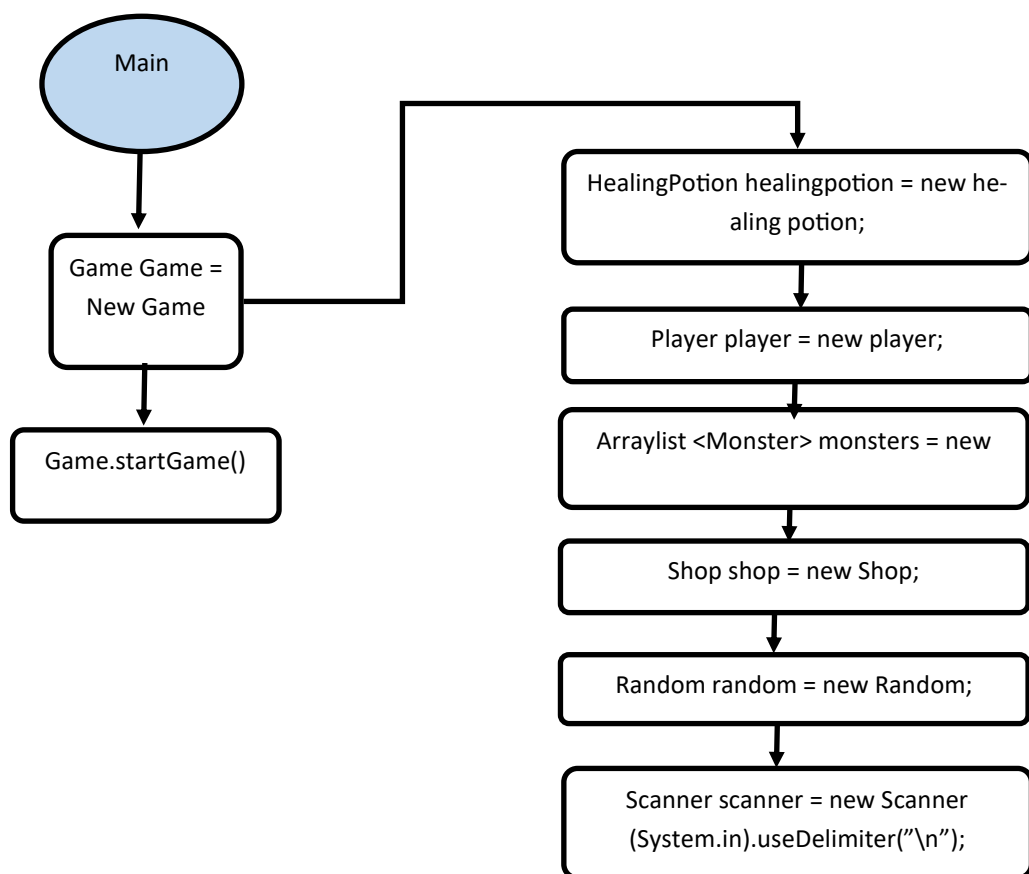
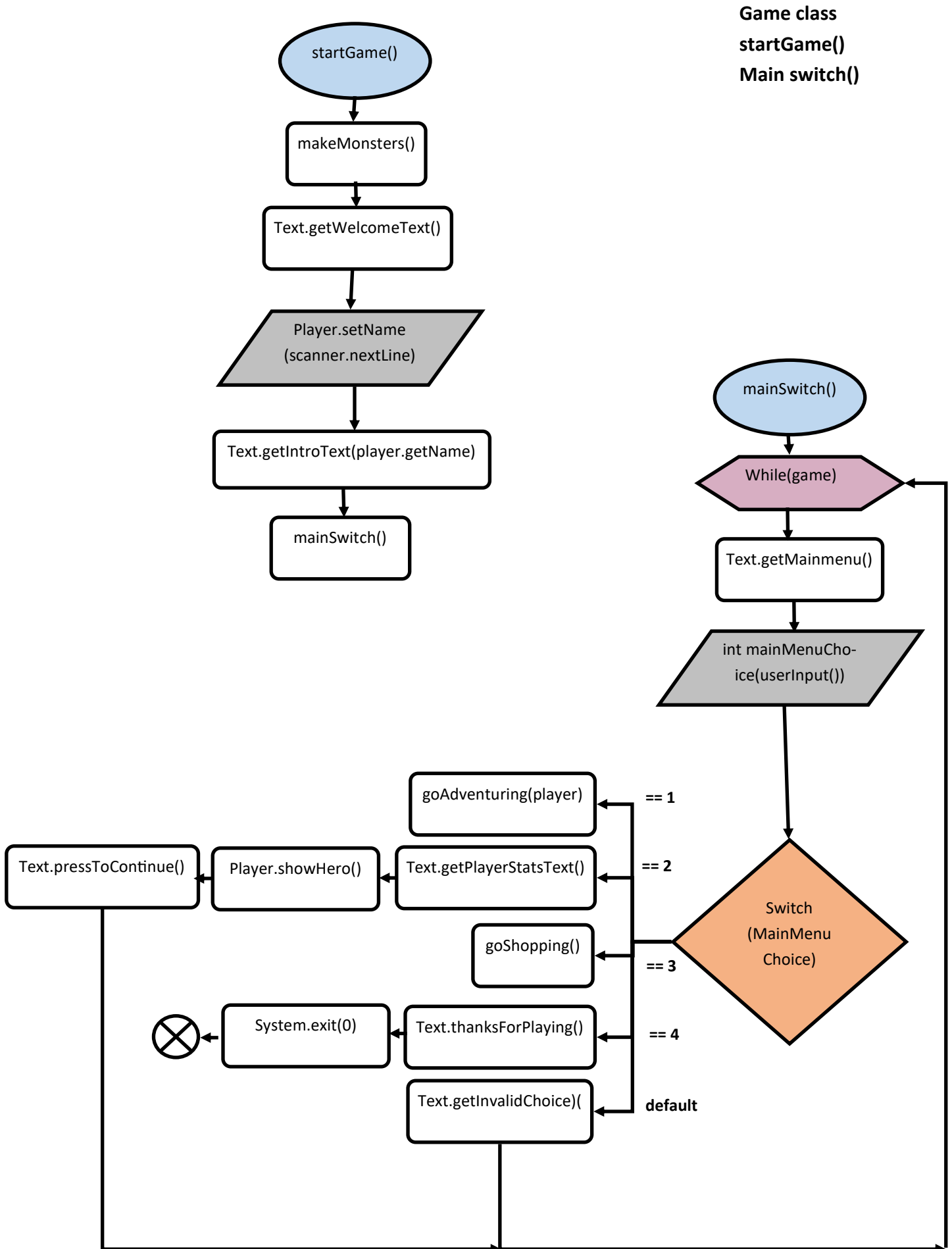


