- entities: List<Entity>
+ inventory: List<CollectableEntity:
+ buildable: List<String>
- dungeonName: String
- dungeonGoals: String
- keyCounter: int
- keyStatus = boolean
- tickCounter: int
- entityCounter: int
- peaceful: boolean
- hard: boolean
- invisibilityPotionCounter: int
- invincibilityPotionCounter: int
- setEntityCounter(int): void
+ getInvincibilityPotionCounter(): int
+ setEntityCounter(int): void
+ getInvincibilityPotionCounter(): int
+ setInvisibilityPotionCounter(int): vint
+ setInvisibilityPotionCounter(int): vint
+ setTickCounter(): int
+ setTickCounter(int): void
+ getDungeonGoals(): String
+ setDungeonGoals(String): void
+ getEntities(): List<Entity>
+ setEntities(List<Entity>): void
+ getDungeonName(String): void
+ getDungeonId(): String
+ setDungeonId(): String
+ setDungeonId(String): void
+ getNeyCounter(int): void
+ getNeyCounter(): int
+ setKeyCounter(): int
+ setKeyCounter(): boolean
+ setPeaceful(boolean): void
+ getHard(): boolean
+ setHard(boolean): void
+ getKeyStatus(): boolean
+ setKeyStatus(): boolean
+ setKeyStatus(): boolean
+ setKeyStatus(): boolean

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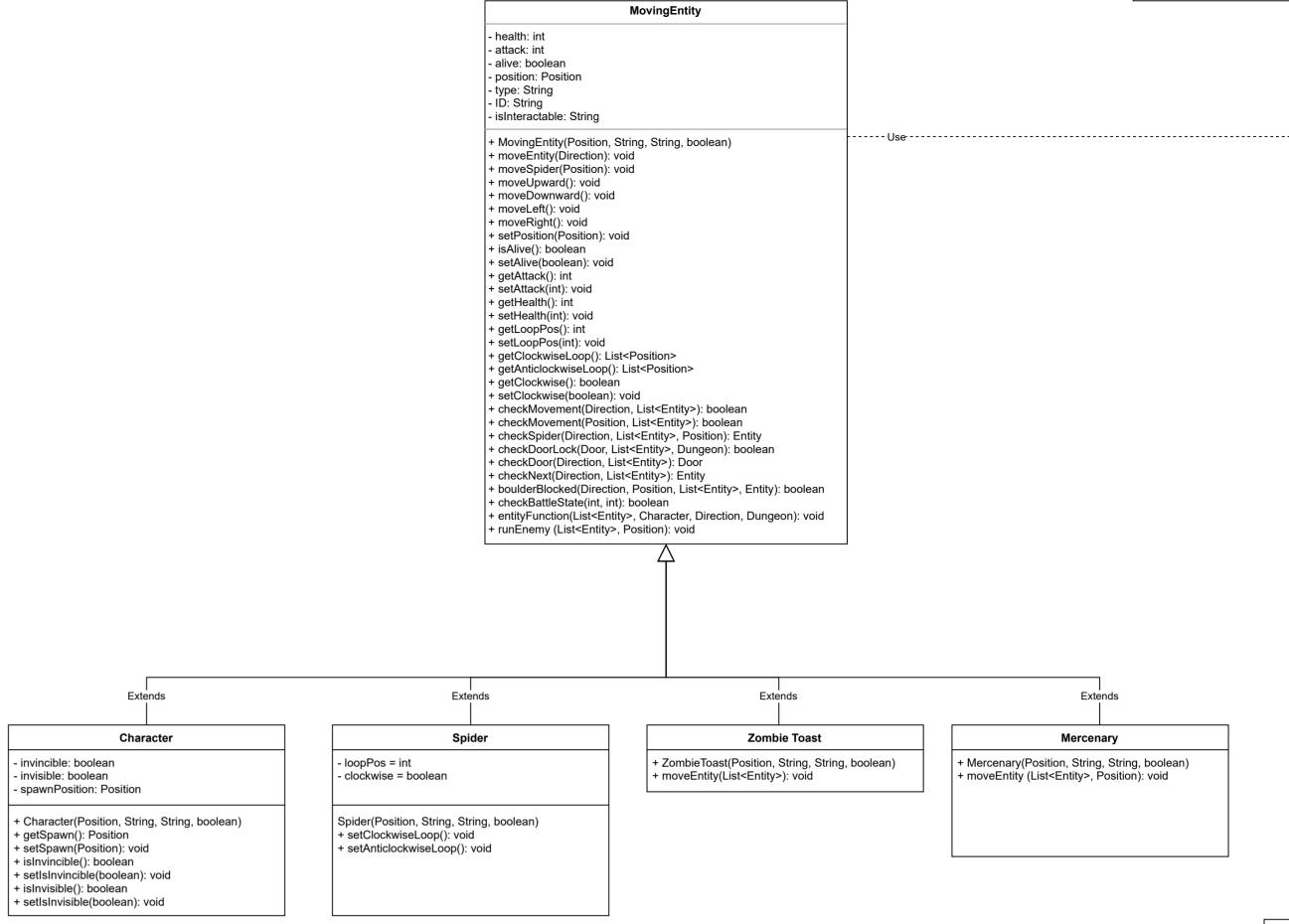
DungeonManiaController

- dungeons: List<Pungeons>
- currDungeon: String
- dungeonCounter: int

+ DungeonManiaController(): void
+ getSkin(): String
+ getLocalisation: String
+ getLocalisation: String
+ getCameModes(): List<String9
+ dungeons(): List<String9
+ dungeons(): List<String9
+ newGame(String, String): DungeonResponse
+ addEntitles foList(String, Dungeon): void
+ getCoalsFrontson(String): String
+ inrdEnemies(String, String): Doelean
+ saveCame(String, String): DungeonResponse
+ loadCame(String): DungeonResponse
+ loadCame(String): DungeonResponse
+ allCames(): List<Stringp; DungeonResponse
+ build(String): DungeonResponse
+ build(String): DungeonResponse
+ checkWhiteSpace(Position, List<Entity>): Position
+ checkWhiteSpace(Position, List<Entity>): Doelean
+ getSpiderSpam(List<Entity>): Doelean
+ getSpiderSpam(List<Entity>): Doelean
+ getRadonnNumber(List<Entity>): Doelean
+ getRadonnNumber(List=Entity>): Doelean
+ getRadonnNumber(List=Entity>): Doelean
+ entityRemover(List=Entity>): Doelean
+ entityRemover(List=Entity>): Doelean
+ entityRemover(List=Entity>): Doelean
+ entityRemover(List=Entity>): Doelean
+ checkBoulderGoal(List=Entity>): Doelean
+ getCharacter(List<Entity>): Doelean
+ getCharacter(List<Entity>): Doelean
+ checkBoulderToal(List=Entity>): Doelean
+ getCharacter(List<Entity>): Doelean
+ checkBoulder(Daracter, List=Entity>): Doelean
+ deptCharacter(List<Entity>): Doelean
+ checkBoulder(List=Entity>): Doelean
+ liemUsedInvalid(String dungeonName): boelean
+ liemUsedInvalid(String dungeonName): boelean
+ liemUsedInvalid(String dungeonName):

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- key

