

# UML Diagram for Project

2.1

Daniel  
Hernandez

build classes first

## ARCANE

- Starting Room : Room
- Adventurers : List <adventurer>
- creatures : List <creatures>
- treasures : List <treasure>

+ initialize game () : Void  
+ runGame () : Void  
+ game over () : bool



# Room

- Name : String
- adjacent Rooms : List <Room>
- Contents : List <object>

+ add Content (item : object) : Void  
+ remove Content (item : object) : Void  
+ get adjacent Rooms () : List <Room>  
+ toString () : String

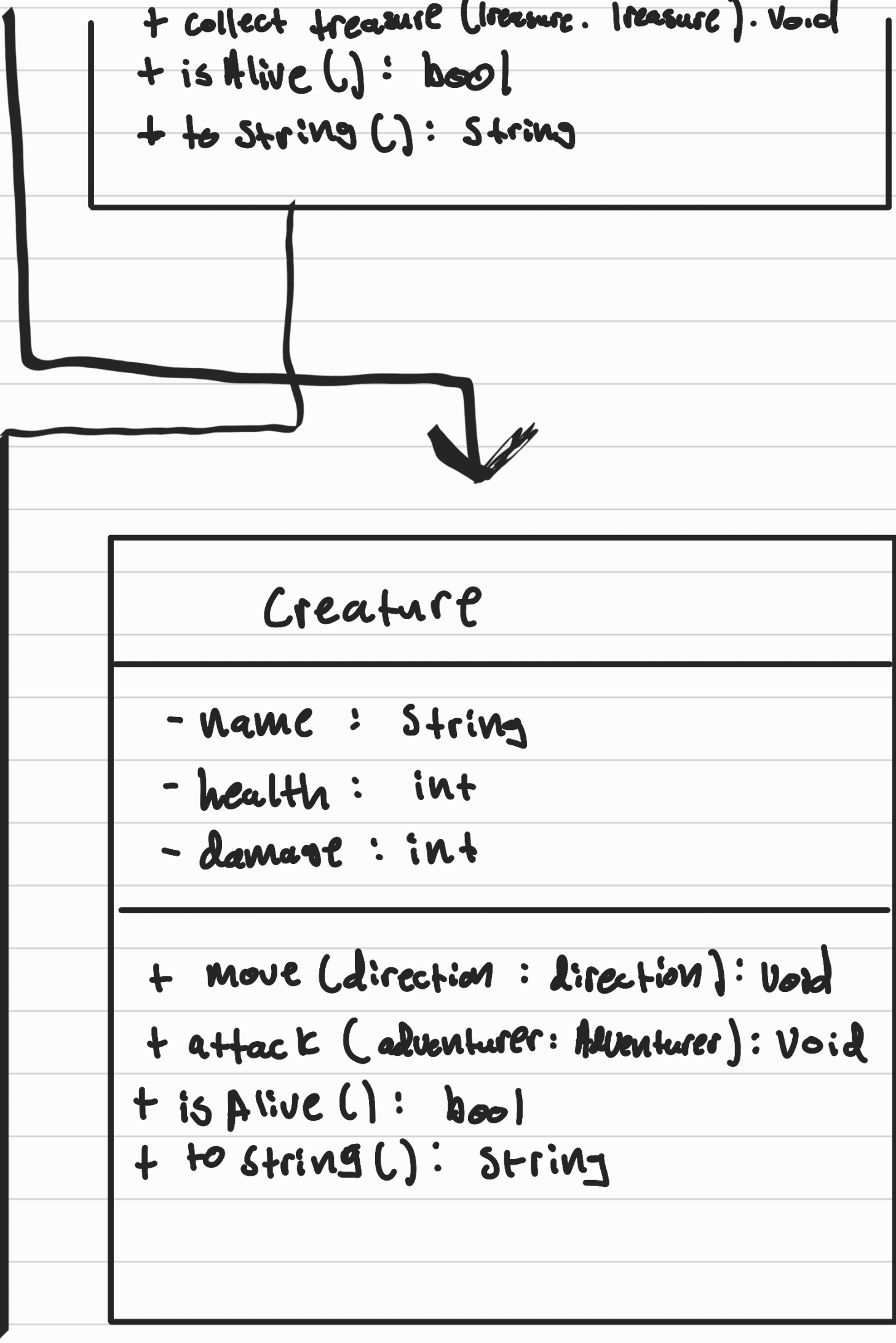


## Adventurer

- Name : String
- health : int
- inventory : List <Treasure>

+ move (direction : direction) : Void  
+ attack (creature : creature) : Void

+ collect treasure (treasure: treasure): void  
+ isAlive(): bool  
+ toString(): String



## Creature

- name : String  
- health : int  
- damage : int

+ move (direction : direction): void  
+ attack (adventurer: Adventurer): void  
+ isAlive(): bool  
+ toString(): String