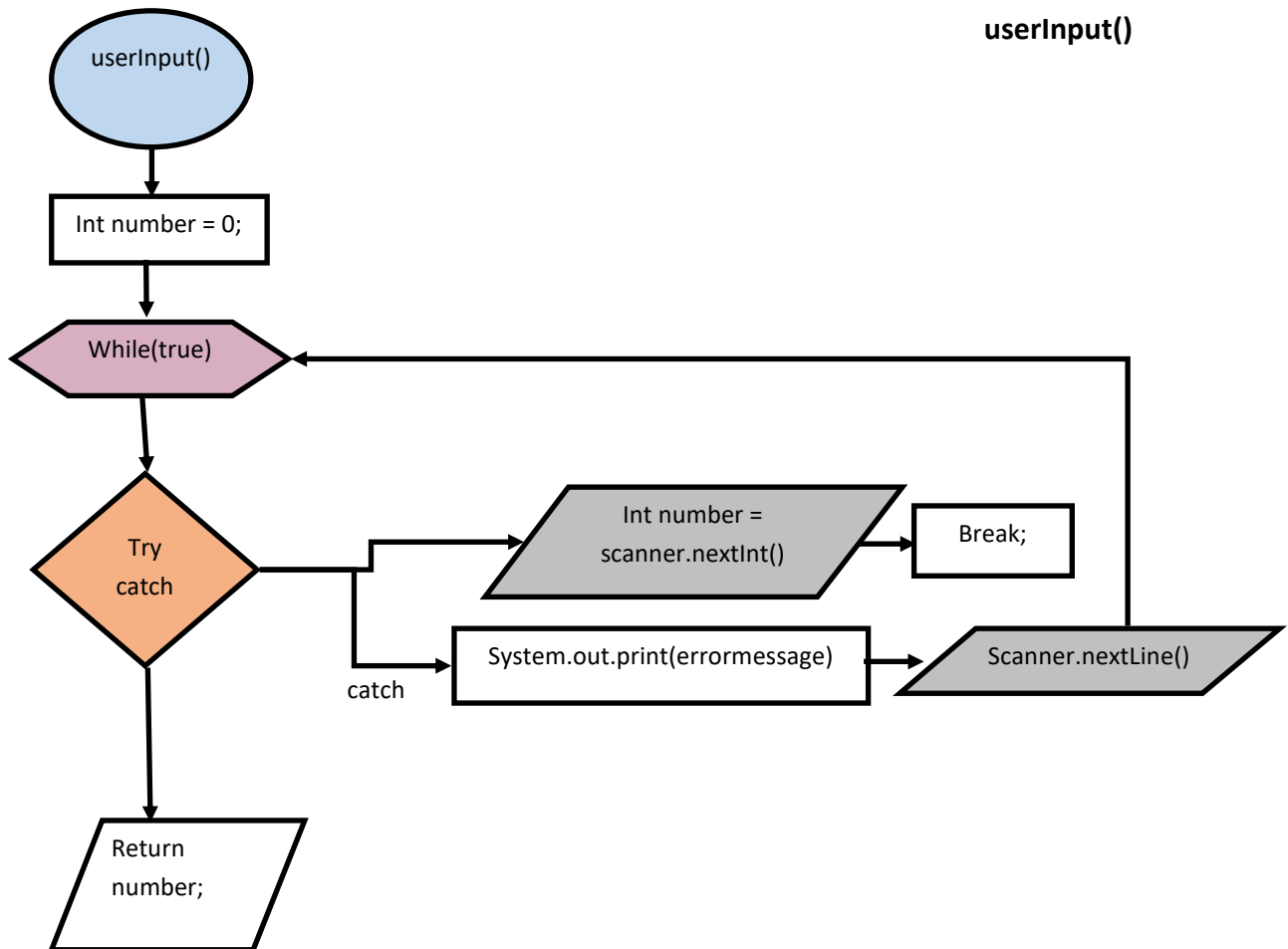
Grupp : Problemlösarna

Main class





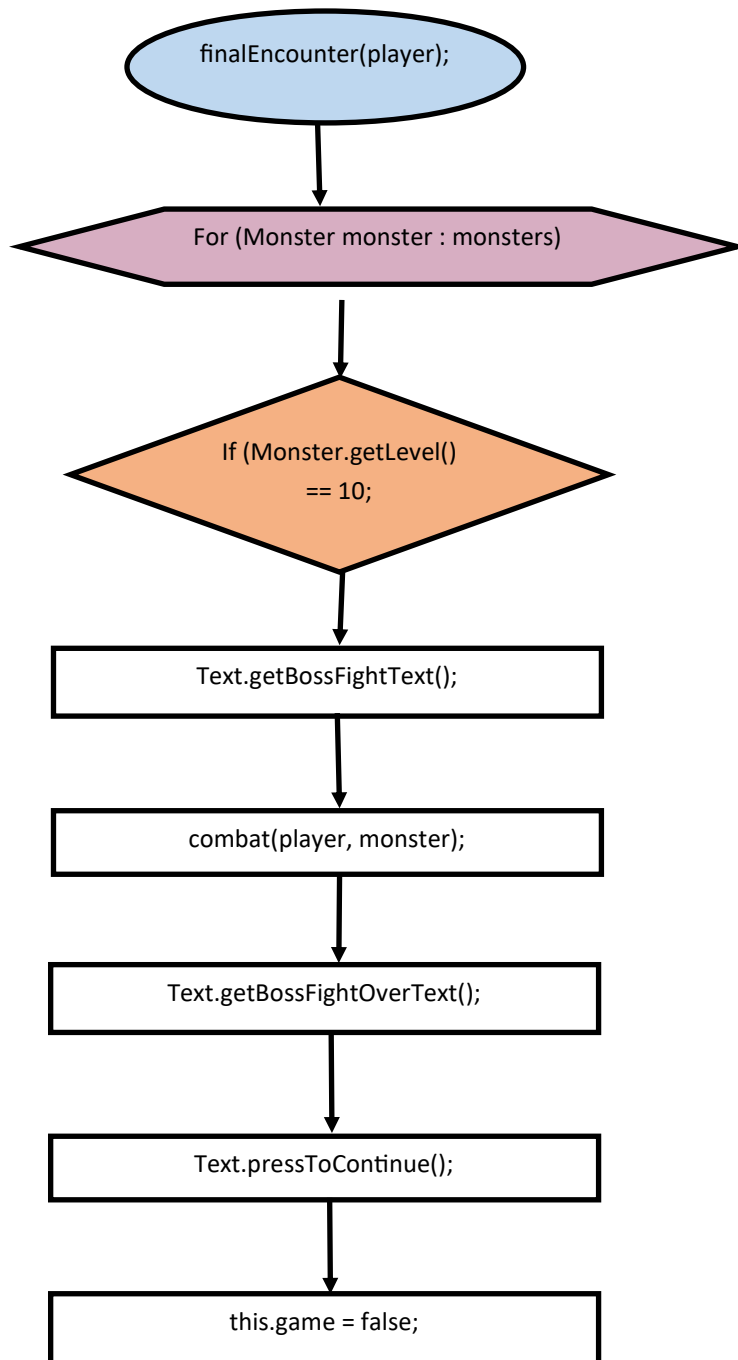
Game class
userInput()



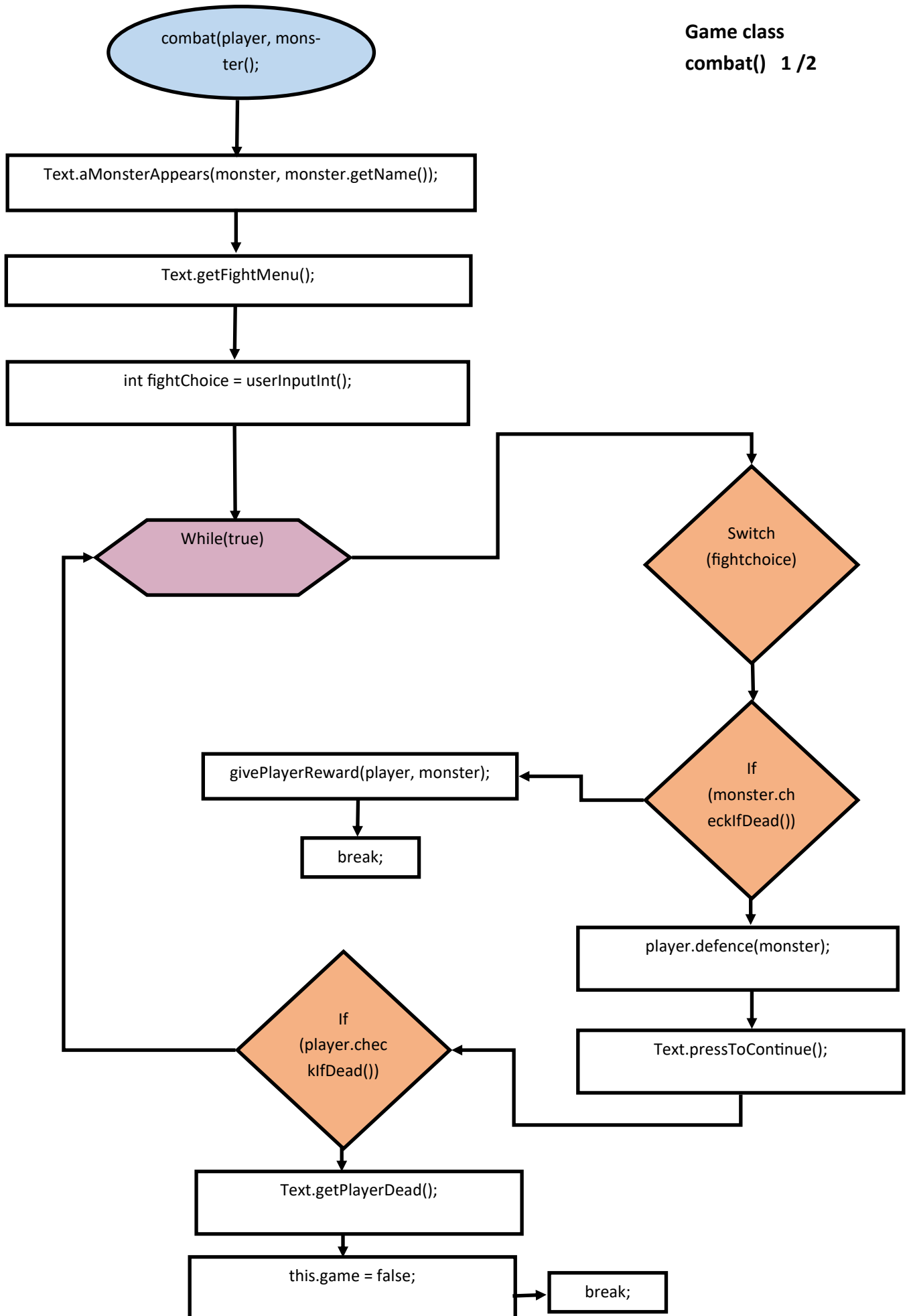
Game class
goAdventuring()

