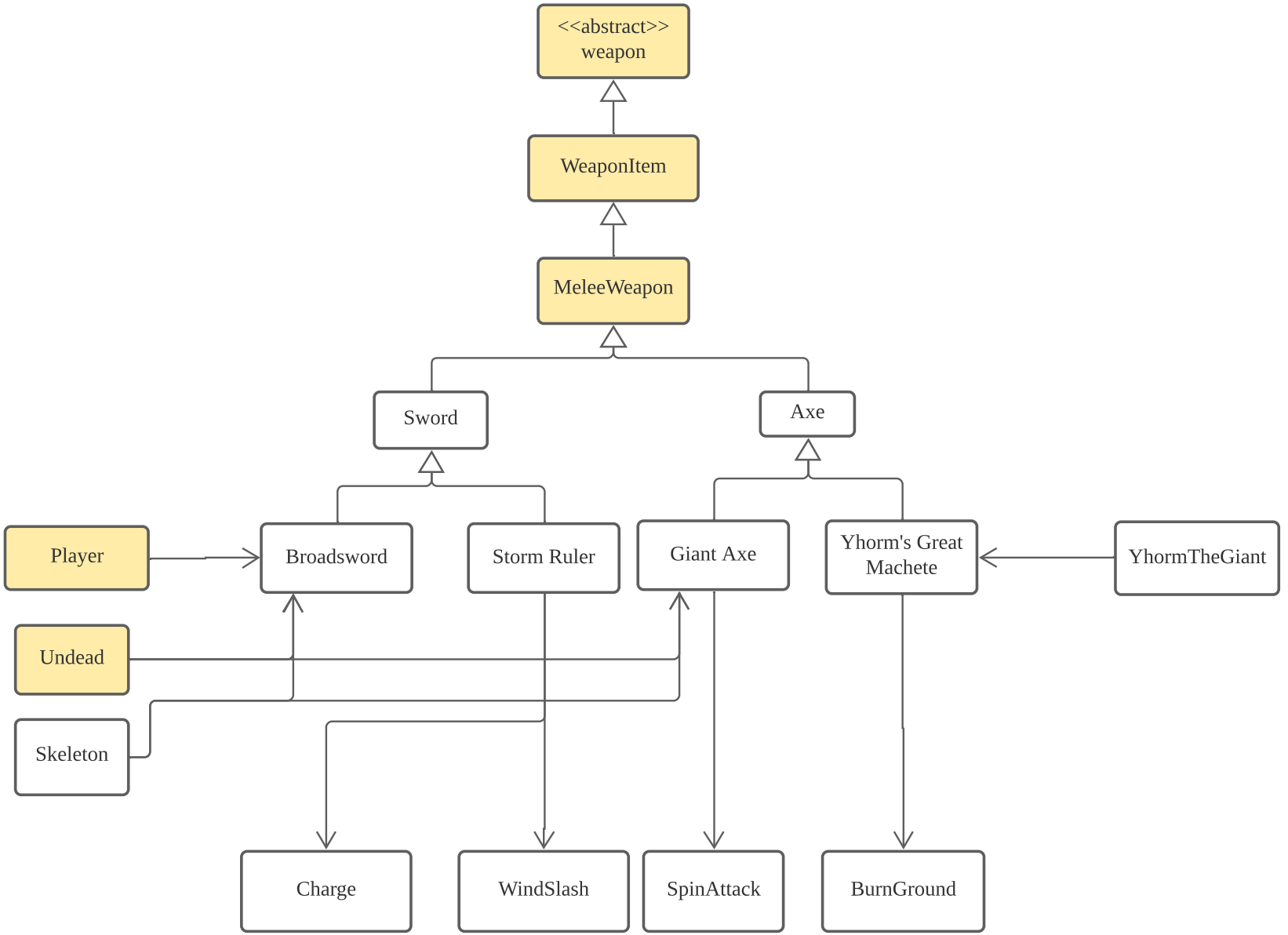
Yellow = Existing Classes
White = New Classes

