TNPG:

Wortson vs The Final Project
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P&7

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Class: WOO

VARS

[bO: Protagonist]

[choice: Int]   [treasure: String[]]

[Pronouns: String[]]

[Game Over: Boolean

[isr: Input Streamer Reader]

[in: Buffered Reader]

METHODS

WOO (constructor)

new Game - params (none), return (void), public

Class: Cabin

Vars:

[-name: String]

[-pronouns: String[]]

[choice: int]

[gameOver: boolean]

[name: String]

[isr: Input StreamReader]

[in: Buffered Reader]

[s: string]

Methods:

Cabin - params(name, pronouns), No ret, pub

Cabin - No params, no ret, pub

Class: Up Mountain

Vars: | [-pronouns: String[]]

[choice: int] | [pronouns: String[3]]

[game Over: boolean] | [isr: InputStream Reader]

[in: Buffer Reader] [-name: String]

Methods:

UpMountain - params(name, pronouns), no ret, pub

Mountain - params(none), no ret, pub

Pixie - params(none), no ret, pub

run - params(none), no ret, pub

fight - params(none), no ret, pub

pheonix - params(none) no ret, pub

Class: Down Mountain

Vars: [-pronouns: String[]] | [choice: int] | [pronouns: String[3]] | [game Over: boolean]

[isr: Input StreamReader] | [in: Buffered Reader] | [-name: String] |

Methods:

Down Mountain - params(name, pronouns), no ret, pub

gremlin - params(none), no ret, pub

blackjack - params(none), no ret, pub

ruins - params(none), no ret, pub

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Class: City
Vars:
  [-pronouns: String[]]
  [-name: String]
  [pronouns: String[3]]
  [choice: int]    [treasure: String[]]
  [game Over: boolean]
  [isr: Input Stream Reader]
  [in: Buffer Reader]
Methods:
  City: params(none), no ret, pub
  Kentaur: params(none), no ret, pub
```

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Class: Mirror
Vars:
  [-pronouns: String[]]
  [-name: String]
  [treasure: String[]]
  (chorces|int)
  [gameOver: boolean]
  [isr: InputStreams Reader]
  [in: Buffer Reader]
  [pronouns: String[3]]
Methods:
  Forrest: params(none), no ret, pub
  gryffin: params(none), no ret, pub
  Mage: params(none), no ret, pub
  portal: params(none), no ret, pub
  home: params(none), no ret, pub
```