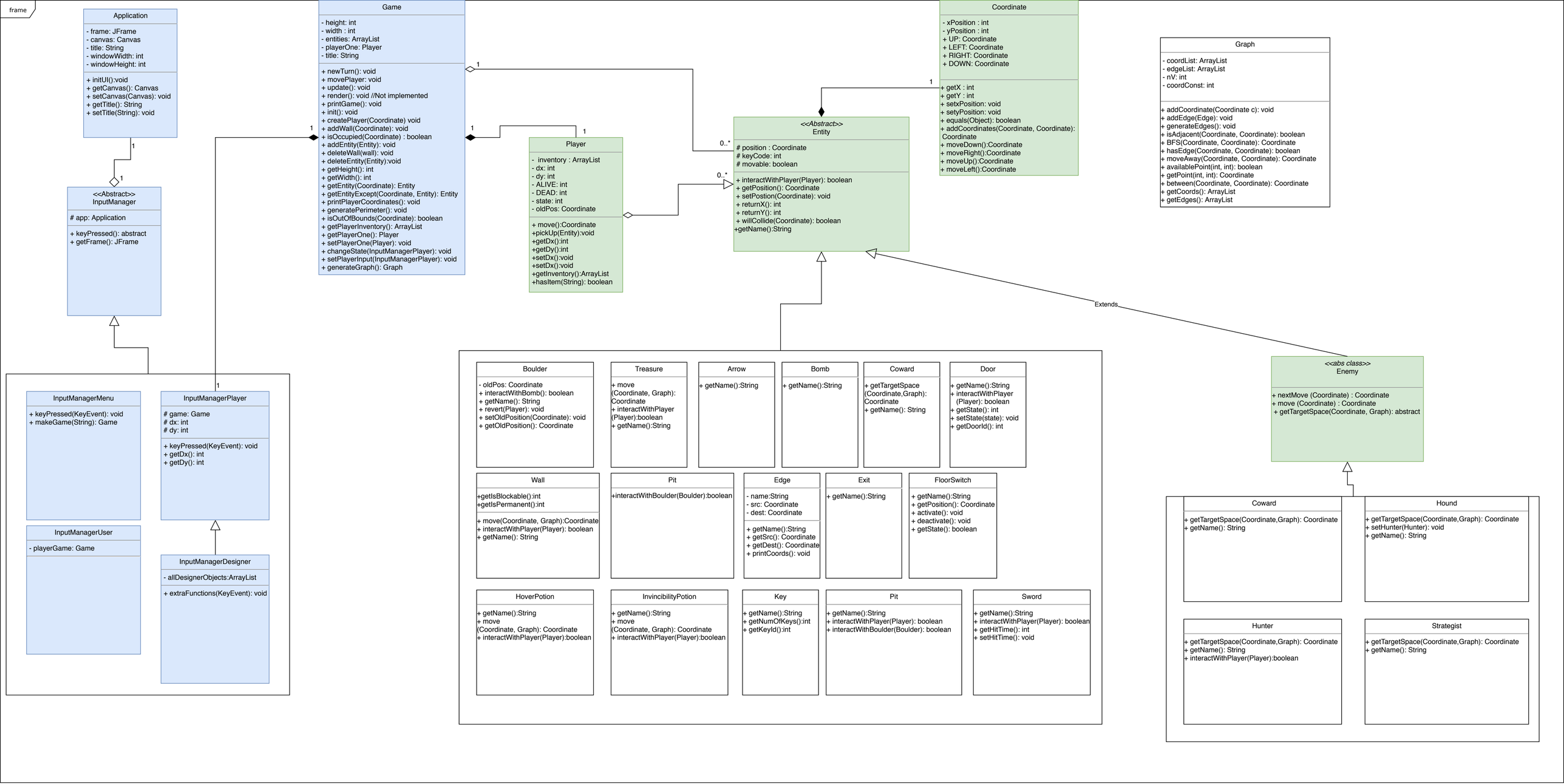
frame
Application
- frame: JFrame
- canvas: Canvas
- title: String
- windowWidth: int
- windowHeight: int
+ initUI():void
+ getCanvas(): Canvas
+ setCanvas(Canvas): void
+ getTitle(): String
+ setTitle(String): void
<<Abstract>>
InputManager
app: Application
+ keyPressed(): abstract
+ getFrame(): JFrame
Game
- height: int
- width : int
- entities: ArrayList
- playerOne: Player
- title: String
+ newTurn(): void
+ movePlayer: void
+ update(): void
+ render(): void //Not implemented
+ printGame(): void
+ init(): void
+ createPlayer(Coordinate) void
+ addWall(Coordinate): void
+ isOccupied(Coordinate) : boolean
+ addEntity(Entity): void
+ deleteWall(wall): void
+ deleteEntity(Entity):void
+ getHeight(): int
+ getWidth(): int
+ getEntity(Coordinate): Entity
+ getEntityExcept(Coordinate, Entity): Entity
+ printPlayerCoordinates(): void
+ generatePerimeter(): void
+ isOutOfBounds(Coordinate): boolean
+ getPlayerInventory(): ArrayList
+ getPlayerOne(): Player
+ setPlayerOne(Player): void
+ changeState(InputManagerPlayer): void
+ setPlayerInput(InputManagerPlayer): void
+ generateGraph(): Graph
Player
- inventory : ArrayList
- dx: int
- dy: int
- ALIVE: int
- DEAD: int
- state: int
- oldPos: Coordinate
+ move():Coordinate
+pickUp(Entity):void
+getDx():int
+getDy():int
+setDx():void
+setDx():void
+getInventory():ArrayList
+hasItem(String): boolean
Coordinate
- xPosition : int
- yPosition : int
+ UP: Coordinate
+ LEFT: Coordinate
+ RIGHT: Coordinate
+ DOWN: Coordinate
+ getX : int
+ getY : int
+ setxPosition: void
+ setyPosition: void
+ equals(Object): boolean
+ addCoordinates(Coordinate, Coordinate): Coordinate
+ moveDown():Coordinate
+ moveRight():Coordinate
+ moveUp():Coordinate
+ moveLeft():Coordinate
Graph
- coordList: ArrayList
- edgeList: ArrayList
- nV: int
- coordConst: int
+ addCoordinate(Coordinate c): void
+ addEdge(Edge): void
+ generateEdges(): void
+ isAdjacent(Coordinate, Coordinate): boolean
+ BFS(Coordinate, Coordinate): Coordinate
+ hasEdge(Coordinate, Coordinate): boolean
+ moveAway(Coordinate, Coordinate): Coordinate
+ availablePoint(int, int): boolean
+ getPoint(int, int): Coordinate
+ between(Coordinate, Coordinate): Coordinate
+ getCoords(): ArrayList
+ getEdges(): ArrayList
<<Abstract>>
Entity
position : Coordinate
keyCode: int
movable: boolean
+ interactWithPlayer(Player): boolean
+ getPosition(): Coordinate
+ setPostion(Coordinate): void
