



DungeonManiaController
<div><div>- dungeons: List&lt;Dungeons&gt;</div><div>- currDungeon: String</div><div>- dungeonCounter: int</div><div>- entityCounter: int</div><div>- tickCounter: int</div></div>
<div>+ DungeonManiaController(): void</div> <div>+ getSkin(): String</div> <div>+ getLocalisation: String</div> <div>+ getGameModes(): List&lt;String&gt;</div> <div>+ dungeons(): List&lt;String&gt;</div> <div>+ newGame(String, String): DungeonResponse</div> <div>+ addEntitiesToList(String, Dungeon): void</div> <div>+ getGoalsFromJson(String): String</div>

Dungeon
<div><div>- entities: List&lt;Entity&gt;</div><div>- dungeonMap: int[]</div><div>- adjMap: int[]</div><div>- inventory: List&lt;CollectableEntity&gt;</div><div>- buildables: List&lt;String&gt;</div><div>- dungeonName: String</div><div>- dungeonId: String</div><div>- dungeonGoals: String</div><div>- keyCounter: int</div><div>- keyStatus: boolean</div><div>- tickCounter: int</div><div>- entityCounter: int</div><div>- peaceful: boolean</div><div>- hard: boolean</div><div>- invisibilityPotionCounter: int</div><div>- invincibilityPotionCounter: int</div></div>
<div>Dungeon(String, String, String)</div> <div>+ getEntityCounter(): int</div> <div>+ setEntityCounter(int): void</div> <div>+ getInvisibilityPotionCounter(): int</div> <div>+ setInvisibilityCounter(int): void</div> <div>+ getInvisibilityPotionCounter(): int</div> <div>+ setInvisibilityPotionCounter(int): void</div> <div>+ getTickCounter(): int</div> <div>+ setTickCounter(int): void</div> <div>+ getDungeonGoals(): String</div> <div>+ setDungeonGoals(String): void</div> <div>+ getEntities(): List&lt;Entity&gt;</div> <div>+ setEntities(List&lt;Entity&gt;): void</div> <div>+ getDungeonName(): String</div> <div>+ setDungeonName(String): void</div> <div>+ getDungeonId(): String</div> <div>+ setDungeonId(String): void</div> <div>+ getKeyCounter(): int</div> <div>+ setKeyCounter(int): void</div>






