Locations

LocationsController

+ init(): void
+ createLocations(): void

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>
+ getRooms(): ArrayList<Room>

Room

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

@Override
+ toString(): String

+ setExit(String direction, Room neighbor): void
+ setDiscription(String text): void
+ setGameObjects(ArrayList<GameObject> objects): void
+ setHasOxygen(boolean b): void

+ getDescription(): String
+ getExits(): ArrayList<Exit>
+ getGameObjects(): ArrayList<GameObject>
+ hasOxygen(): boolean

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
- roomExit: Room
- locationExit: Location

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

<<enum>> ExitDirection

NORTH,
SOUTH,
WEST,
EAST

GameObject

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

+ 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,

0..*

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Uses