+ returnX(): int
+ returnY(): int
+ willCollide(Coordinate): boolean
+getName():String
InputManagerMenu
+ keyPressed(KeyEvent): void
+ makeGame(String): Game
InputManagerPlayer
game: Game
dx: int
dy: int
+ keyPressed(KeyEvent): void
+ getDx(): int
+ getDy(): int
InputManagerUser
- playerGame: Game
InputManagerDesigner
- allDesignerObjects:ArrayList
+ extraFunctions(KeyEvent): void
Boulder
- oldPos: Coordinate
+ interactWithBomb(): boolean
+ getName(): String
+ revert(Player): void
+ setOldPosition(Coordinate): void
+ getOldPosition(): Coordinate
Treasure
+ move (Coordinate, Graph): Coordinate
+ interactWithPlayer (Player):boolean
+ getName():String
Arrow
+ getName():String
Bomb
+ getName():String
Coward
+ getTargetSpace (Coordinate,Graph): Coordinate
+ getName(): String
Door
+ getName():String
+ interactWithPlayer (Player): boolean
+ getState(): int
+ setState(state): void
+ getDoorId(): int
Wall
+getIsBlockable():int
+getIsPermanent():int
+ move(Coordinate, Graph):Coordinate
+ interactWithPlayer(Player): boolean
+ getName(): String
Pit
+interactWithBoulder(Boulder):boolean
Edge
- name:String
- src: Coordinate
- dest: Coordinate
+ getName():String
+ getSrc(): Coordinate
+ getDest(): Coordinate
+ printCoords(): void
Exit
+ getName():String
FloorSwitch
+ getName():String
+ getPosition(): Coordinate
+ activate(): void
+ deactivate(): void
+ getState(): boolean
HoverPotion
+ getName():String
+ move (Coordinate, Graph): Coordinate
+ interactWithPlayer(Player):boolean
InvincibilityPotion
+ getName():String
+ move (Coordinate, Graph): Coordinate
+ interactWithPlayer(Player):boolean
Key
+ getName():String
+ getNumOfKeys():int
+ getKeyId():int
Pit
+ getName():String
+ interactWithPlayer(Player): boolean
+ interactWithBoulder(Boulder): boolean
Sword
+ getName():String
+ interactWithPlayer(Player): boolean
+ getHitTime(): int
+ setHitTime(): void
Extends
<<abs class>>
Enemy
+ nextMove (Coordinate) : Coordinate
+ move (Coordinate) : Coordinate
+ getTargetSpace(Coordinate, Graph): abstract
Coward
+ getTargetSpace(Coordinate,Graph): Coordinate
+ getName(): String
Hound
+ getTargetSpace(Coordinate,Graph): Coordinate
+ setHunter(Hunter): void
+ getName(): String
Hunter
+ getTargetSpace(Coordinate,Graph): Coordinate
+ getName(): String
+ interactWithPlayer(Player):boolean
Strategist
+ getTargetSpace(Coordinate,Graph): Coordinate
+ getName(): String
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