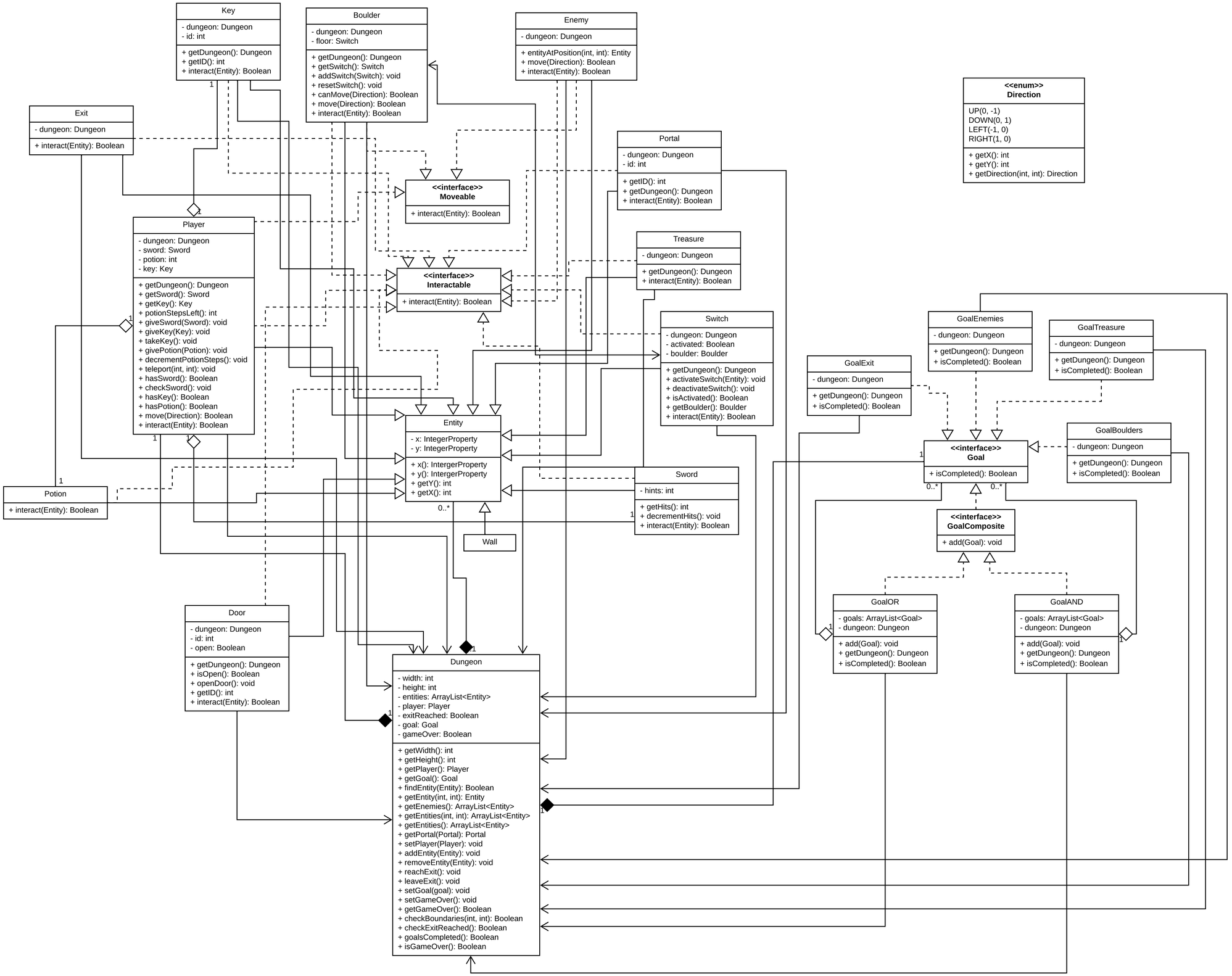
Key
- dungeon: Dungeon
- id: int
+ getDungeon(): Dungeon
+ getID(): int
+ interact(Entity): Boolean
Boulder
- dungeon: Dungeon
- floor: Switch
+ getDungeon(): Dungeon
+ getSwitch(): Switch
+ addSwitch(Switch): void
+ resetSwitch(): void
+ canMove(Direction): Boolean
+ move(Direction): Boolean
+ interact(Entity): Boolean
Enemy
- dungeon: Dungeon
+ entityAtPosition(int, int): Entity
+ move(Direction): Boolean
+ interact(Entity): Boolean
<<enum>>
Direction
UP(0, -1)
DOWN(0, 1)
LEFT(-1, 0)
RIGHT(1, 0)
+ getX(): int
+ getY(): int
+ getDirection(int, int): Direction
Exit
- dungeon: Dungeon
+ interact(Entity): Boolean
Portal
- dungeon: Dungeon
- id: int
+ getID(): int
+ getDungeon(): Dungeon
+ interact(Entity): Boolean
<<interface>>
Moveable
+ interact(Entity): Boolean
Player
- dungeon: Dungeon
- sword: Sword
- potion: int
- key: Key
+ getDungeon(): Dungeon
+ getSword(): Sword
+ getKey(): Key
+ potionStepsLeft(): int
+ giveSword(Sword): void
+ giveKey(Key): void
+ takeKey(): void
+ givePotion(Potion): void
+ decrementPotionSteps(): void
+ teleport(int, int): void
+ hasSword(): Boolean
+ checkSword(): void
+ hasKey(): Boolean
+ hasPotion(): Boolean
+ move(Direction): Boolean
+ interact(Entity): Boolean
Treasure
- dungeon: Dungeon
+ getDungeon(): Dungeon
+ interact(Entity): Boolean
<<interface>>
Interactable
+ interact(Entity): Boolean
Switch
- dungeon: Dungeon
- activated: Boolean
- boulder: Boulder
+ getDungeon(): Dungeon
+ activateSwitch(Entity): void
+ deactivateSwitch(): void
+ isActivated(): Boolean
+ getBoulder(): Boulder
+ interact(Entity): Boolean
GoalEnemies
- dungeon: Dungeon
+ getDungeon(): Dungeon
+ isCompleted(): Boolean
GoalTreasure
- dungeon: Dungeon
