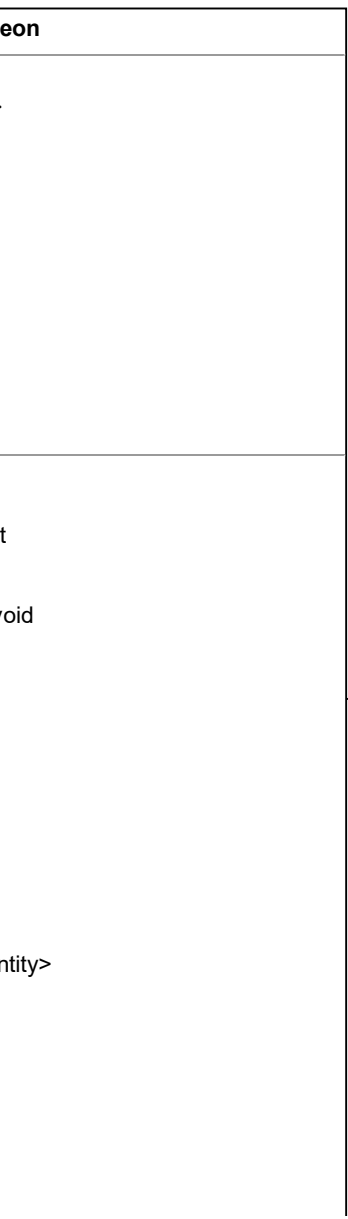
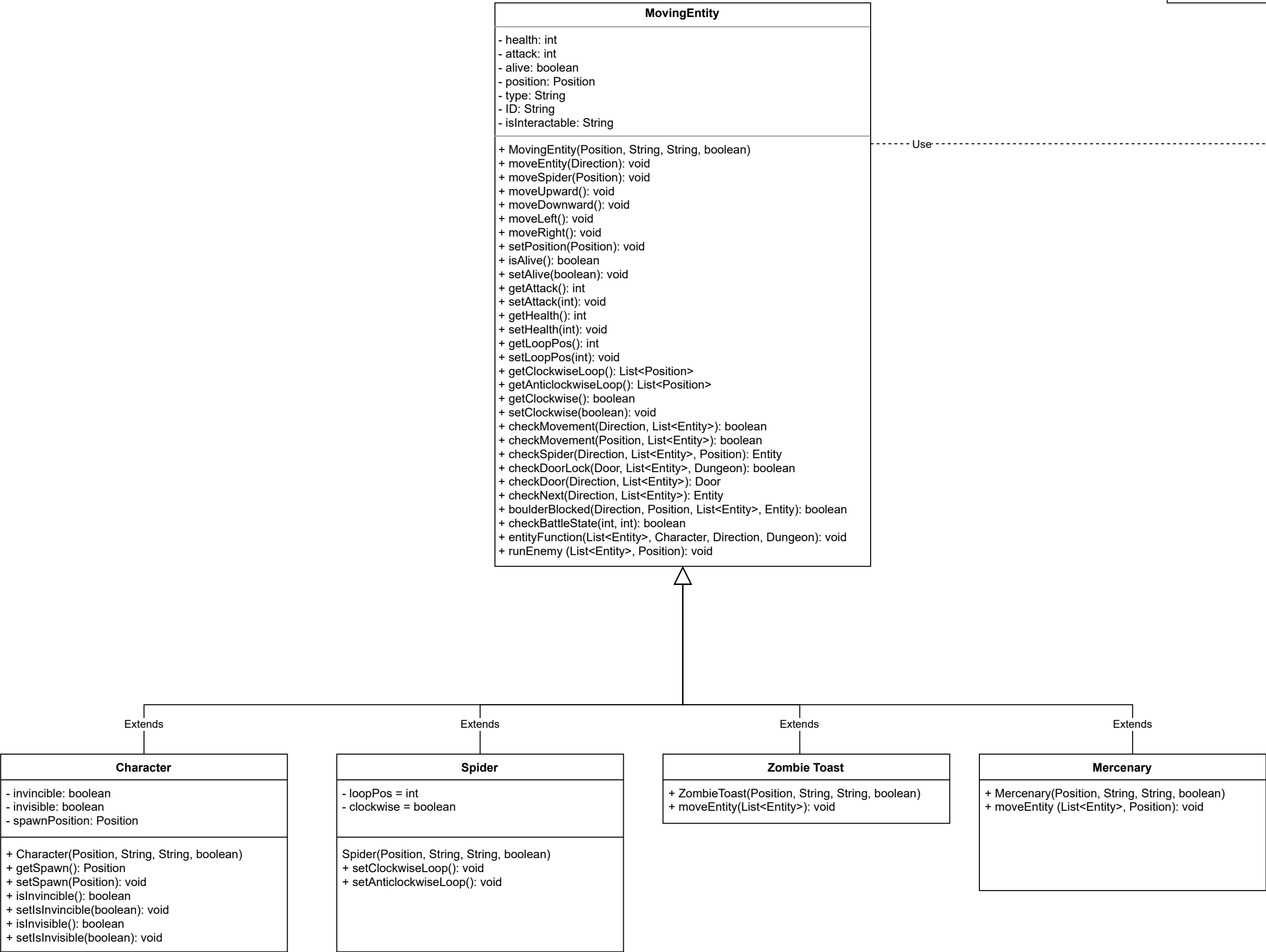


Dung
<div><div><div>- entities: List&lt;Entity&gt; + inventory: List&lt;CollectableEntity&gt; + buildable: List&lt;String&gt; - dungeonName: String - dungeonId: String - dungeonGoals: String - keyCounter: int - keyStatus = boolean - tickCounter: int - entityCounter: int - peaceful: boolean - hard: boolean - invisibilityPotionCounter: int - invincibilityPotionCounter: int</div><div><div>+ getEntityCounter(): int + setEntityCounter(int): void + getInvisibilityPotionCounter(): int + setInvisibilityCounter(int): void + getInvisibilityPotionCounter(int): int + getTickCounter(): int + setTickCounter(int): void + getDungeonGoals(): String + setDungeonGoals(String): void + getEntities(): List&lt;Entity&gt; + setEntities(List&lt;Entity&gt;): void + getDungeonName(): String + setDungeonName(String): void + getDungeonId(): String + getKeyCounter(): int + setKeyCounter(int): void + getInventory(): List&lt;CollectableEntity&gt; + getBuildables(): List&lt;String&gt; + getPeaceful(): boolean + setPeaceful(boolean): void + getHard(): boolean + setHard(boolean): void + addEntities(Entity): void + removeEntity(Entity): void + getKeyStatus(): boolean + setKeyStatus(boolean): void</div></div></div></div>





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- key  
- lock  
+ Ke  
+ get  
+ get  
+ set

