MainActivity (extends Activity) VoiceProcess # mGameState:GameState # mMainActivity:Activity # mState:GlobalState # mVoiceControl:VoiceControl # mContextActionMap:ContextActionMap # mCanDownload:boolean # mActionContext:Entity # mDict:IDictionary = null # onCreate(Bundle savedInstanceState): void # mTagger:MaxentTagger + onRequestPermissionsResult(requestCode:int. # mDb:ILexicalDatabase = null permissions:String[], grantResults:int[]): void + getWordNetDatabase(): void + processInput(input:String):Object + isDownloadManagerAvailable(): boolean + checkDownloadPermission(): boolean GameState (extends GlobalState) - mMainActivity:Activity - mBattleMap:ContextActionMap VoiceControl - mOverworldMap:ContextActionMap # mBattleVoiceProcess:VoiceProcess - mActivity:AppCompatActivity # mOverworldVoiceProcess:VoiceProcess - mTxtInput:TextView - mTxtOutput:TextView + addDictionary(url:URL):void - mSpeech:SpeechRecognizer = null + initState():void - mIntent:mRecognizerIntent + updateState(input:String):String - mGameState:GameState - mCanRecord:boolean GlobalState + checkRecordAudioPermission():void + promptSpeechInput():void - mActionSucceeded:boolean - onResults(results:Bundle):void - updateGameState(input:String) + onActionSucceeded(): boolean + onActionFailed(): boolean **SemanticSimilarity** ContextActionMap (extends Entity) - sInstance: Semantic Similarity + sCurrentMethod:SimilarityMethod # mState:GlobalState = null # mPossibleTargets:List # mDefaultTarget:Entity = null + <u>getInstance()</u>: SemanticSimilarity # mPossibleContexts:List # setSimilarityMethod(chosenMethod : SimilarityMethod): void + calculateScore(word1:String, + addContextActions(context:String, actions:Action...):void word2:String): double + addSynonym(synonym:String, action:String):void