Items Package Class UML Diagram



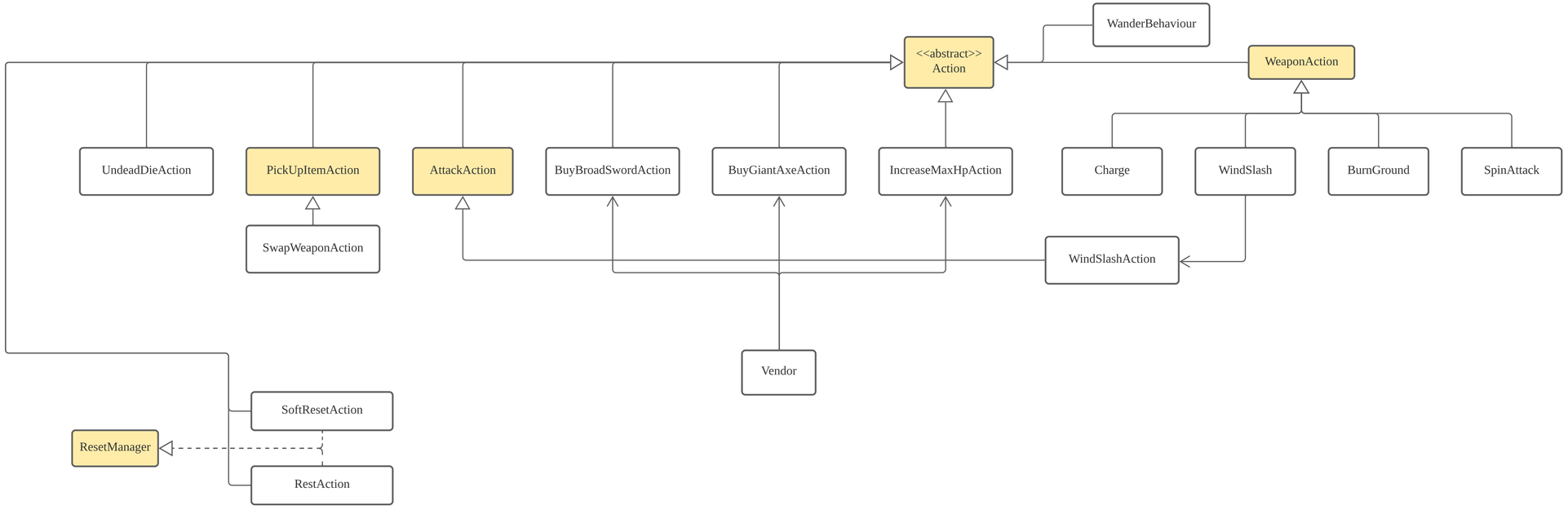
Yellow = Existing Classes
White = New Classes

