Class TelaJogo.DungeonManager.DungeonLayout

java.lang.Object⧉
    TelaJogo.DungeonManager.DungeonLayout

Enclosing class:

TelaJogo.DungeonManager

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public class **TelaJogo.DungeonManager.DungeonLayout**
extends Object⧉

Classe para os layouts de dungeon

Version:

1.0

Author:

Arthur dos Santos Rezende

Field Summary

Fields

Modifier and Type	Field	Description
(package private) int	**lay**	O número da dungeon atual

Constructor Summary

Constructors

Constructor	Description
DungeonLayout(int lay)	Construtor da classe DungeonLayout

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method	Description
(package private) void	**getInimigos**()	Adiciona os inimigos da dungeon
(package private) void	**getParedes**()	Adciona as paredes da dungeon

Methods inherited from class java.lang.Object⧉

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

Field Details

lay

`int lay`

O número da dungeon atual

Constructor Details

DungeonLayout

`public DungeonLayout(int lay)`

Construtor da classe DungeonLayout

Parameters:

`lay` - O número da dungeon a ser carregada

Method Details

getParedes

`void getParedes()`

Adciona as paredes da dungeon

getInimigos

`void getInimigos()`

Adiciona os inimigos da dungeon