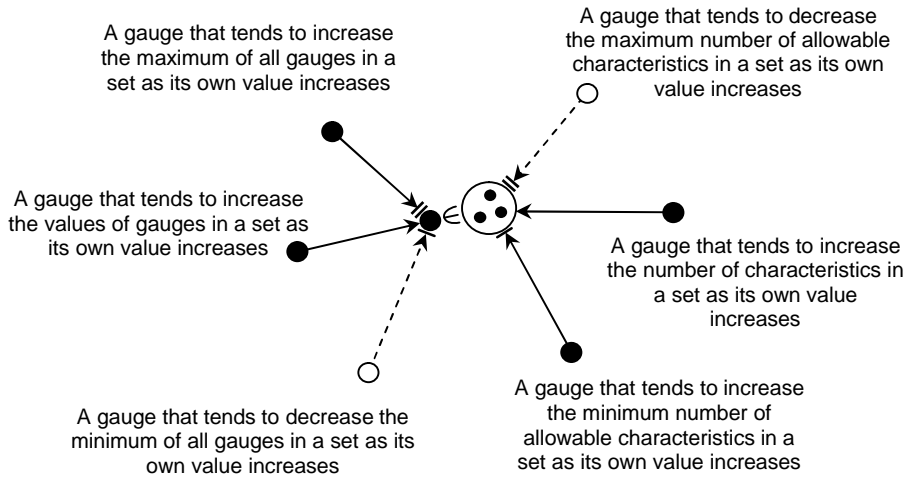
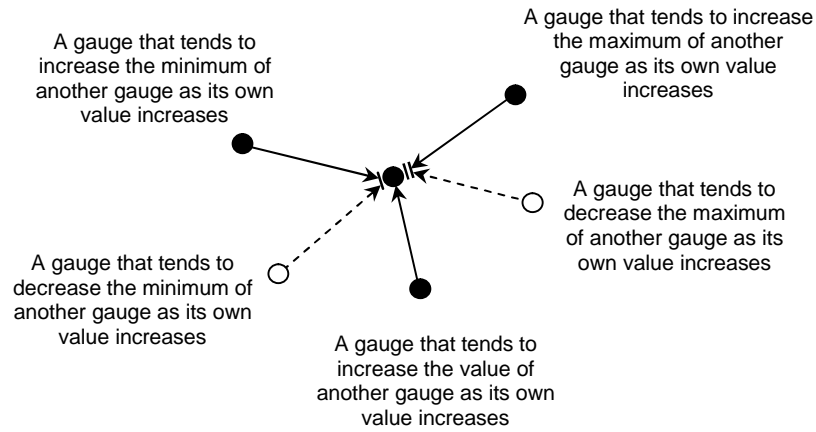


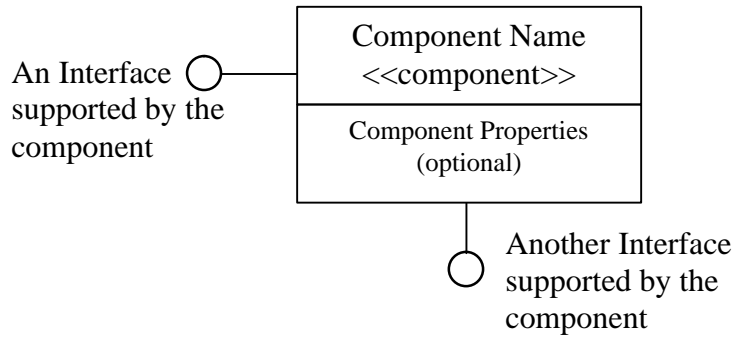
Proposed RPG Diagram Notation Changes

Revision 3

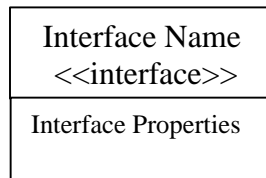
Gauge Diagrams



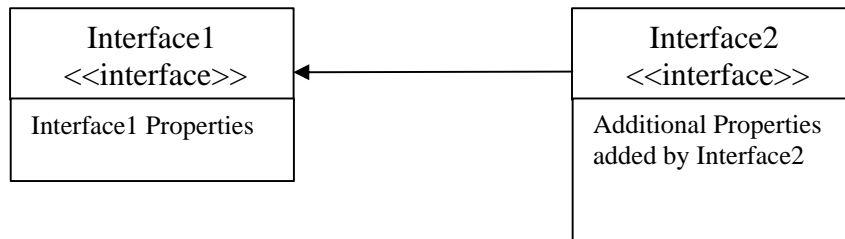
UML Diagram Illustrating the Interfaces supported by a component



UML Diagram illustrating the properties of an interface

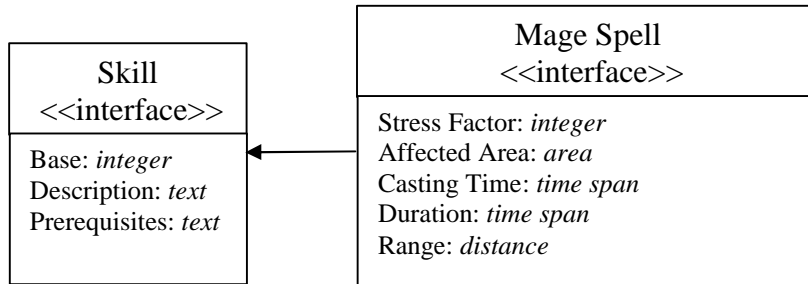


UML Diagram Illustrating “is a kind of” relationship



The arrow illustrates that Interface2 “is a kind of” Interface1. So, it inherits all of Interface1’s properties.

