COMP 110 – Game Character Inheritance

In this exercise you will design the basic class structure and hierarchy for an application that has class representations of multiple video game characters. Work in a small group of 3 to 4 people.

Characters
Write down the characters that you will represent as classes.

Instance Variables & Methods
What are some instance variables and methods that the characters above would need? What is common among them? What is unique to each of them?
UML Diagram

Draw the UML diagram representing the inheritance hierarchy for your video game characters. Indicate instance variables, public methods, and overridden public methods.