Map

-mapEnemies : Mob[][]

- mapNpc : Npc [][]

- worldTiles : BufferdImage[][]

-endMap : BufferedImage[][]

+ getEndMap(): BufferdImage[][]

+addMob(enemy: Mob)

+removeMob(index:int)

+addNpc(npc Npc)

+removeNpc(npc Npc)

+Map(map Map)

+getEndMap(): BufferedImage[][]

+getEndWorldTiles(): BuffereImage[][]

+getMapEnemies() : Mob[][]

+getNpc(): Npc[][]

<<Interface>>
IMapBuilder

+ buildMapNpc(x: int, y: int):
+ buildWorldTiles(x : int, y : int):
+ buildEndMap(x : int, y: int)
+buildMapEnemies(x : int, y: int)
+build(): Map
+reset()

MapBuilder

-mapEnemies : Mob[][]

- mapNpc : Npc [][]

- worldTiles : BufferdImage[][]

-endMap : BufferedImage[][]

- worldX : int

- worldY : int

+build( ) : Map

+reset();

+ buildMapNpc(x: int, y: int):
+ buildWorldTiles(x : int, y : int):
+ buildEndMap(x : int, y: int)
+buildMapEnemies(x : int, y: int)

+addMob(Mob enemy, int x,int y)

+addNpc(Npc npc, int x,int y)

+addWorldTile(BufferedImage tile, int x,int y)

+ set... : void