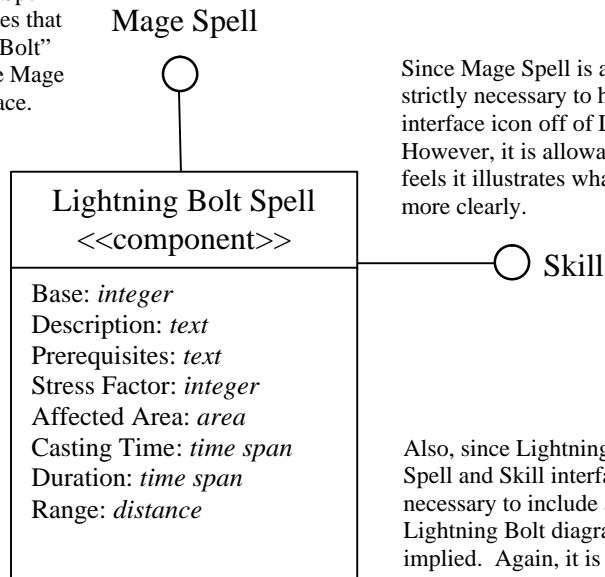
UML Example of two interfaces



This illustrates that “Skill” and “Mage Spell” are both interfaces. The arrow indicates that “Mage Spell” is a kind of “Skill”.

UML Example of a concrete component

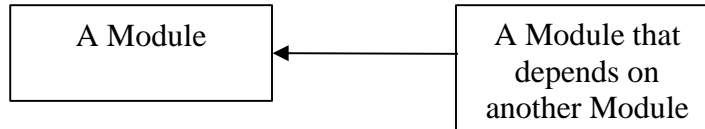
The “Mage Spell” icon indicates that “Lightning Bolt” supports the Mage Spell interface.



Since Mage Spell is a kind of Skill, it is not strictly necessary to hang this second Skill interface icon off of Lightning Bolt. However, it is allowable if the diagrammer feels it illustrates what he is trying to show more clearly.

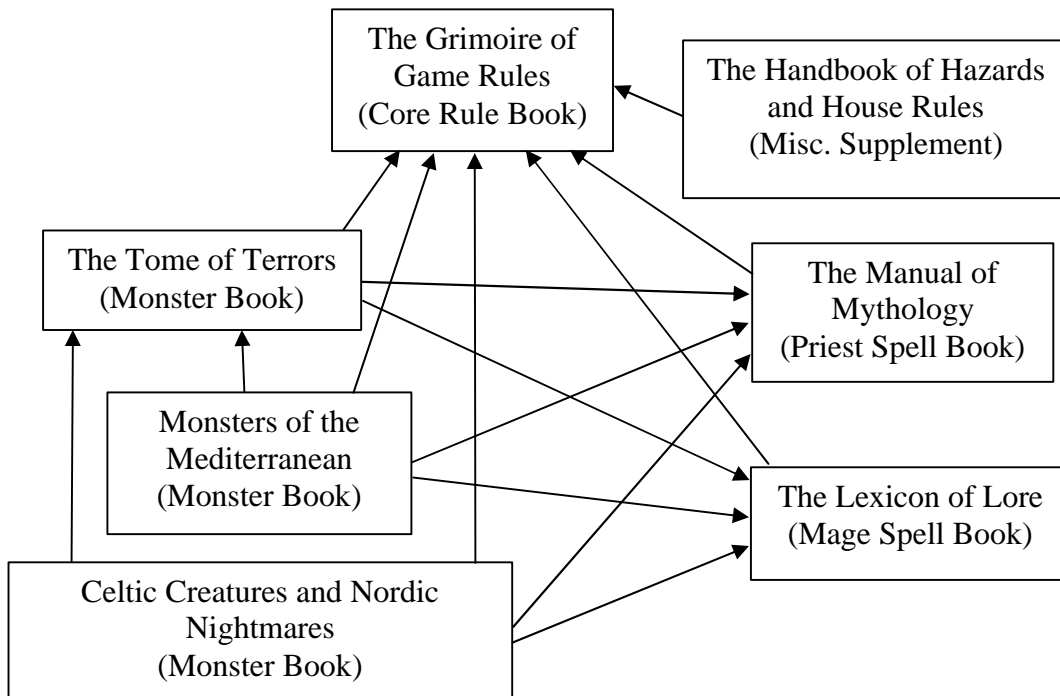
Also, since Lightning Bolt supports the Mage Spell and Skill interfaces, it is not strictly necessary to include all of the properties in the Lightning Bolt diagram. Their inclusion is implied. Again, it is allowable to include them for clarity.

UML Dependency Diagram



Example UML Dependency Diagram

(Illustrating the dependencies between the various books of *Legendary Quest*)



Strengths: There are no circular dependencies. It is therefore possible to play the game with *only* the Core Rule Book or a sub-set of the books. (The spell books, although not mandatory for play, are needed by the monster books.) The Core Rule Book has the responsibility of defining all of the interfaces used throughout the game. The supplements, then, merely implement concrete examples of these interfaces.

Weaknesses: Moving a small section out of The Tome of Terrors into The Grimoire of Game Rules would eliminate the dependencies on The Tome of Terrors entirely. In the next edition, I will do this. (This small section is, in essence, the definition of the “Monster” interface.)

Observation: All of the monster books depend on the two spells books as well as the Core Rule Book. This is because a decision was made to write up all specialized monster abilities as spells. This was a conscious decision I made to increase re-use of rules at the expense of adding dependencies between books. (This follows the “Modularity” design pattern.)