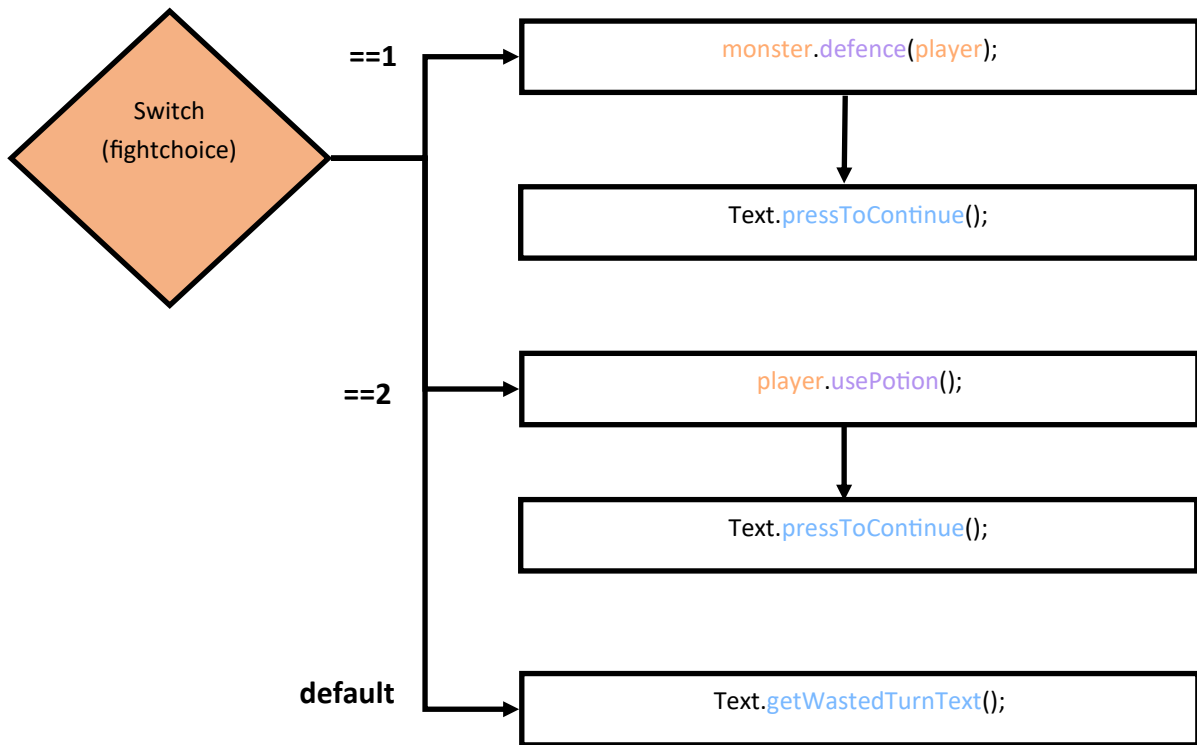


Game class

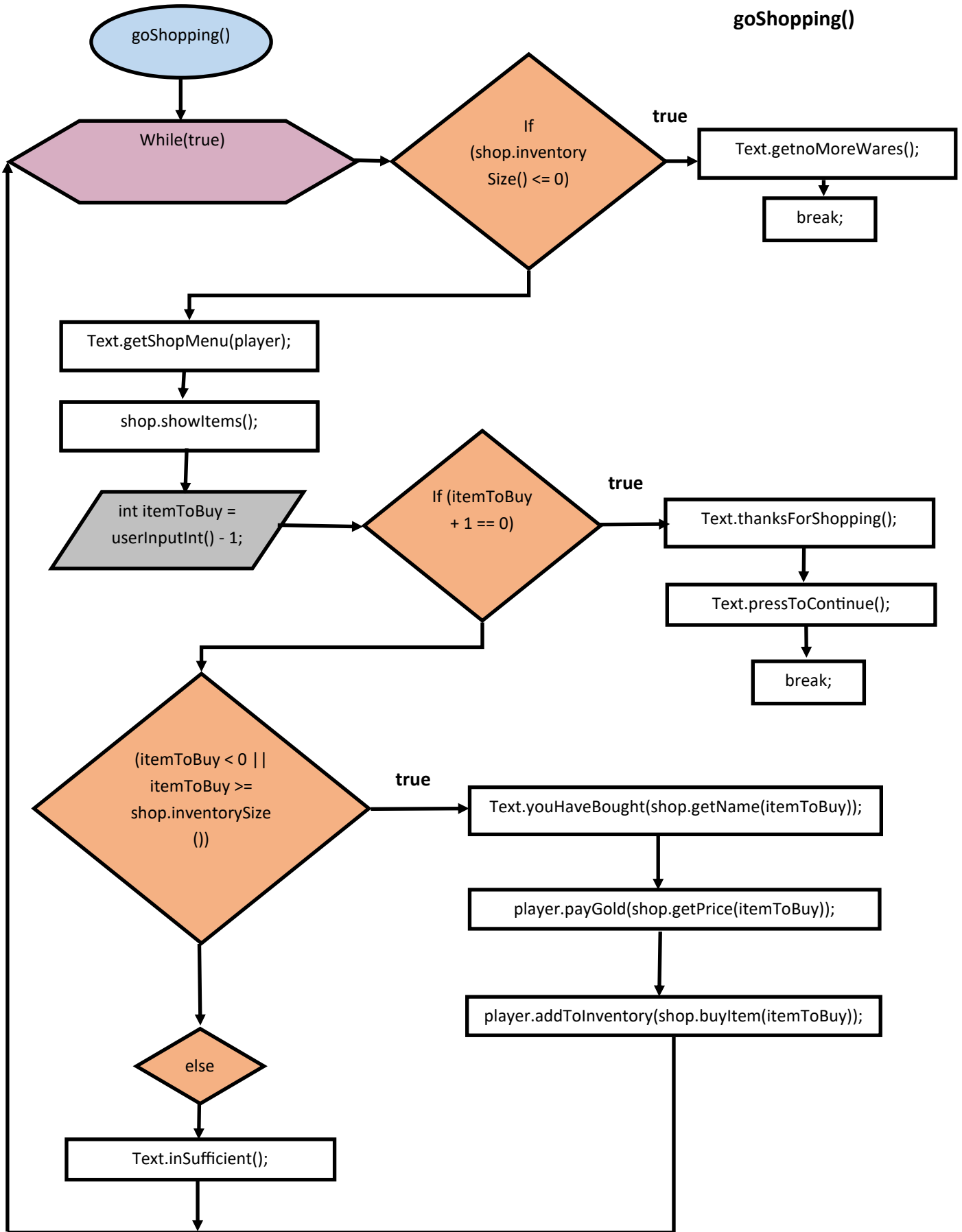


Game class
combat() 1 / 2

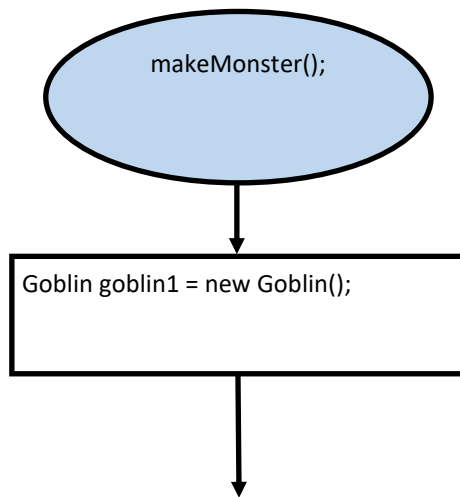




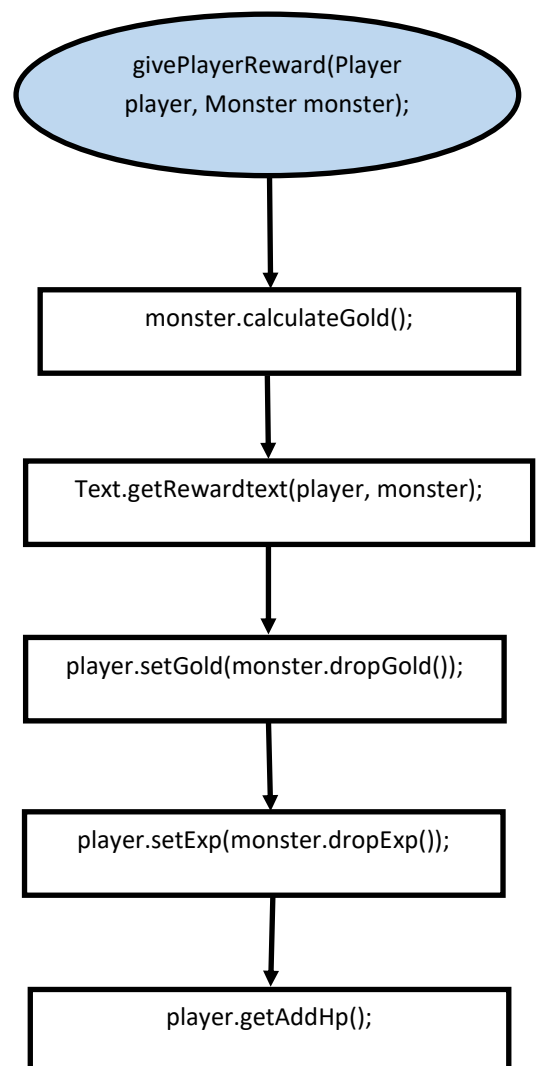
**Game class
goShopping()**

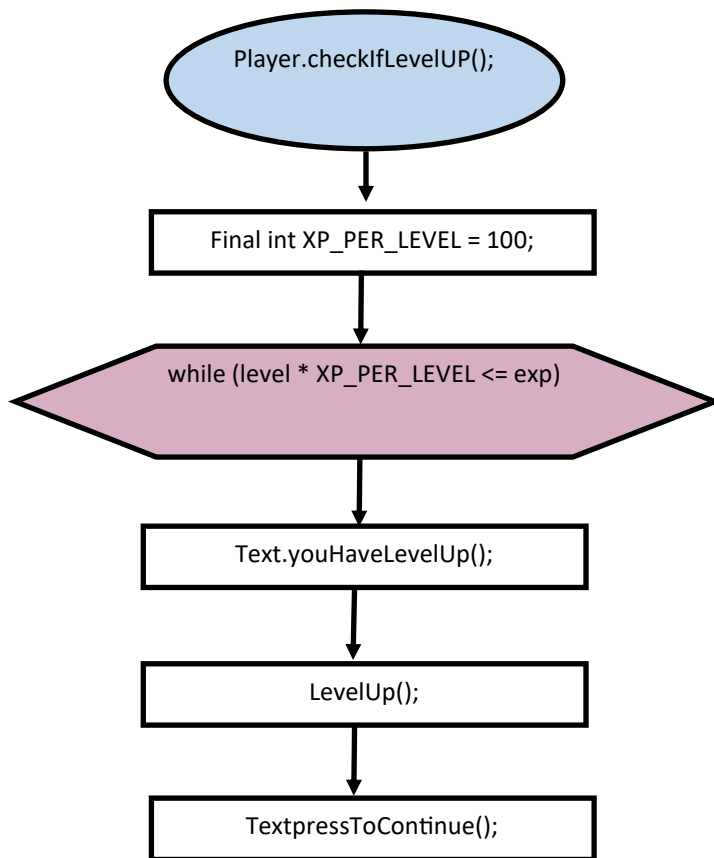


Game class

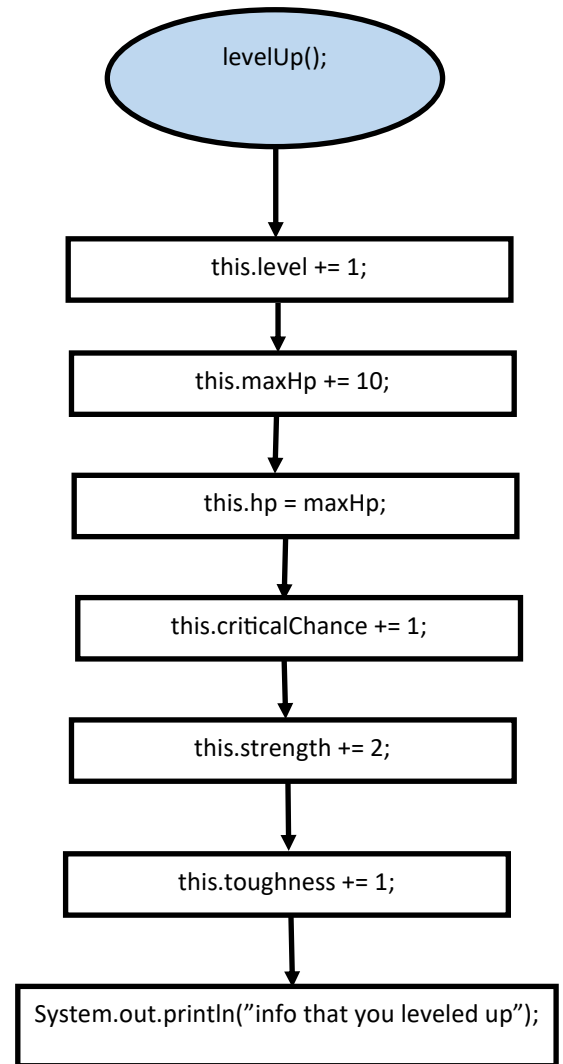


Här följer initierandet av alla monster objekt.

