CodeCool Quest

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Drawable

+ getTileName():String

MapLoader

-savedPlayer(): Player

+ loadMap():GameMap
-setSavedPlayer(Player palyer)

Actor

- cell:Cell
- health:int
- attackDamage:int
- isAlive:boolean
- steps:int

+ isAlive():boolean
+ setAlive(alive boolean)
+ getName()
+ getTileName()
+ move(dx int, dy int, godMode boolean)
+ attack(cell Cell)
+ getHealth():int
+ setHealth(health int)
+ updateHealth(modifier int)
+ getAttackDamage():int
+ setAttackDamage(attackDamage int)
+ getCell():cell
+ setCell(cell Cell)
+ getNeighbourEnemyCell():cell
+ getSteps()
+ setSteps(steps int)
+ getType():String

Item

+ getTileName():String
+getTyoe(): String

Cell

- type:CellType
- actor:Actor
- cross:Cross
- gameMap:GameMap
- x, y:int
- item:Item

+ getType():CellType
+ setType(type CellType)
+ getActor():Actor
+ setActor(actor Actor)
+getCross():Cross
+ getItem():Item
+ setItem(item Item)
+ getNeighbor(dx int, dy int):Cell
+ getX():int
+ getY():int
+ isFloorsCell():boolean
+ getTileName():String<<override>>

GameMap

- width:int
- height:int
- cells:Cell[][]
- player:Player

+ getCell(x int, y int):Cell
+ setPlayer(player Player)
+ getPlayer():Player
+ getWidth:int
+ getHeight:int

Key

-id:Int
-counter:Int

+getId():int
+getTileName(): String
-setCounter()

Sword

- attackDamage:int

+ setAttackDamage(attackDamage int)
+ getAttackDamage():int

Player

- godMode:boolean
- name:String
- inventory:ListView<Item>

+ getInventory():ListView<Item>
+ getName():String
+ setGodMode(name String)
+ isGodMode():boolean
+ addKeyToInventory(item Item)
+ addWeaponToInventory(sword Sword)
+ updateAttackDamage(damageModifier int)
+ getKey():int
+ removeKey(id int)
+getSword():int
+ hasKey(id int):boolean
+ openDoor():Door

Ghost

- ghostList:List<Ghost> = new
ArrayList<>()

+ smartAutoMove(playerPos int[])
+ distanceBetweenPos(playerPos int[],
enemyPos int[]):double
+ getGhostList():List<Ghost>

Knight

- knightList:List<Knight> = new
ArrayList<>()

Skeleton

- skeletonList:List<Skeleton> = new
ArrayList<>()

+ autoMove()
+ getSkeletonList():List<Skeleton>
+smartAutoMove()
+distanceBetweenPos():double

Portal

-counter: Int

+getMapName():String

Door

- id:Int
-isOpen:boolean
-counter:int

+getId():int
+getIsOpen():Boolean
+setOpen()
+getTileName():String

Trap

-damage:int

+getDamage():Int

Potion

-healAmount:Int

+getHealAmount():Int
+getTileName():String

**<<enumeration>>
CellType**

EMPTY
FLOOR
WALL
WINDOW
BUSH
GREENBUSH
- TILENAME:String

+ getTileName():String

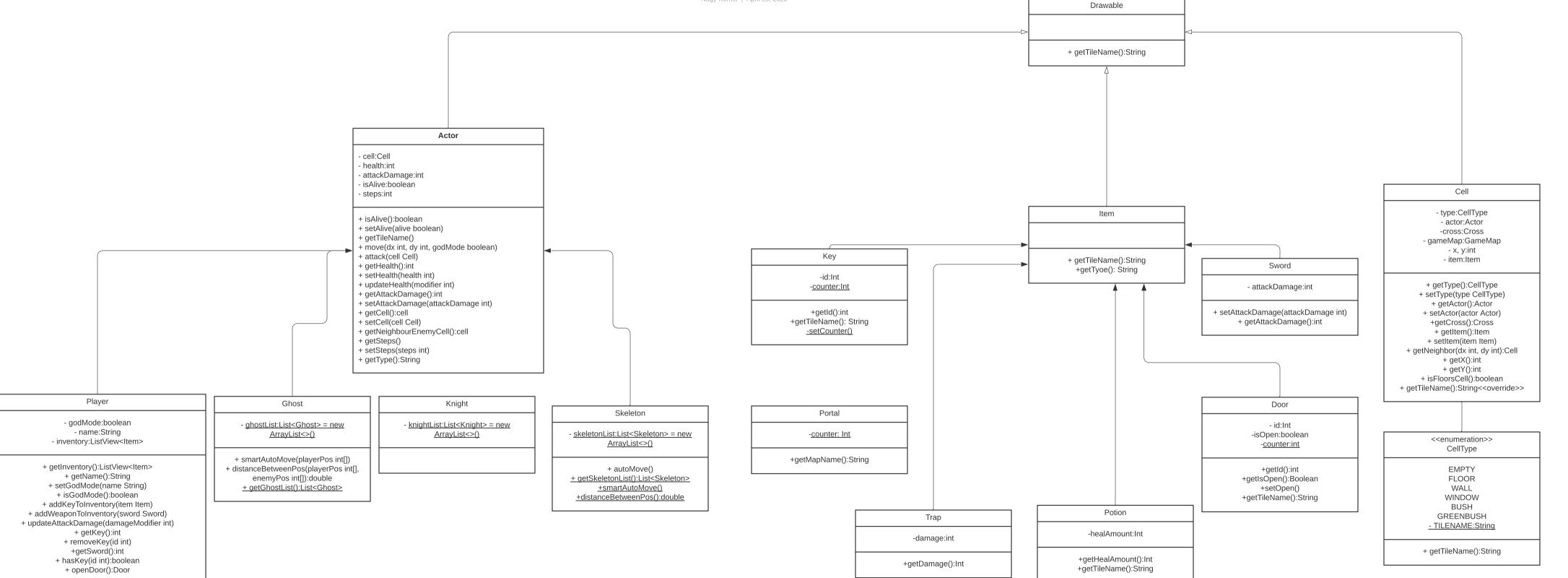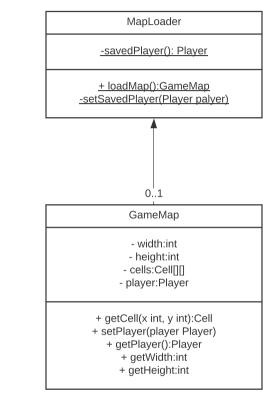**Util**

- random:Random = Random()

+ getRandomNumber(min int, max int):int
+ getRandomDirection():String

0..1