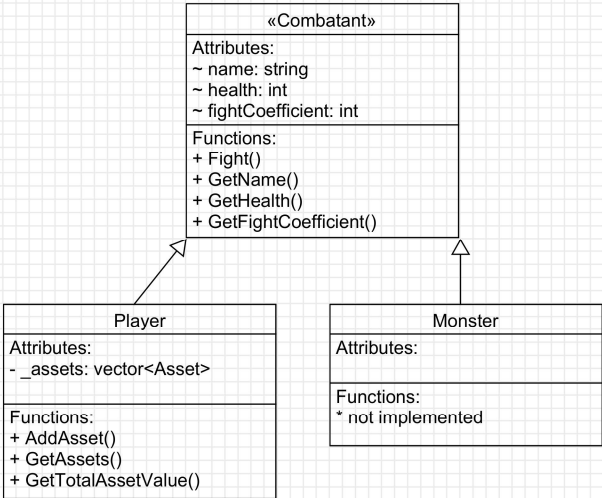


Adventure Game Map
Attributes: - _locations: vector<Node>
Functions: - buildMapNodes() + GetLocations()

Asset
Attributes: - _name: string - _message: string - _value: int - _isOffensive: bool + hasBeenUsed: bool
Functions: + GetName() + GetMessage() + GetValue() + isOffensive()



Node
Attributes: - _id: int - _name: string - _connections: vector<Node> - _assets: vector<Asset> - _monsters:vector<Monster> + Description:string
Functions: + GetId() + SetId() + GetName() + AddConnection() + GetConnections() + GetAConnection() + AddAsset() + GetAssets() + AddMonster() + GetMonsters() + RemoveAsset()