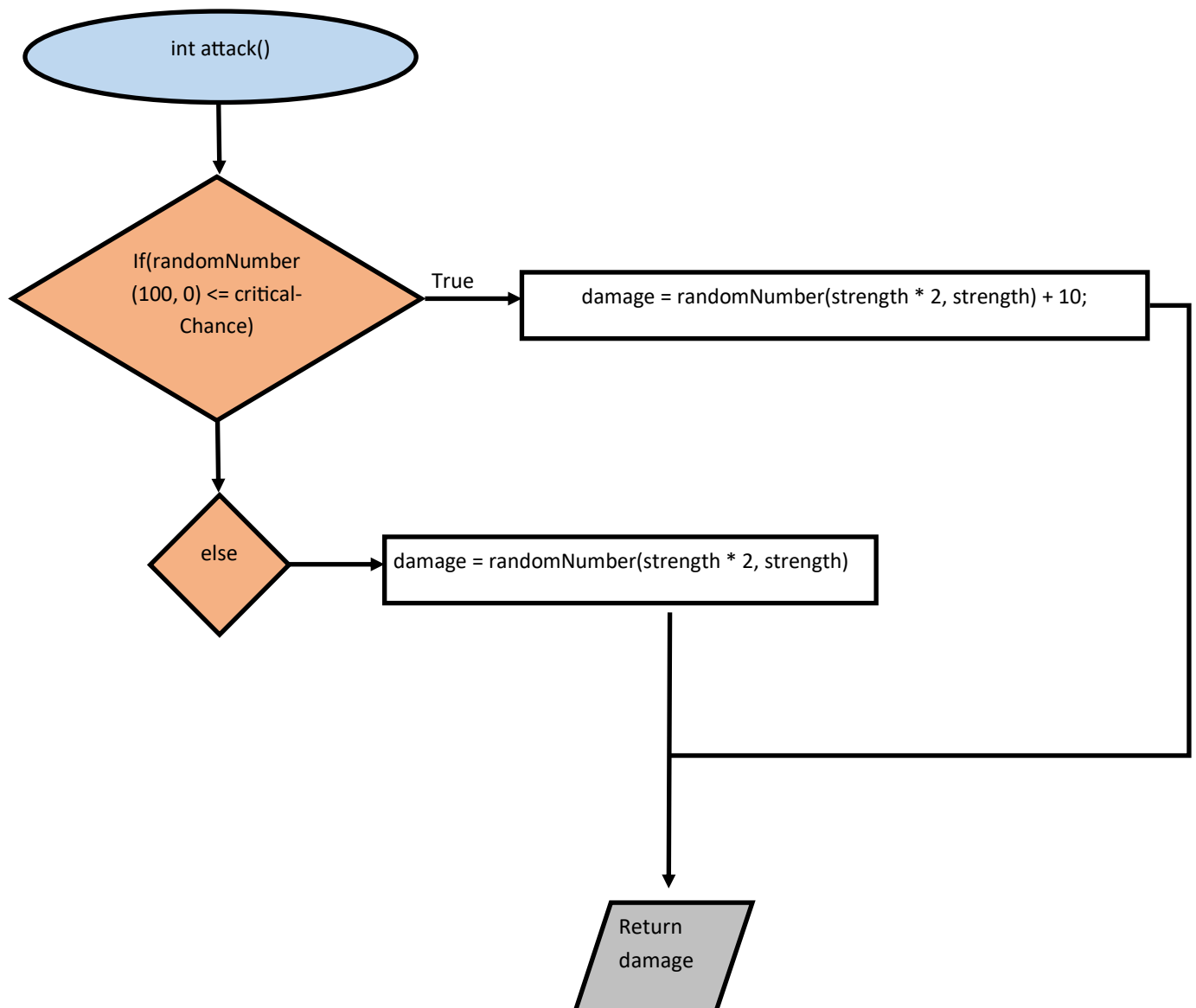


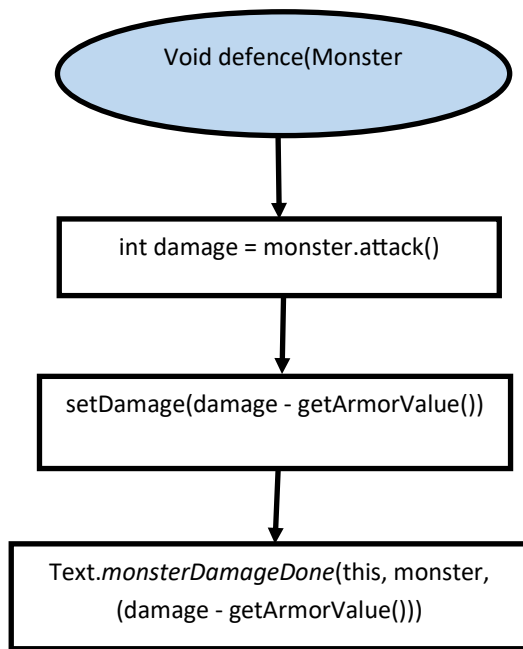


Player class

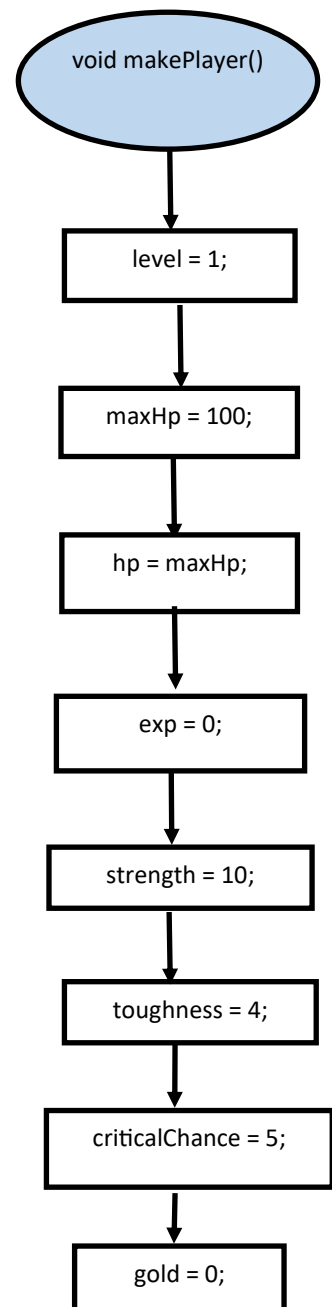


Player class

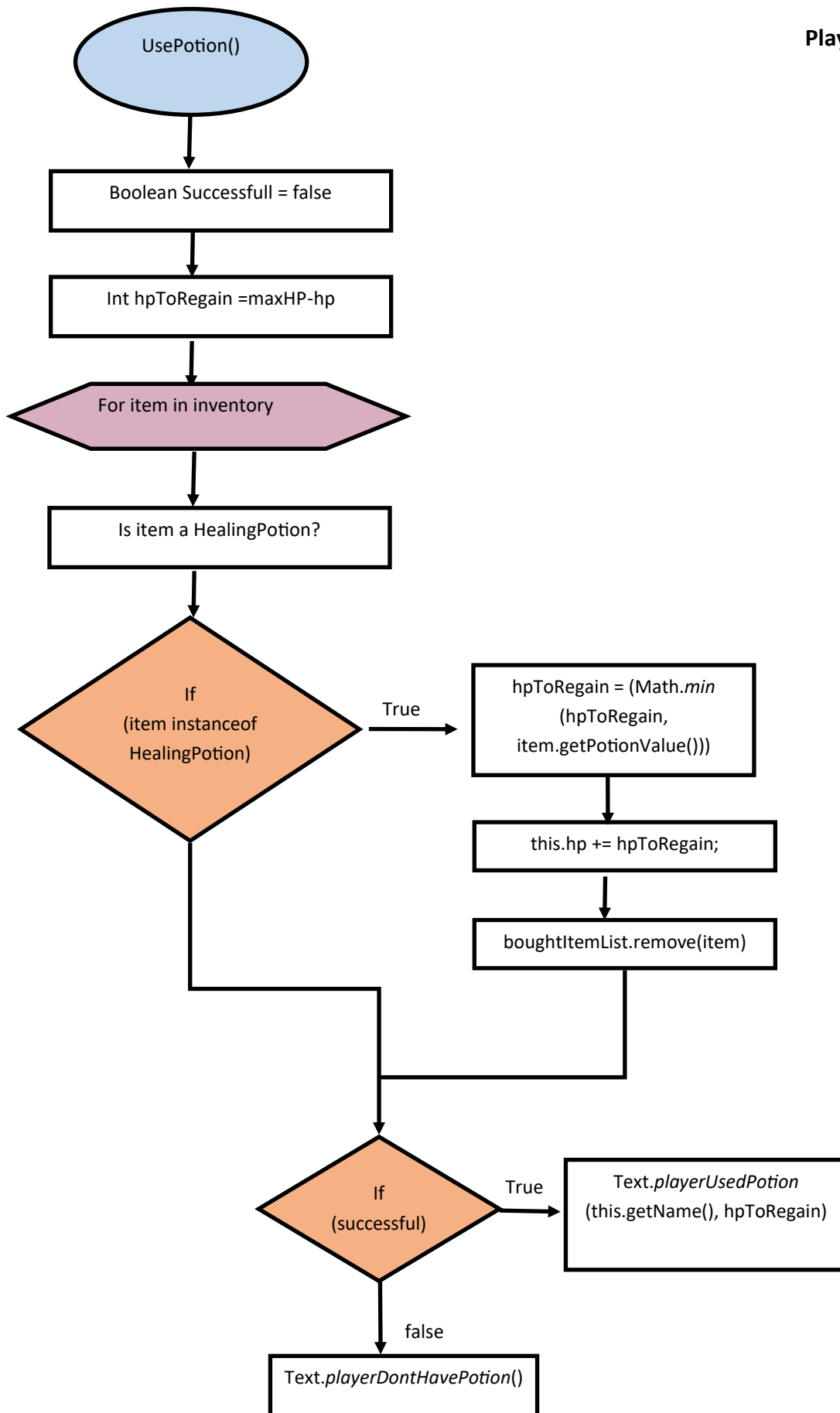




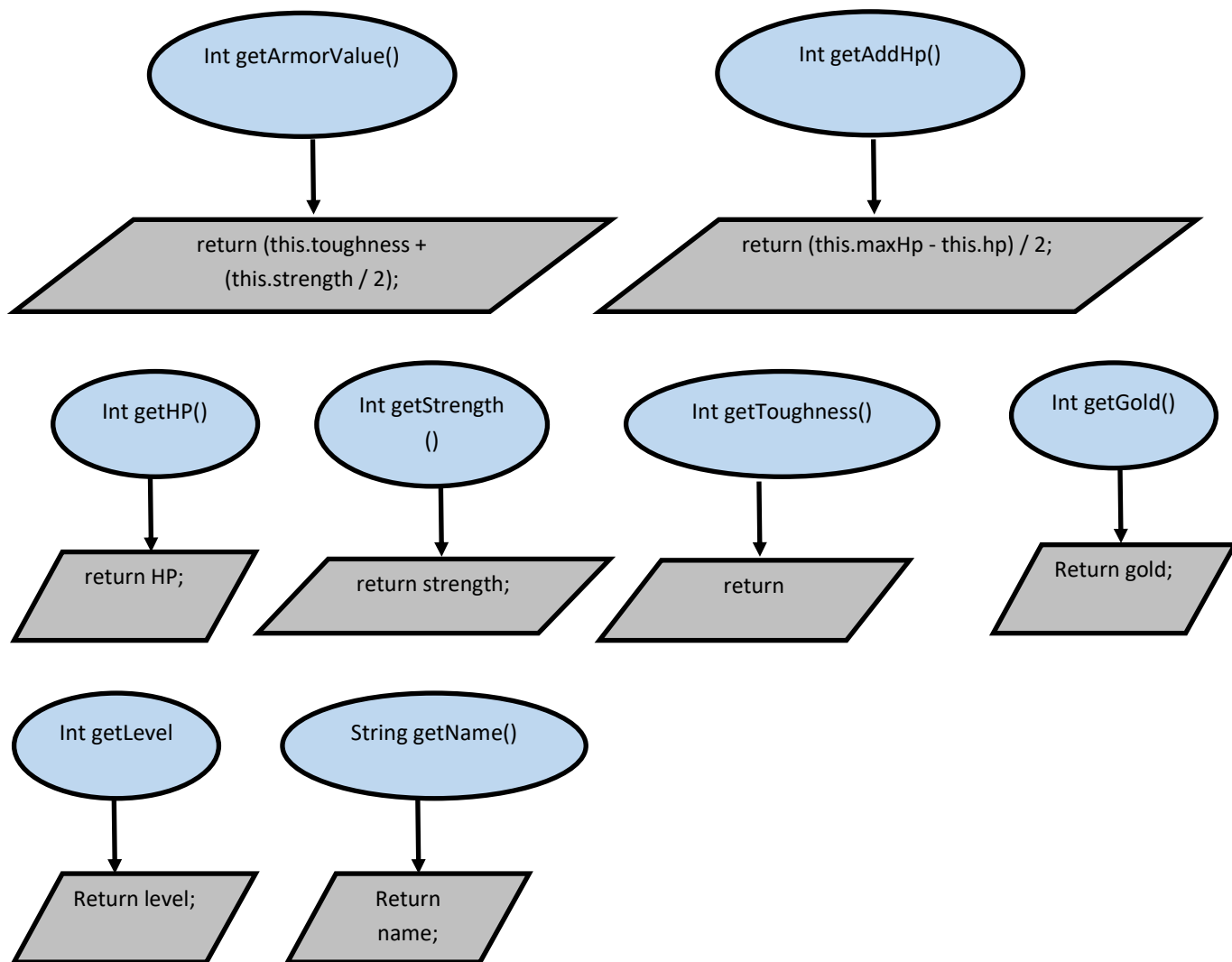
