state

Direction <<enumeration>>
+NONE = 0
+EAST = 1
+NORTH = 2
+WEST = 3
+SOUTH = 4

Element
#x: int = 0
#y: int = 0
+Element()
+~Element()
+getTypeId(): TypeId const
+isStatic(): bool const
+clone(): Element*

TypeId <<enumeration>>
+WALL = 1
+SPACE = 2
+MC = 3
+MONSTER = 4
+DOOR = 5
+CHEST = 6

typeId

ElementTab
-width: size_t
-height: size_t
-element_list: std::vector<std::vector<std::unique_ptr<Element>>>
+ElementTab(width:size_t=0,height:size_t=1)
+getWidth(): size_t const
+getHeight(): size_t const
+resize(width:size_t,height:size_t): void
+get(i:int,j:int=0): Element* const
+set(i:int,j:int,e:Element*): void
+operator()(i:int,j:int=0): const Element&

MobileElement
#speed: int
#position: int
+MobileElement()
+~MobileElement()
+isStatic(): bool const
+isMC(): bool const
+clone(): Element*

direction

StaticElement
+isStatic(): bool const
+isSpace(): bool const
+clone(): Element*

State
-grid: ElementTab
-chars: ElementTab
#epoch: int = 0
#epochRate: int = 12
+getGrid(): ElementTab&
+getChars(): ElementTab&

Monster
#HealthPoints: int
#Defense: int
#Attack: int
+Monster(id:MonsterTypeId)
+isMC(): bool const
+getTypeId(): TypeId const
+clone(): Element*

Wall
+Wall(id:WallTypeId)
+isSpace(): bool const
+getTypeId(): TypeId const
+clone(): Element*

Observable
-observer: std::vector<Observer*>
+~Observable()
+registerObserver(o:Observer*): void const
+unregisterObserver(o:Observer*): void const
+notifyObserver(e:const Event&): void const

MainCharacter
#HealthPoints: int = 100
#Defense: int = 10
#Attack: int = 30
+MainCharacter()
+isMC(): bool const
+getTypeId(): TypeId const
+clone(): Element*

Space
+Space(id:SpaceTypeId)
+isSpace(): bool const
+getTypeId(): TypeId const
+getSpaceTypeId(): SpaceTypeId const
+setSpaceTypeId(id:SpaceTypeId): void
+clone(): Element*

McStatus <<enumeration>>
+MC_ALIVE = 1
+MC_DEAD = 2

Status

Door
#statusDoor: bool = false
+Door()
+getTypeId(): TypeId const
+isSpace(): bool const
+isOpened(): bool
+clone(): Element*

Observer <<interface>>
+stateChanged(e:const Event&): void

MonsterStatus <<enumeration>>
+ALIVE = 1
+DEAD = 2

Status

Chest
#statusChest: bool = false
+Chest(id:ChestContentId)
+isSpace(): bool const
+getTypeId(): TypeId const
+isOpened(): bool
+clone(): Element*

MonsterTypeId <<enumeration>>
+GHOST = 1
+BOSS = 2

monsterTypeId

Event
+~Event()
+getEventType(): EventTypeId const

EventTypeId <<enumeration>>
+EVENT_STATE = 1
+EVENT_TAB = 2

wallTypeId

spaceTypeId

WallTypeId <<enumeration>>
+TOPLEFT = 1
+TOPRIGHT = 2
+BOTTOMRIGHT = 3
+BOTTOMLEFT = 4
+HORI = 5
+VERT = 6

SpaceTypeId <<enumeration>>
+EMPTY = 1
+START = 2
+END = 3
+SPAWN = 4

TabEvent
+x: int
+y: int
+TabEvent(x:int,y:int)
+getEventType(): EventTypeId const

StateEvent
+stateEvent: StateEventId
+StateEvent(se:StateEventId)
+getEventType(): EventTypeId const

chestContentId

ChestContentId <<enumeration>>
+HealthPoints = 1
+PowerBoost = 2
+DefenseBoost = 3

StateEventId <<enumeration>>
+ALL_CHANGED = 0
+EPOCH_CHANGED = 1
+GRID_CHANGED = 2
+MC_CHANGED = 3
+MONSTER_CHANGED = 4
+DOOR_CHANGED = 5
+CHEST_CHANGED = 6