Weapons Package Class UML Diagram



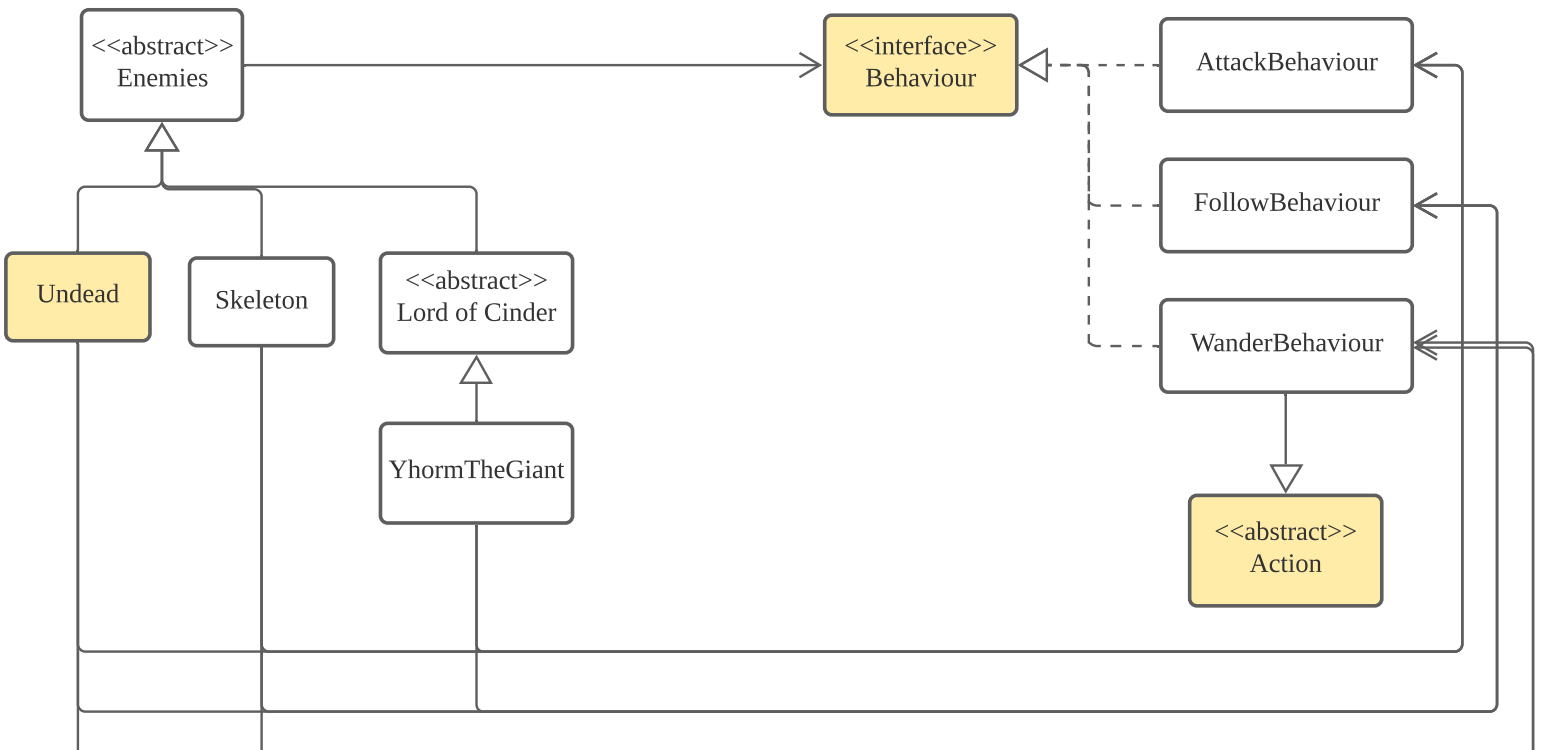
Yellow = Existing Classes
White = New Classes