Player class



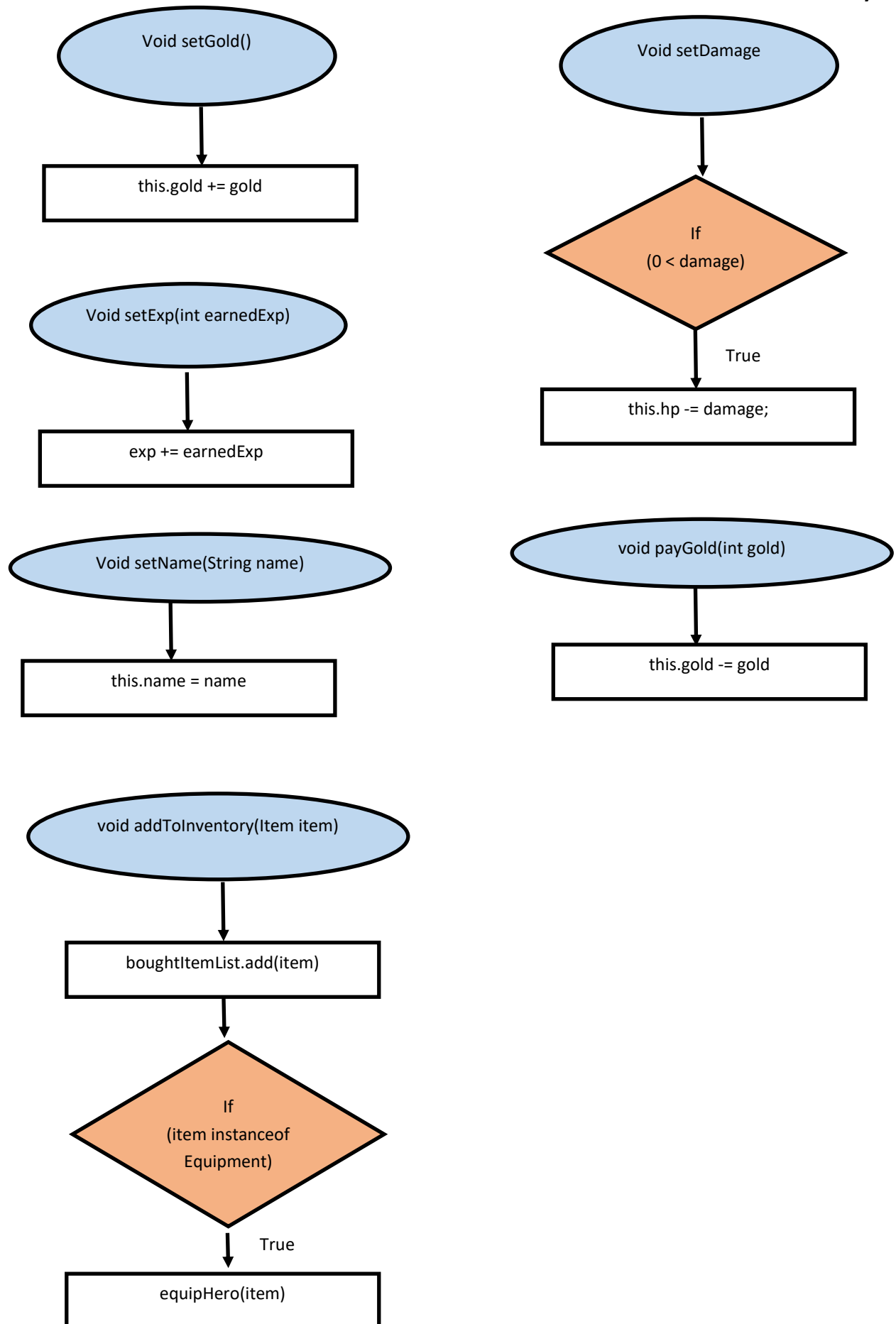
Player Class



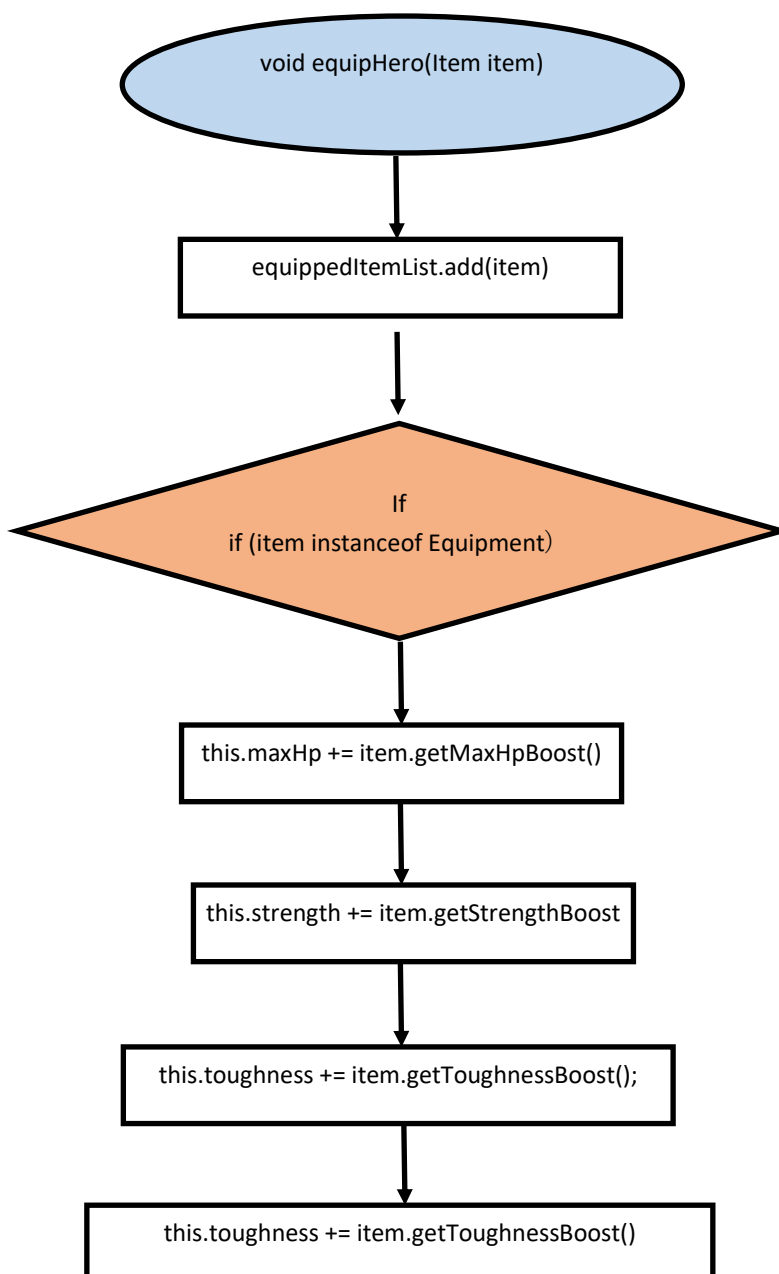
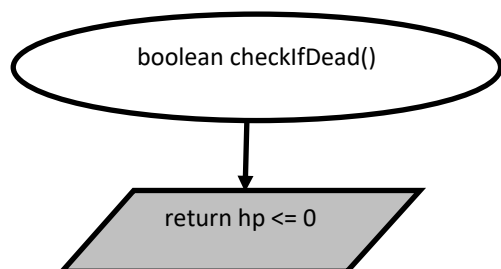
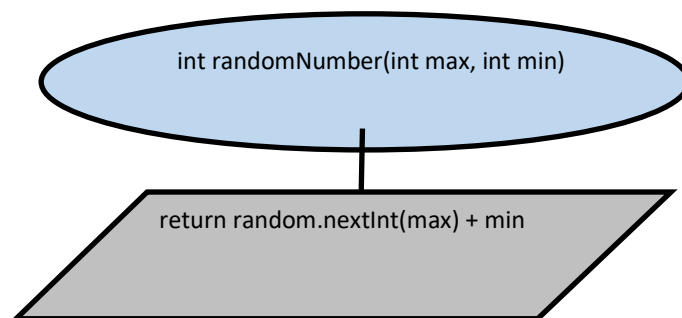
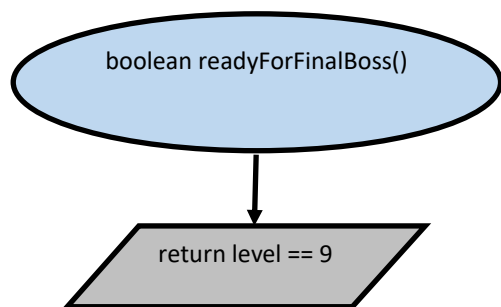
Player Class



