+-------------------+ +---------------------+ +------------------+

| Room |<----->| Dungeon |<----->| Adventurer |

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| - doors (north, | | - maze (2D grid) | | - name |

| south, east, | | - entrance (Room) | | - hit\_points |

| west) | | - exit (Room) | | - healing\_potions|

| - content (string) | | - pillars (List) | | - vision\_potions |

|-------------------| |---------------------| | - pillars\_found |

| + \_\_str\_\_() | | + generate\_maze() | | + \_\_str\_\_() |

| + add\_item() | | + place\_items() | | + move() |

| + remove\_item() | | + is\_traversable() | | + pick\_up\_potion()|

| + \_\_init\_\_() | | + get\_room() | | + fall\_in\_pit() |

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| DungeonAdventure |

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| - adventurer |

| - dungeon |

|---------------------|

| + start\_game() |

| + game\_loop() |

| + display\_dungeon() |

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