Action Package Class UML Diagram



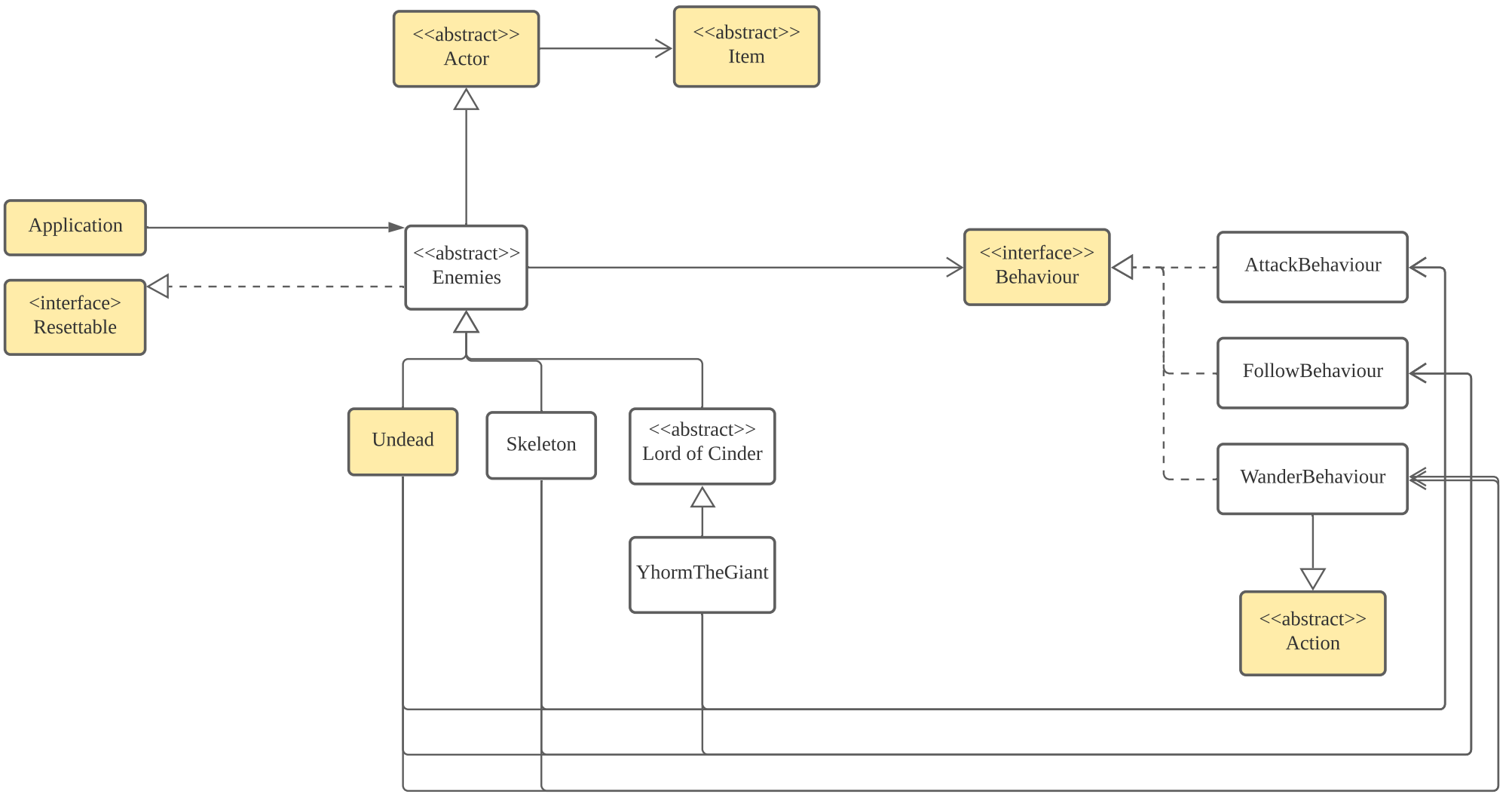
Yellow = Existing Classes
White = New Classes

Behaviour Package Class UML Diagram



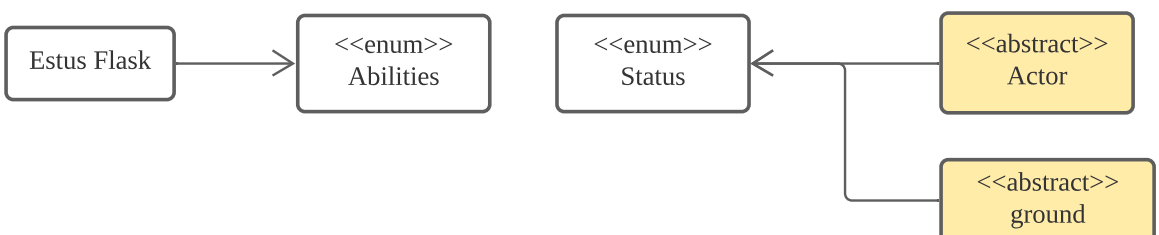
Yellow = Existing Classes
White = New Classes

