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APCS pd07
FP – UML Diagram
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Time Spent: 1.0 hrs

Maze
- String[][] _maze
+ void setPos(int int String) + String getPos(int int) + String toString

Map
- Queue<Character> turnOrder
+ String toString() + void playTurns()

MazeGenerator
- String[][] _maze - ArrayList<Room> _rooms - ArrayList<ArrayList<Tile>> _mazes - int _rows - int _cols;
+ String toString() - void buildRooms() - int randNum() - void cleanup() - int cleanup(int int) - void buildBorders() - void carveMaze() - void mazeToSpace() - void generate(int int) - void carve(int int) - void uncarveMaze()

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-    void uncarve(int int)
-    boolean canCarve(int int)
-    boolean canUncarve(int int)
-    void openGates()
-    void markGates()
-    boolean isGate(int int)
+    String getGeneratedMaze()
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Tile
-    int r -   int c
+   int getRow() +   int getCol() +   void setTile() +   String toString()

Room
-    int _tlr -   int _tlc -   int _brr -   int _brc -   ArrayList<Tile> gates
+   void markGates() +   void removeGates()

Hero (extends Character)
-    String input -   rest are inherited by parent
+   void moveUp() +   void moveRight() +   void moveDown() +   void moveLeft() +   void playTurn() [overridden] rest are inherited from parent

Monster (extends Character)
inherits from parent
+   void playTurn() [overridden] +   void move()

Character
-   int health -   int attack -   int speed -   int currentR -   int currentC -   String lastTile
+   void setHealth() +   int getHealth() +   int getAtk() +   int getSpeed() +   boolean canAttack() +   void attack() +   void attack(int r, int c) +   void playTurn() -   void processTile()