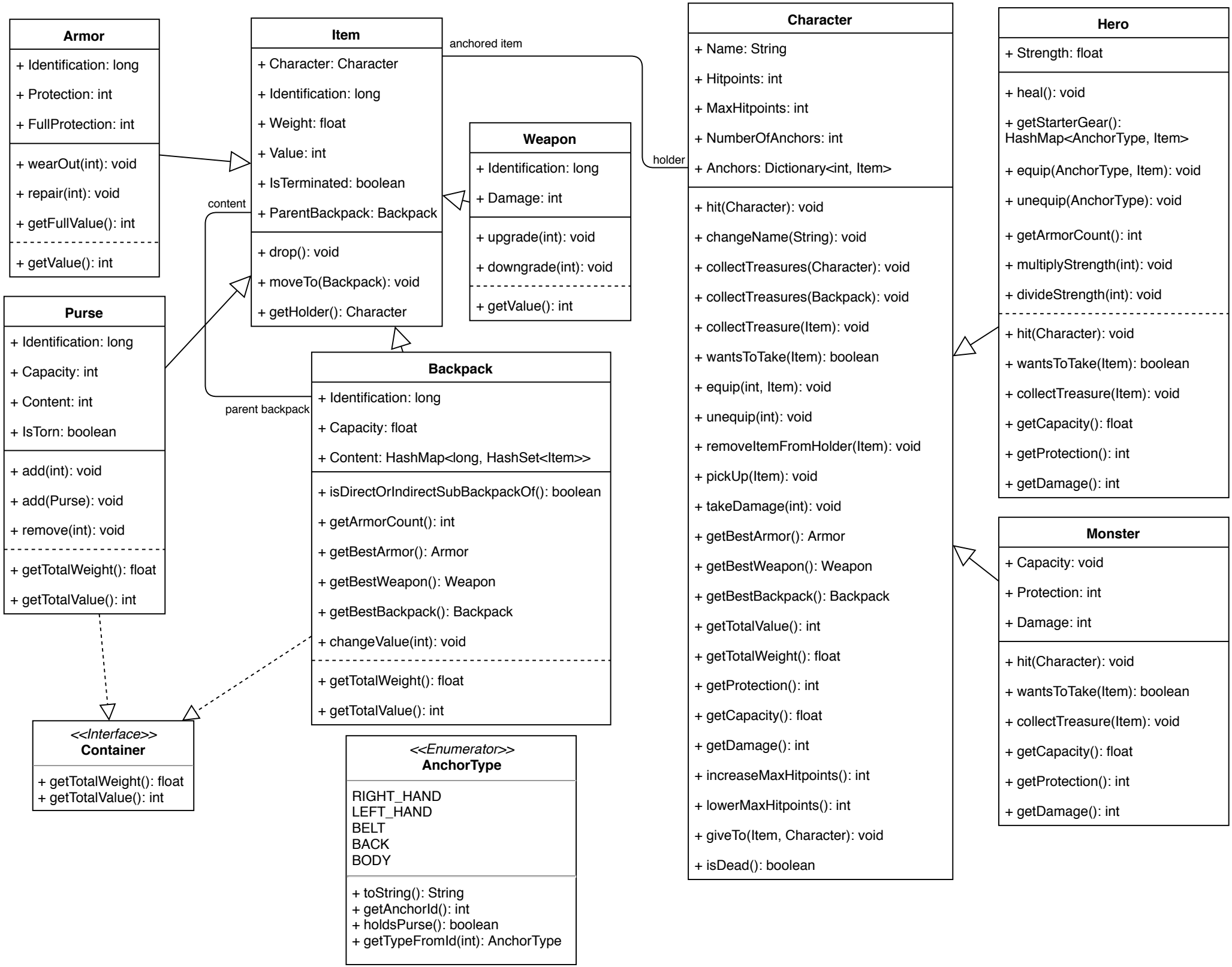
Armor
+ Identification: long
+ Protection: int
+ FullProtection: int
+ wearOut(int): void
+ repair(int): void
+ getFullValue(): int
+ getValue(): int
Item
+ Character: Character
+ Identification: long
+ Weight: float
+ Value: int
+ IsTerminated: boolean
+ ParentBackpack: Backpack
+ drop(): void
+ moveTo(Backpack): void
+ getHolder(): Character
anchored item
holder
content
parent backpack
Weapon
+ Identification: long
+ Damage: int
+ upgrade(int): void
+ downgrade(int): void
+ getValue(): int
Character
+ Name: String
+ Hitpoints: int
+ MaxHitpoints: int
+ NumberOfAnchors: int
+ Anchors: Dictionary<int, Item>
+ hit(Character): void
+ changeName(String): void
+ collectTreasures(Character): void
+ collectTreasures(Backpack): void
+ collectTreasure(Item): void
+ wantsToTake(Item): boolean
+ equip(int, Item): void
+ unequip(int): void
+ removeItemFromHolder(Item): void
+ pickUp(Item): void
+ takeDamage(int): void
+ getBestArmor(): Armor
+ getBestWeapon(): Weapon
+ getBestBackpack(): Backpack
+ getTotalValue(): int
+ getTotalWeight(): float
+ getProtection(): int
+ getCapacity(): float
+ getDamage(): int
+ increaseMaxHitpoints(): int
+ lowerMaxHitpoints(): int
+ giveTo(Item, Character): void
+ isDead(): boolean
Hero
+ Strength: float
+ heal(): void
+ getStarterGear(): HashMap<AnchorType, Item>
+ equip(AnchorType, Item): void
+ unequip(AnchorType): void
+ getArmorCount(): int
+ multiplyStrength(int): void
+ divideStrength(int): void
+ hit(Character): void
+ wantsToTake(Item): boolean
+ collectTreasure(Item): void
+ getCapacity(): float
+ getProtection(): int
+ getDamage(): int
Purse
+ Identification: long
+ Capacity: int
+ Content: int
+ IsTorn: boolean
+ add(int): void
+ add(Purse): void
+ remove(int): void
+ getTotalWeight(): float
+ getTotalValue(): int
Backpack
+ Identification: long
+ Capacity: float
+ Content: HashMap<long, HashSet<Item>>
+ isDirectOrIndirectSubBackpackOf(): boolean
+ getArmorCount(): int
+ getBestArmor(): Armor
+ getBestWeapon(): Weapon
+ getBestBackpack(): Backpack
+ changeValue(int): void
+ getTotalWeight(): float
+ getTotalValue(): int
Monster
+ Capacity: void
+ Protection: int
+ Damage: int
+ hit(Character): void
+ wantsToTake(Item): boolean
+ collectTreasure(Item): void
+ getCapacity(): float
+ getProtection(): int
+ getDamage(): int
<<Interface>>
Container
+ getTotalWeight(): float
+ getTotalValue(): int
<<Enumerator>>
AnchorType
RIGHT_HAND
LEFT_HAND
BELT
BACK
BODY
+ toString(): String
+ getAnchorId(): int
+ holdsPurse(): boolean
+ getTypeFromId(int): AnchorType