Enemies Package Class UML Diagram



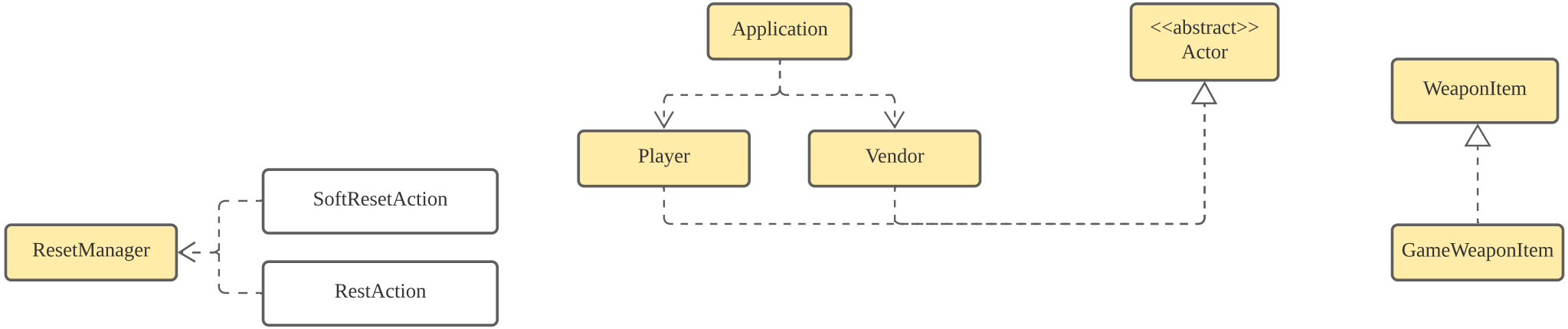
Yellow = Existing Classes
White = New Classes