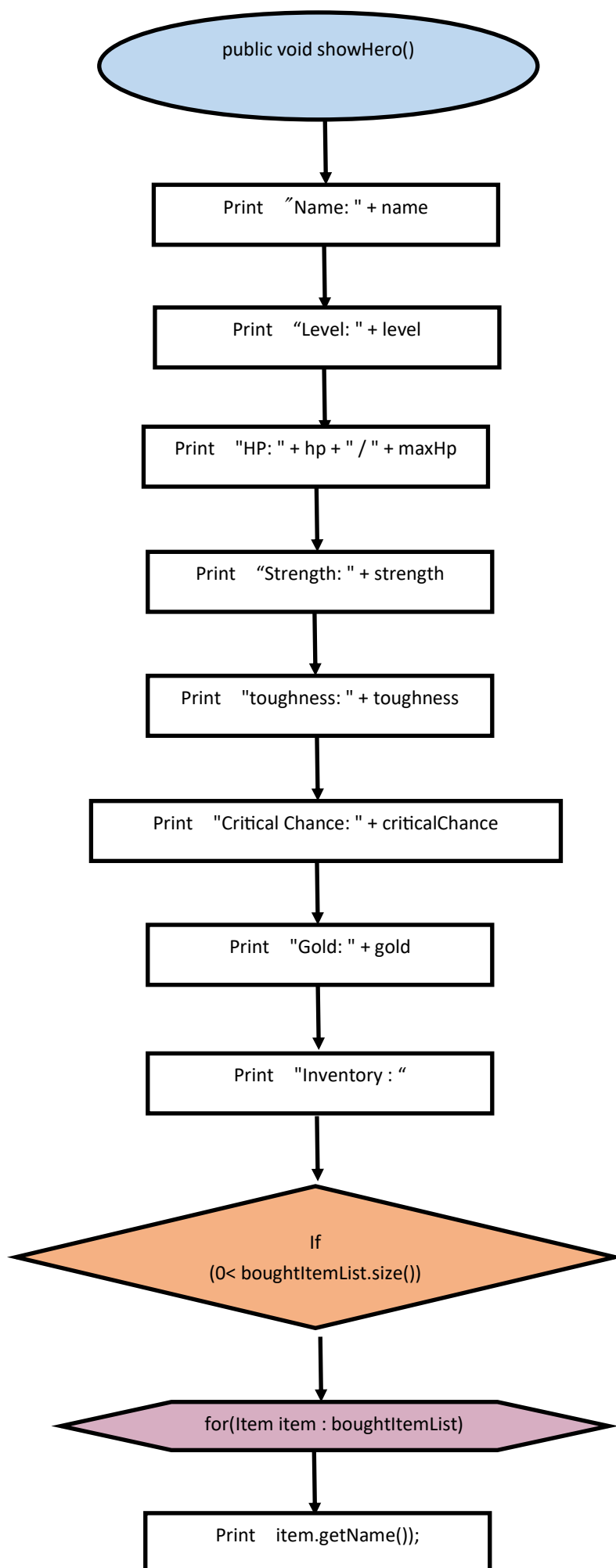
Player Class



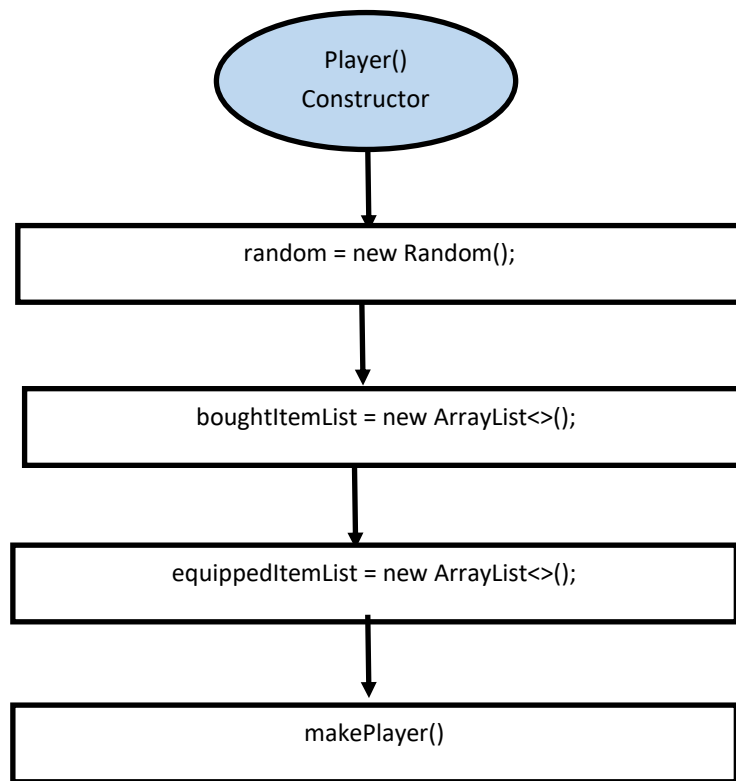
Player Class



Player Class

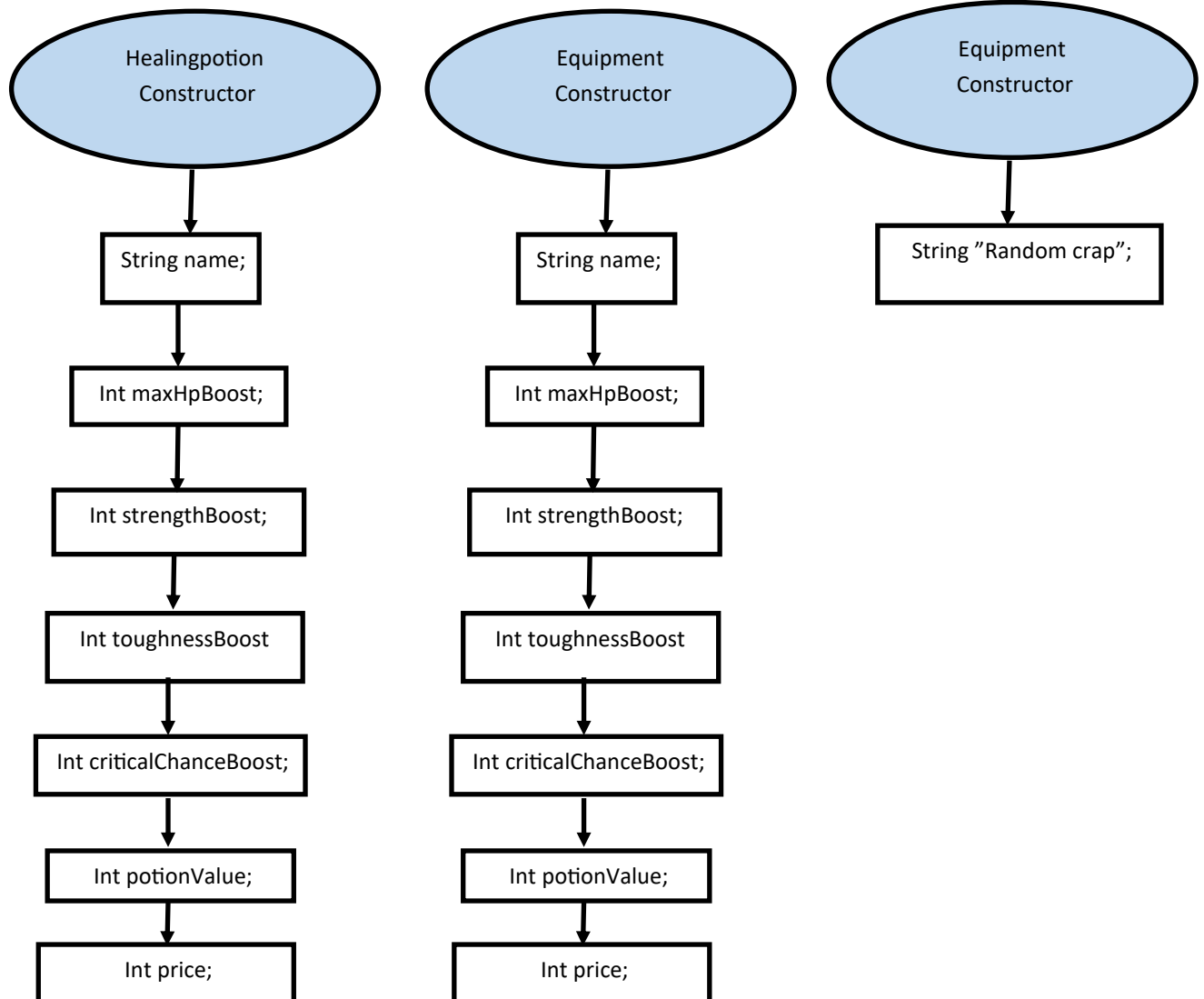


Player class

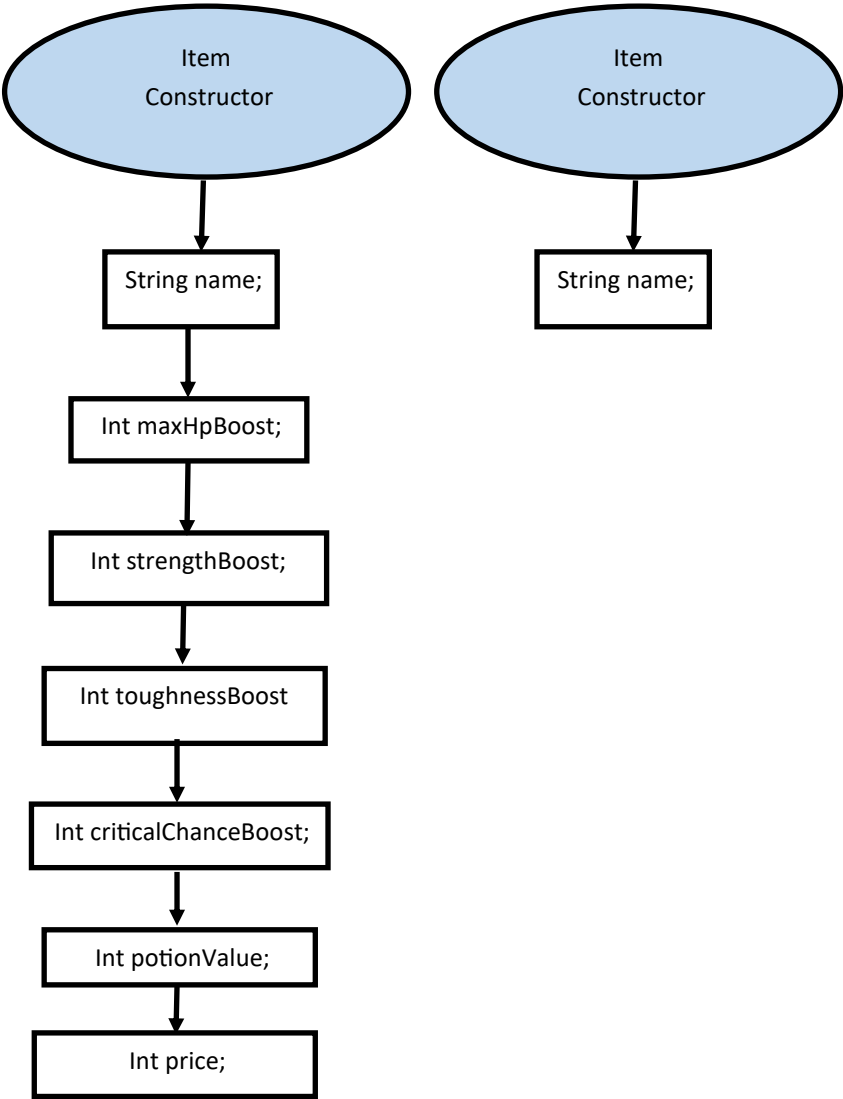