+ getDungeon(): Dungeon
+ isCompleted(): Boolean
GoalExit
- dungeon: Dungeon
+ getDungeon(): Dungeon
+ isCompleted(): Boolean
Entity
- x: IntegerProperty
- y: IntegerProperty
+ x(): IntergerProperty
+ y(): IntergerProperty
+ getY(): int
+ getX(): int
<<interface>>
Goal
+ isCompleted(): Boolean
GoalBoulders
- dungeon: Dungeon
+ getDungeon(): Dungeon
+ isCompleted(): Boolean
Potion
+ interact(Entity): Boolean
Sword
- hints: int
+ getHits(): int
+ decrementHits(): void
+ interact(Entity): Boolean
Wall
<<interface>>
GoalComposite
+ add(Goal): void
Door
- dungeon: Dungeon
- id: int
- open: Boolean
+ getDungeon(): Dungeon
+ isOpen(): Boolean
+ openDoor(): void
+ getID(): int
+ interact(Entity): Boolean
GoalOR
- goals: ArrayList<Goal>
- dungeon: Dungeon
+ add(Goal): void
+ getDungeon(): Dungeon
+ isCompleted(): Boolean
GoalAND
- goals: ArrayList<Goal>
- dungeon: Dungeon
+ add(Goal): void
+ getDungeon(): Dungeon
+ isCompleted(): Boolean
Dungeon
- width: int
- height: int
- entities: ArrayList<Entity>
- player: Player
- exitReached: Boolean
- goal: Goal
- gameOver: Boolean
+ getWidth(): int
+ getHeight(): int
+ getPlayer(): Player
+ getGoal(): Goal
+ findEntity(Entity): Boolean
+ getEntity(int, int): Entity
+ getEnemies(): ArrayList<Entity>
+ getEntities(int, int): ArrayList<Entity>
+ getEntities(): ArrayList<Entity>
+ getPortal(Portal): Portal
+ setPlayer(Player): void
+ addEntity(Entity): void
+ removeEntity(Entity): void
+ reachExit(): void
+ leaveExit(): void
+ setGoal(goal): void
+ setGameOver(): void
+ getGameOver(): Boolean
+ checkBoundaries(int, int): Boolean
+ checkExitReached(): Boolean
+ goalsCompleted(): Boolean
+ isGameOver(): Boolean
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0..*