Enums Package Class UML Diagram

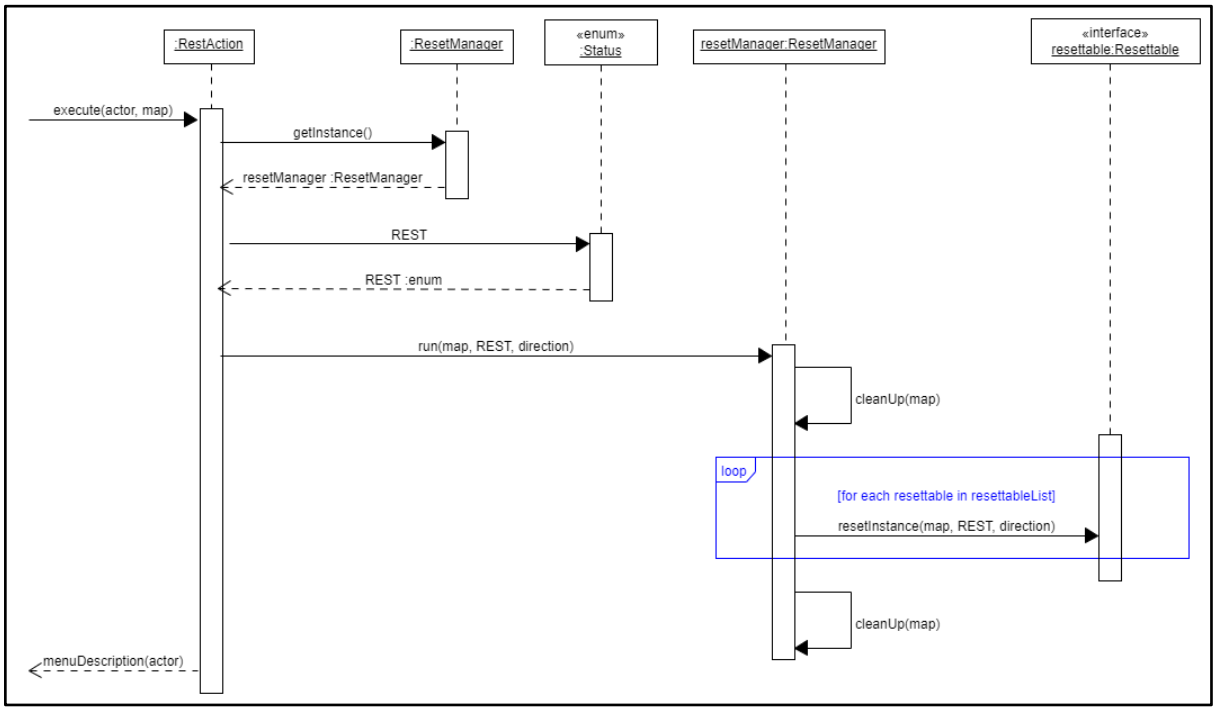


Yellow = Existing Classes
White = New Classes

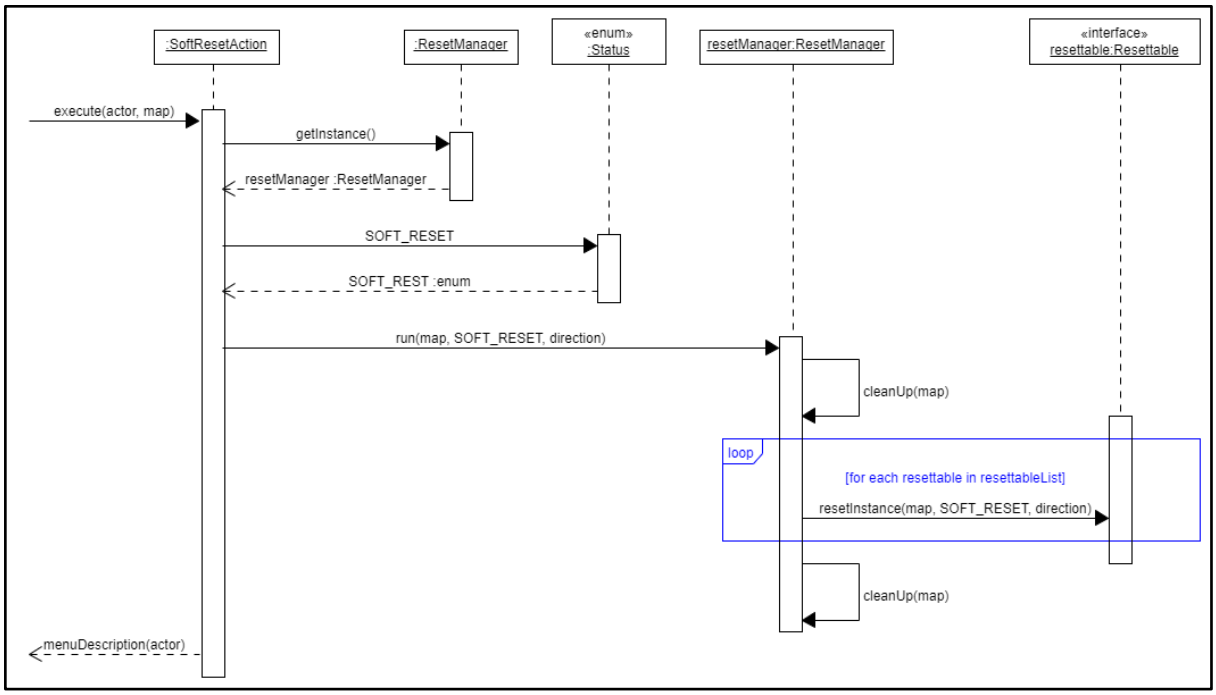
Game Package Class UML Diagram



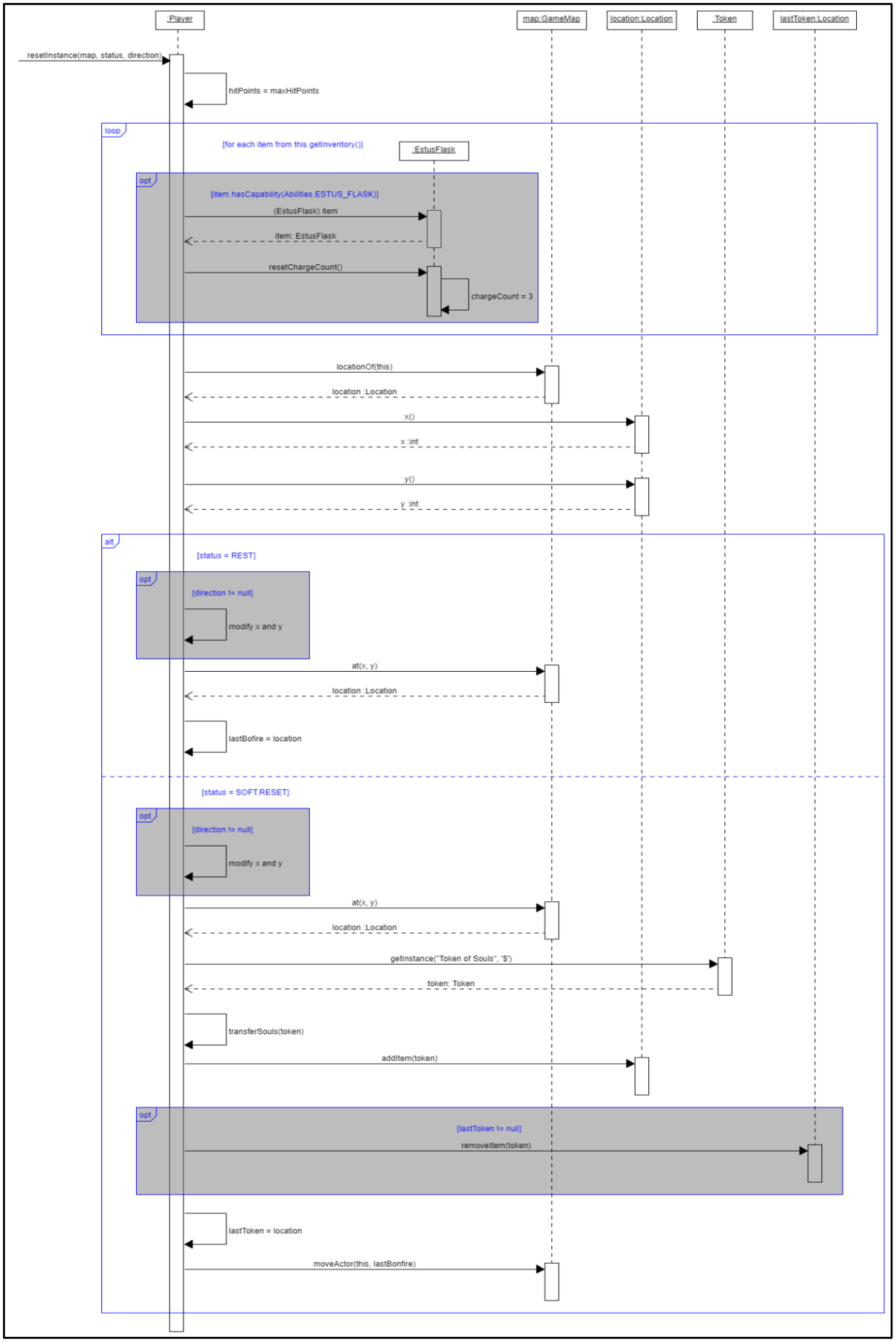
Sequence diagram - RestAction.execute()



Sequence diagram - SoftResetAction.execute()



Sequence diagram - Player.resetInstance()


:Player
map:GameMap
location:Location
:Token
lastToken:Location
resetInstance(map, status, direction)
hitPoints = maxHitPoints
loop
[for each item from this.getInventory()]
:EstusFlask
opt
[item.hasCapability(Abilities.ESTUS_FLASK)]
(EstusFlask) item
item: EstusFlask
resetChargeCount()
chargeCount = 3
locationOf(this)
location :Location
x()
x :int
y()
y :int
alt
[status = REST]
opt
[direction != null]
modify x and y
at(x, y)
location :Location
lastBofire = location
[status = SOFT.RESET]
opt
[direction != null]
modify x and y
at(x, y)
location :Location
getInstance("Token of Souls", '$')
token: Token
transferSouls(token)
addItem(token)
opt
[lastToken != null]
removeItem(token)
lastToken = location
moveActor(this, lastBonfire)