Healingpotion class

Equipment class



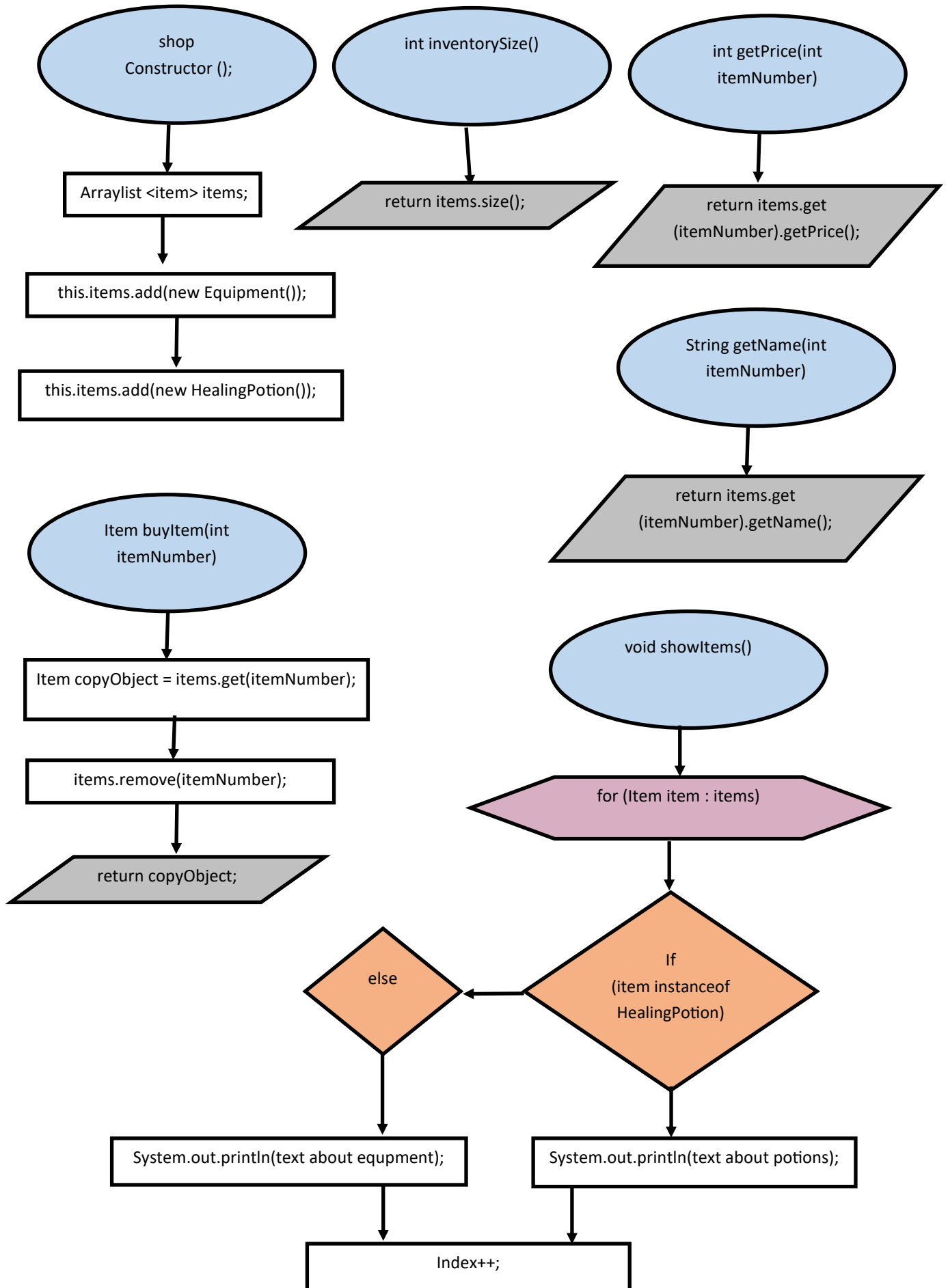
Item class



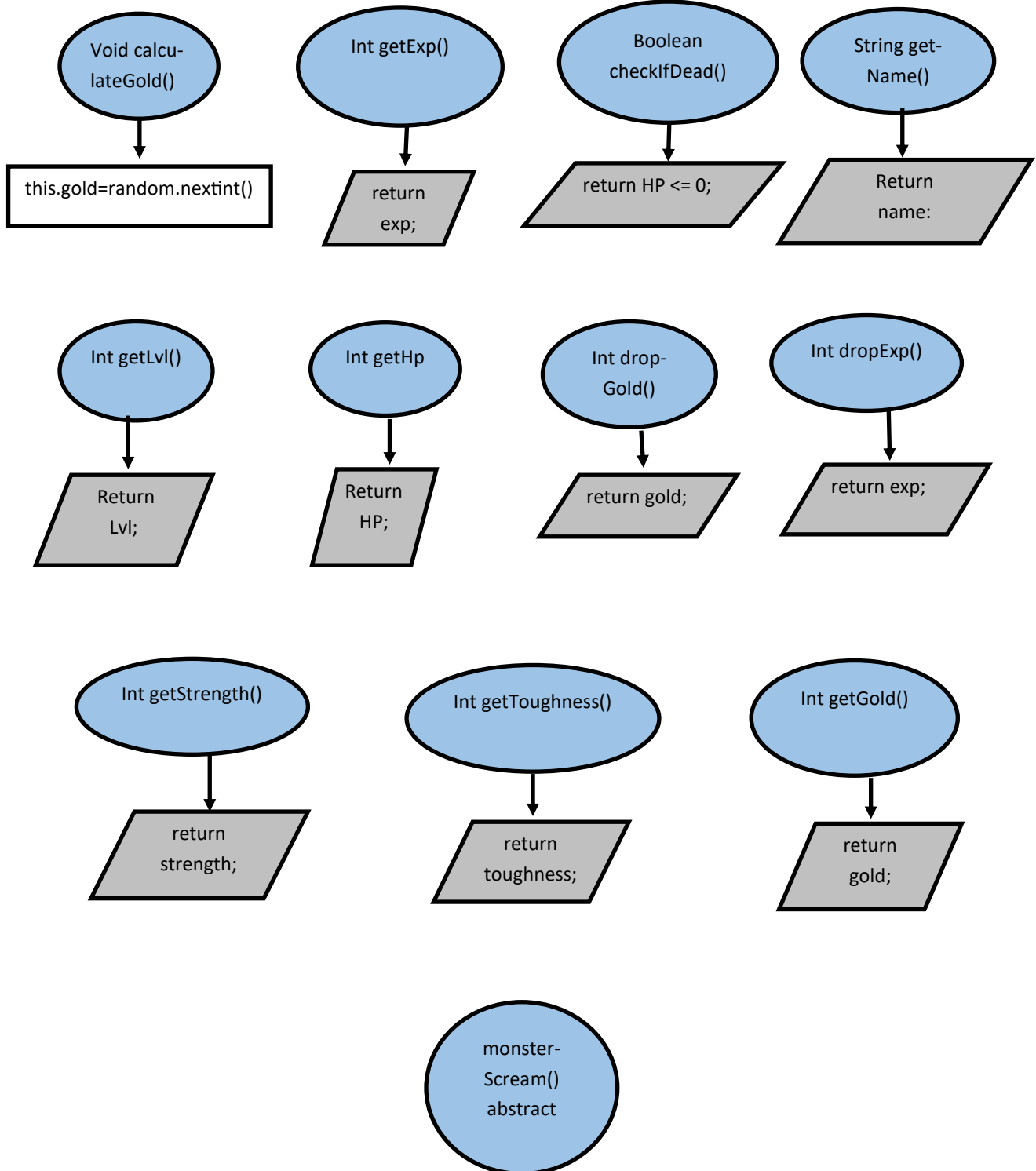
Item class



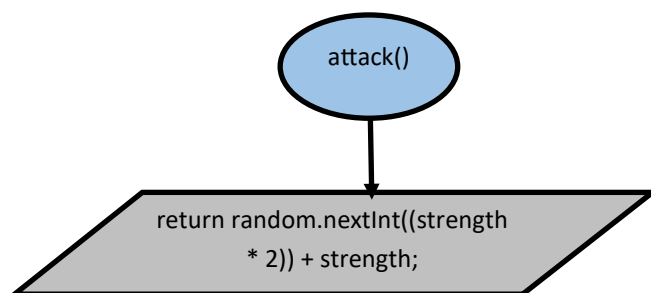
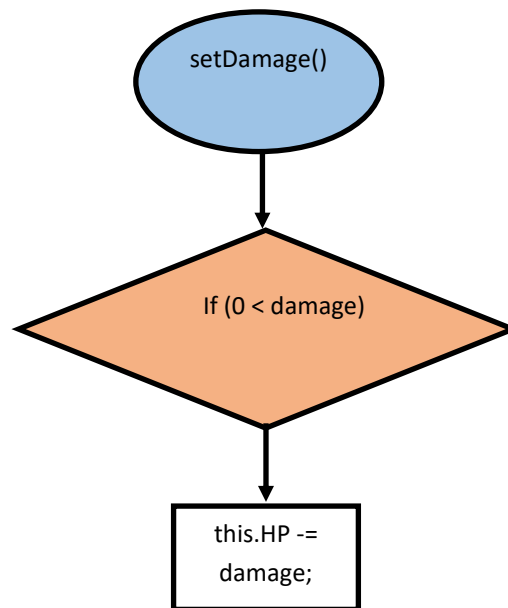
shop class



