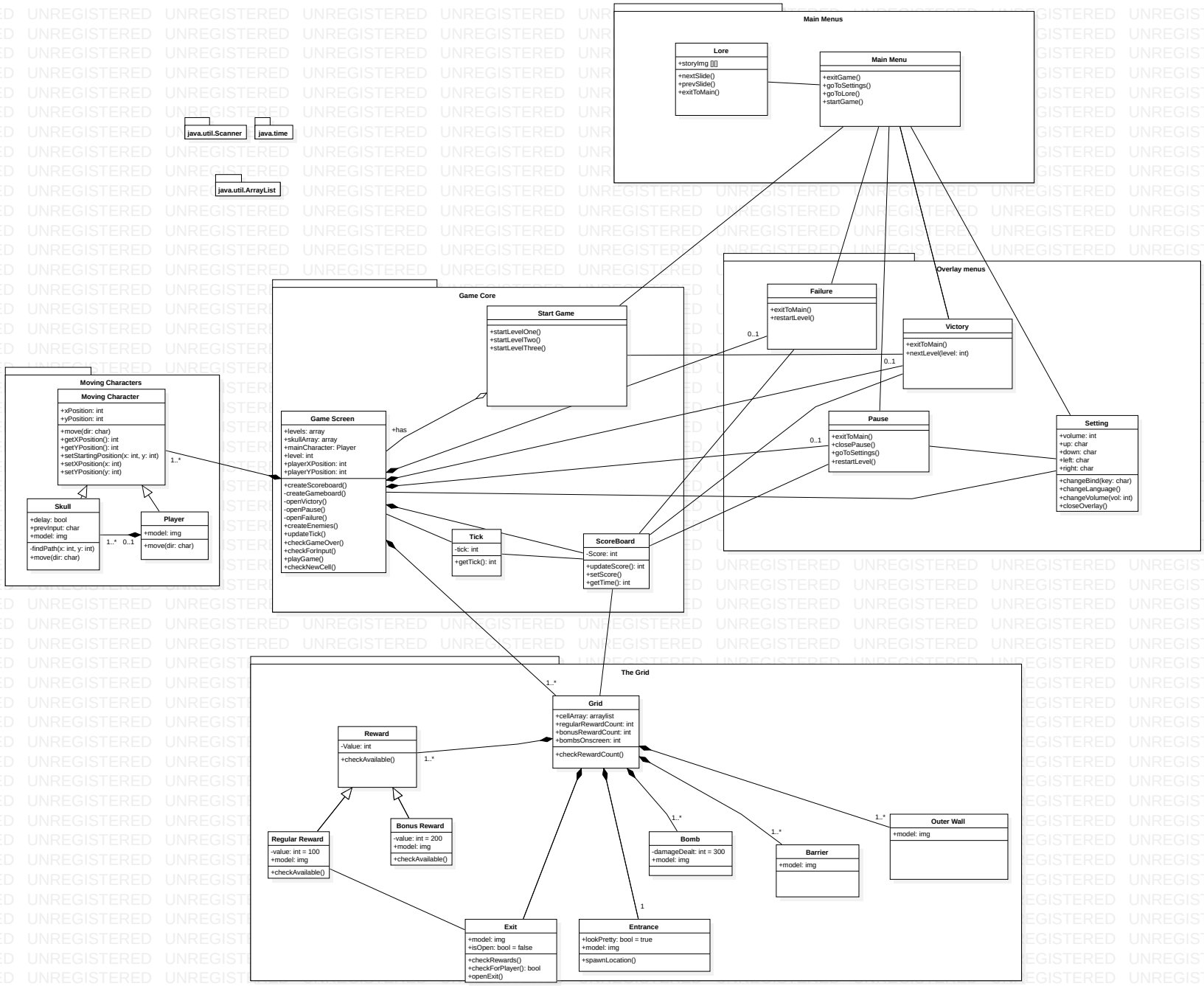
Model.Main


Main Menus
Lore
+storyImg [][]
+nextSlide()
+prevSlide()
+exitToMain()
Main Menu
+exitGame()
+goToSettings()
+goToLore()
+startGame()
java.util.Scanner
java.time
java.util.ArrayList
Overlay menus
Failure
+exitToMain()
+restartLevel()
Victory
+exitToMain()
+nextLevel(level: int)
Pause
+exitToMain()
+closePause()
+goToSettings()
+restartLevel()
Setting
+volume: int
+up: char
+down: char
+left: char
+right: char
+changeBind(key: char)
+changeLanguage()
+changeVolume(vol: int)
+closeOverlay()
Game Core
Start Game
+startLevelOne()
+startLevelTwo()
+startLevelThree()
Game Screen
+levels: array
+skullArray: array
+mainCharacter: Player
+level: int
+playerXPosition: int
+playerYPosition: int
+createScoreboard()
-createGameboard()
-openVictory()
-openPause()
-openFailure()
+createEnemies()
+updateTick()
+checkGameOver()
+checkForInput()
+playGame()
+checkNewCell()
+has
Tick
-tick: int
+getTick(): int
ScoreBoard
-Score: int
+updateScore(): int
+setScore()
+getTime(): int
Moving Characters
Moving Character
+xPosition: int
+yPosition: int
+move(dir: char)
+getXPosition(): int
+getYPosition(): int
+setStartingPosition(x: int, y: int)
+setXPosition(x: int)
+setYPosition(y: int)
Skull
+delay: bool
+prevInput: char
+model: img
-findPath(x: int, y: int)
+move(dir: char)
Player
+model: img
+move(dir: char)
1..*
0..1
The Grid
Grid
+cellArray: arraylist
+regularRewardCount: int
+bonusRewardCount: int
+bombsOnscreen: int
+checkRewardCount()
Reward
-Value: int
+checkAvailable()
Regular Reward
-value: int = 100
+model: img
+checkAvailable()
Bonus Reward
-value: int = 200
+model: img
+checkAvailable()
Bomb
-damageDealt: int = 300
+model: img
Barrier
+model: img
Outer Wall
+model: img
Exit
+model: img
+isOpen: bool = false
+checkRewards()
+checkForPlayer(): bool
+openExit()
Entrance
+lookPretty: bool = true
+model: img
+spawnLocation()
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