Class TelaJogo.DungeonManager

java.lang.Object↗
      TelaJogo.DungeonManager

Enclosing class:

TelaJogo

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public class **TelaJogo.DungeonManager**
extends Object↗

Classe de gerenciamento das dungeons

Version:

1.0

Author:

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Nested Class Summary

Nested Classes

Modifier and Type	Class	Description
class	**TelaJogo.DungeonManager.DungeonLayout**	Classe para os layouts de dungeon

Field Summary

Fields

Modifier and Type	Field	Description
private int	**currentDungeon**	A dungeon atual
private int	**dungeonAmount**	A quantidade de dungeons (25, excluindo as dungeons de boss)
private ArrayList↗ <TelaJogo.DungeonManager.DungeonLay	**dungeons**	Lista dos layouts de todas as dungeons

Constructor Summary

Constructors

Constructor	Description
DungeonManager()	Construtor da classe DungeonManager

Method Summary

Modifier and Type	Method	Description
`TelaJogo.DungeonManager.DungeonLayout`	`getCurrentDungeon()`	Retorna a dungeon atual
void	`nextDungeon()`	Carrega a próxima dungeon

Methods inherited from class java.lang.Object

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Field Details

dungeons

private `ArrayList`<TelaJogo.DungeonManager.DungeonLayout> dungeons

Lista dos layouts de todas as dungeons

currentDungeon

private int currentDungeon

A dungeon atual

dungeonAmount

private int dungeonAmount

A quantidade de dungeons (25, excluindo as dungeons de boss)

Constructor Details

DungeonManager

public DungeonManager()

Construtor da classe DungeonManager

Method Details

getCurrentDungeon

public `TelaJogo.DungeonManager.DungeonLayout` getCurrentDungeon()

Retorna a dungeon atual

Returns:

a dungeon atual

nextDungeon

`public void nextDungeon()`

Carrega a próxima dungeon