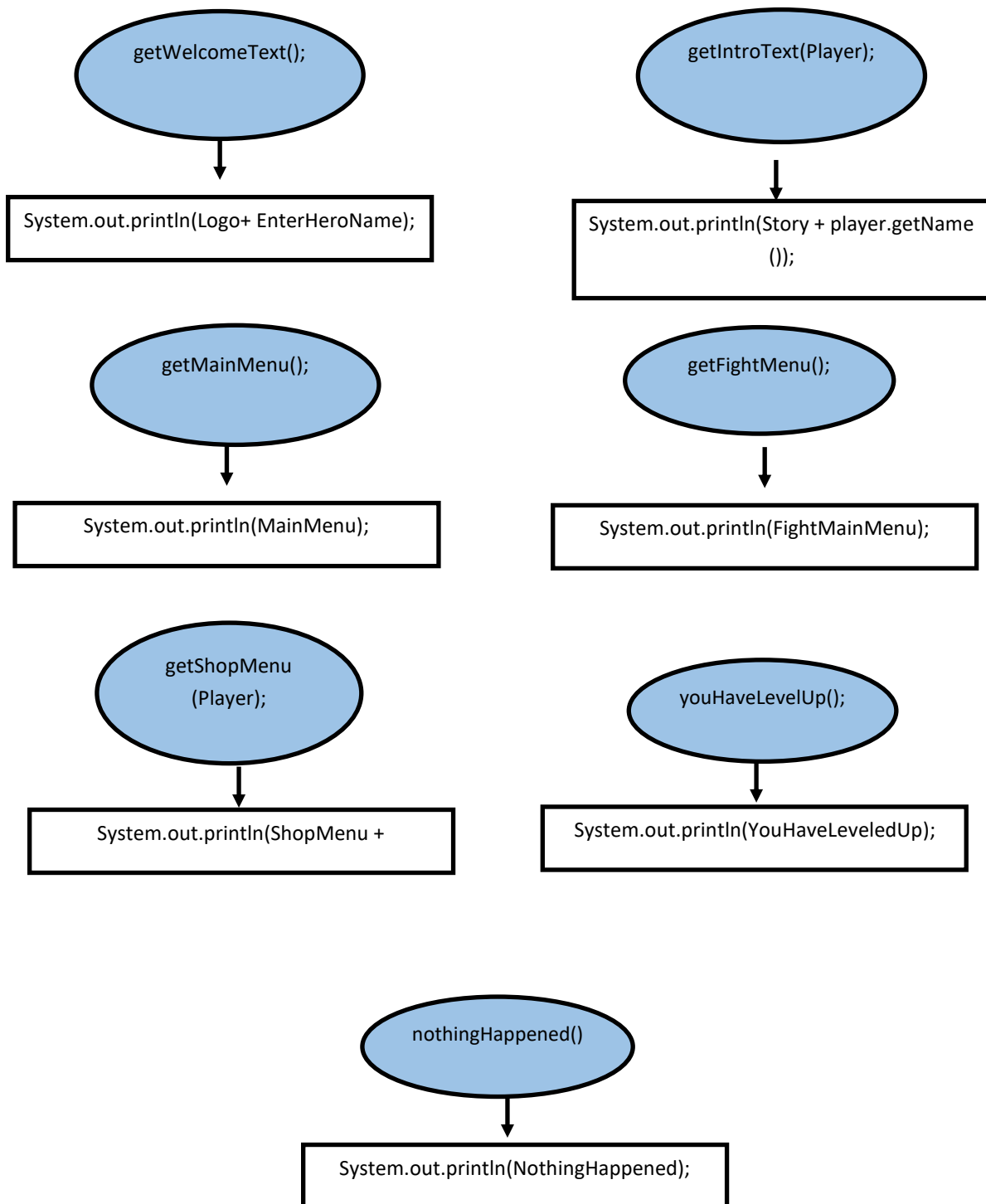
Monster class



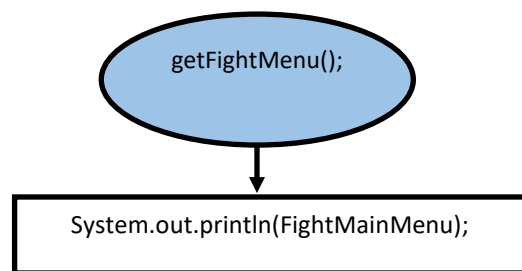
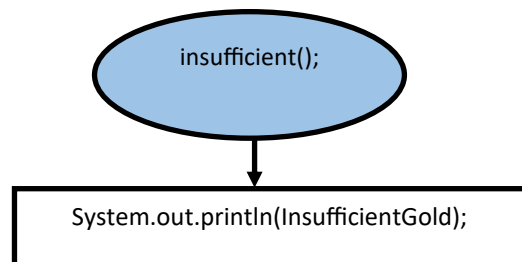
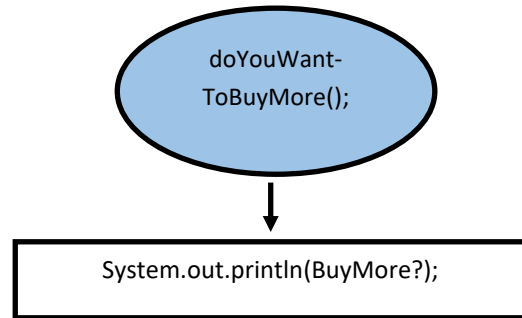
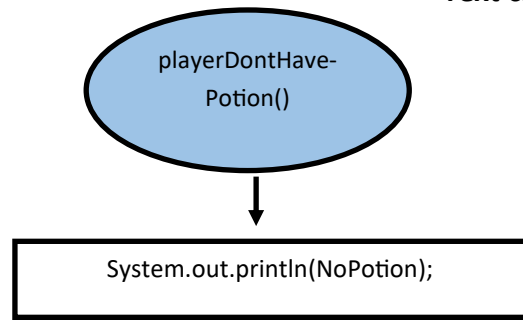
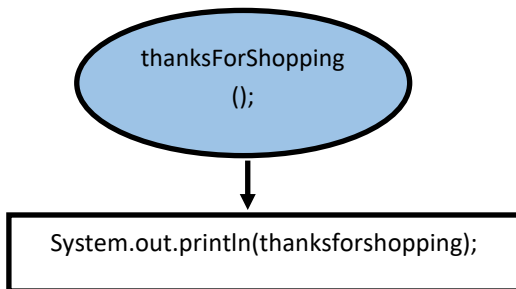
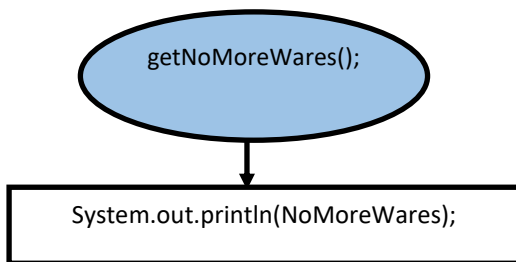
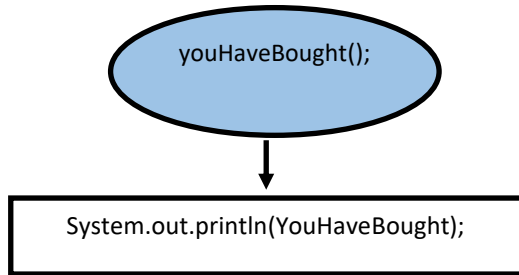
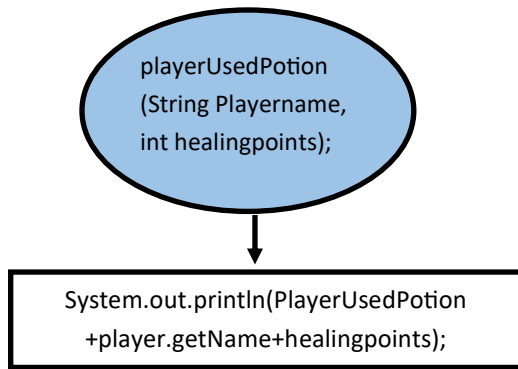
Monster class



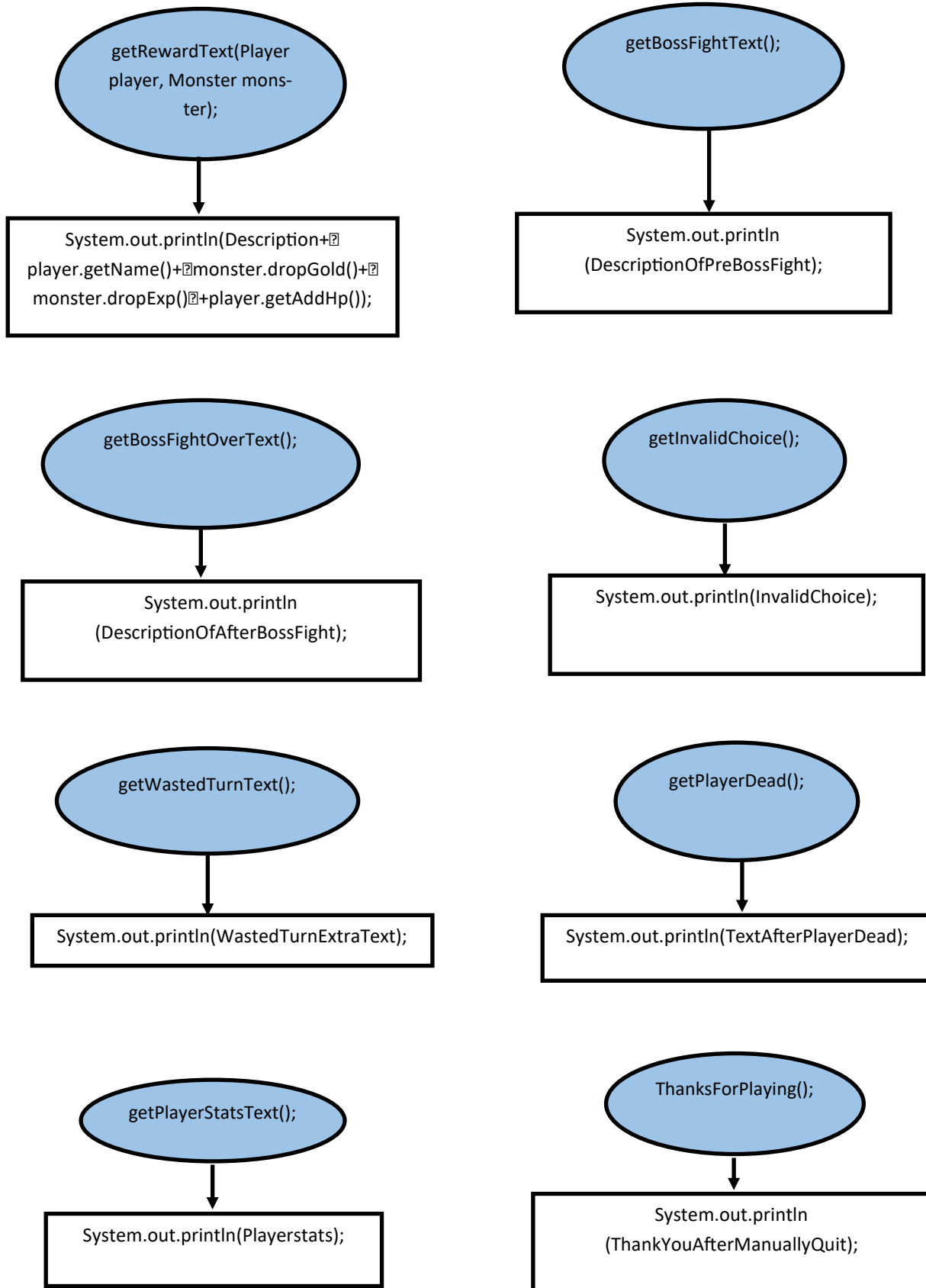
Text class



Text class



Text class



Text class

