Drawable

Transformable

EntityTile

- m_vertices
- m_tileset
- tileSize
- position
- width
- height
- entityTileID
- tileSetString
- entityTileIDCounter

+ operator==()
+ operator!=()
+ operator=()
+ loadTile()
+ setPosition()
+ getTileSize()
+ getEntityTileID()
+ getEntityTileIDCounter()
- draw()

CreatureBody

+ anatomyGraph
- tree
- m_file
- bodyTokenList
- bodySize

+ CreatureBody()
+ GenerateVertices()
+ GenerateOrganVertices()
+ GenerateEdges()
+ GenerateOrganEdges()
+ InitializeBodypartEquipment()
+ load()
+ openBodyTypeFile()
+ readBodyTokenList()
+ convertTruthValue()
+ EquipArmor()
+ EquipWeapon()
+ ApplyAttack()
+ PrintWounds()

Vision

- origin
- visionArea

+ operator==()
+ operator!=()
+ operator=()
+ Vision()
+ Vision()
+ Vision()
+ UpdateVision()
+ getVisibleTiles()
+ getVisibleCreatures()
+ getVisibleItems()
+ getVisibleItemLocation()
+ getVisibleCreatureLocation()
+ getVisibleCoordinates()
+ getOrigin()
+ setOrigin()

+creatureTile   +body   -vision

BaseCreature

- attackValue
- strength
- agility
- endurance
- mind
- will
- charisma
- moveSpeed
- totalHealth
- position
- creatureItems
- path
- isAlive
- attacks

+ BaseCreature()
+ loadCreatureTile()
+ CalculateTotalHealth()
+ MoveCreature()
+ AddItemToInventory()
+ PrintInventory()
+ PrintEquipment()
+ Equip()
+ EquipItemFromInventory()
+ PickupItem()
and 22 more...