Locations

LocationsController

- currentRoom: Room
- currentLocation: Location
- LOCATIONS: final ArrayList<Location>

+ init(): void
+ update(): void
- createLocation: void

- getLocations(): ArrayList<Location>
+ setCurrentRoom(Room room): void
+ setCurrentLocation(Location location): void
+ getCurrentRoom(): Room
+ getCurrentLocation(): Location

Location

- name: String
- description: String
- exits: ArrayList<Exit>
- entrances: ArrayList<Room>
- rooms: ArrayList<Room>

Location(String name, String description)

#createLocation(): void

+ addExit(Exit exit): void
+ addEntrance(Room room): void
+ addRoom(Room room): void

@Override
+ toString(): String

+ setDescription(String text): void
+ setExits(ArrayList<Exit> exits): void
+ setEntrances(ArrayList<Room> rooms): void
+ setRooms(ArrayList<Room> rooms): void

+ getName(): String
+ getDescription(): String
+ getExits(): ArrayList<Exit>
+ getEntrances(): ArrayList<Room>
+ getRooms(): ArrayList<Room>

Room

- name: String
- description: String
- exits: ArrayList<Exit>
- gameObjects: ArrayList<GameObject>
- hasOxygen: boolean

+ Room(String name, String description)

+ addExit(Exit exit): void
+ addGameObject(GameObject o): void

@Override
+ toString(): String

+ setName(String name): void
+ setDiscription(String text): void
+ setExits(ArrayList<Exit> exits): void
+ setGameObjects(ArrayList<GameObject> objects): void
+ setHasOxygen(boolean b): void

Laser

+ Laser()

@Override
+ createLocation(): void

Net

+ Net()

@Override
+ createLocation(): void

Control

+ Control()

@Override
+ createLocation(): void

Outside

+ Outside()

@Override
+ createLocation(): void

Oxygen

+ Oxygen()

@Override
+ createLocation(): void

Scanning

+ Scanning()

@Override
+ createLocation(): void

Personal

+ Personal()

@Override
+ createLocation(): void

Exit

- exitToRoom: boolean
- exitToLocation: boolean
- fromRoom: Room
- toRoom: Room
- toLocation: Location
- direction: ExitDirection

+ Exit(ExitDirection d, Room exit)
+ Exit(ExitDirection d, Location exit)

@Override
+ toString(): String

+ setFromRoom(Room exit): void
+ setToLocation(Location exit): void
+ setDirection(ExitDirection direction):

+ getDirection(): ExitDirection
+ getToLocation(): Location
+ getToRoom(): Room
+ isExitToLocation: boolean
+ isExitToRoom: boolean

<<enum>> ExitDirection

NORTH,
SOUTH,
WEST,
EAST

GameObject

- name: String
- description: String
- type: GameObjectType

GameObject(String name, String d)

+ interact(): void

@Override
+ toString(): String

+ setName(String name): void
+ setDescription(String description): vo
+ setType(GameObjectType type): void

+ getName(): String
+ getDescription(): String
+ getType(): GameObjectType

<<enum>> GameObjectType

WATER,
AIR,
FIRE_EXTINGUISHER,
CONTROL

0..*

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+ getDescription(): String
+ getExits(): ArrayList<Exit>

+ getExit(String direction): Exit
+ getGameObjects(): ArrayList<GameObject>
+ hasOxygen(): boolean
```

```
+ getDescription(): String
+ getExits(): ArrayList<Exit>

+ getExit(String direction): Exit
+ getGameObjects(): ArrayList<GameObject>
+ hasOxygen(): boolean
```