GameDemoSimple

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- getClassName : String

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*+ main (args : String[]) : void*

Utilities

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*+ addToString(item : String, list : String) : String*

*+ isItemInContainer(item : String, container : String) : boolean*

*+ removeFromString(item : String, list : String) : String*

*+ printHelp() : Void*

GameV2

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- getClassName : String

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*+ main (args : String[]) : void*

GameV3

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- getClassName : String

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*+ main (args : String[]) : void*

GameV4

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- getClassName : String

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*+ main (args : String[]) : void*

//Player static accesses Utilites in a method…

Player

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- roomNum : int

- name : String

- playerInventory : String

- continuePlay : boolean

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+ Player (name : String, room : int, inventory : String)

+ getInventory() : String

+ printInventory() : void

+ getContinuePlay() : boolean

+ getName() : String

+ addToInventory(item : String) : void

+ removeFromInventory(item : String) : void

CustomPlayer

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- spiritApproval : double

- carryingCapacity : int

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+ CustomPlayer(name : String, room : int, inventory : String, carryCapacity : int)   
# getSpiritApproval() : double  
# addToSpiritApproval(pointsToAdd : double) : void  
# printSpiritApproval() : void  
# getCarryingCapacity() : int  
# addToCarryingCapacity(increase : int) : void  
# printCarryingCapacity() : void  
+ addToInventory(item : String) : void

+ printInventory() : void

//MonsterRoom static accesses Utilities in a method…

Room

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- roomNum : int

- roomName : String

- roomExits : String

- roomObjects : String

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+ Room (roomName : String, objects : String, roomNum : int, listOfExits : String)

+ playRoom(player : CustomPlayer) : int

- getNextRoom(player : Player) : int

# userPicksUp(player : Player) : void

# userDrops(player : Player) : void

+ getRoomName() : String

+ getRoomObjects() : String

+ getRoomNum() : int

+ addToObjects(item : String) : void

+ removeFromObjects(item : String) : void

+ leaveRoom(command : String) : int

+ printObjectsInRoom() : void

+ printListOfExits() : void

MonsterRoom

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+ MonsterRoom (roomName : String, objects : String, roomNum : int, listOfExits : String)  
+ playRoom(player : CustomPlayer) : int  
# userPicksUp(player : Player) : void  
# userDrops(player : Player) : void

WorshipRoom

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+ WorshipRoom (roomName : String, objects : String, roomNum : int, listOfExits : String)  
+ playRoom(player : CustomPlayer) : int  
- getNextRoom(player : CustomPlayer) : int  
# worship(player : CustomPlayer) : void

MapRoom

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+ MapRoom (roomName : String, objects : String, roomNum : int, listOfExits : String)  
+ playRoom(player : CustomPlayer) : int  
- getNextRoom(player : CustomPlayer) : int  
# viewMap() : void