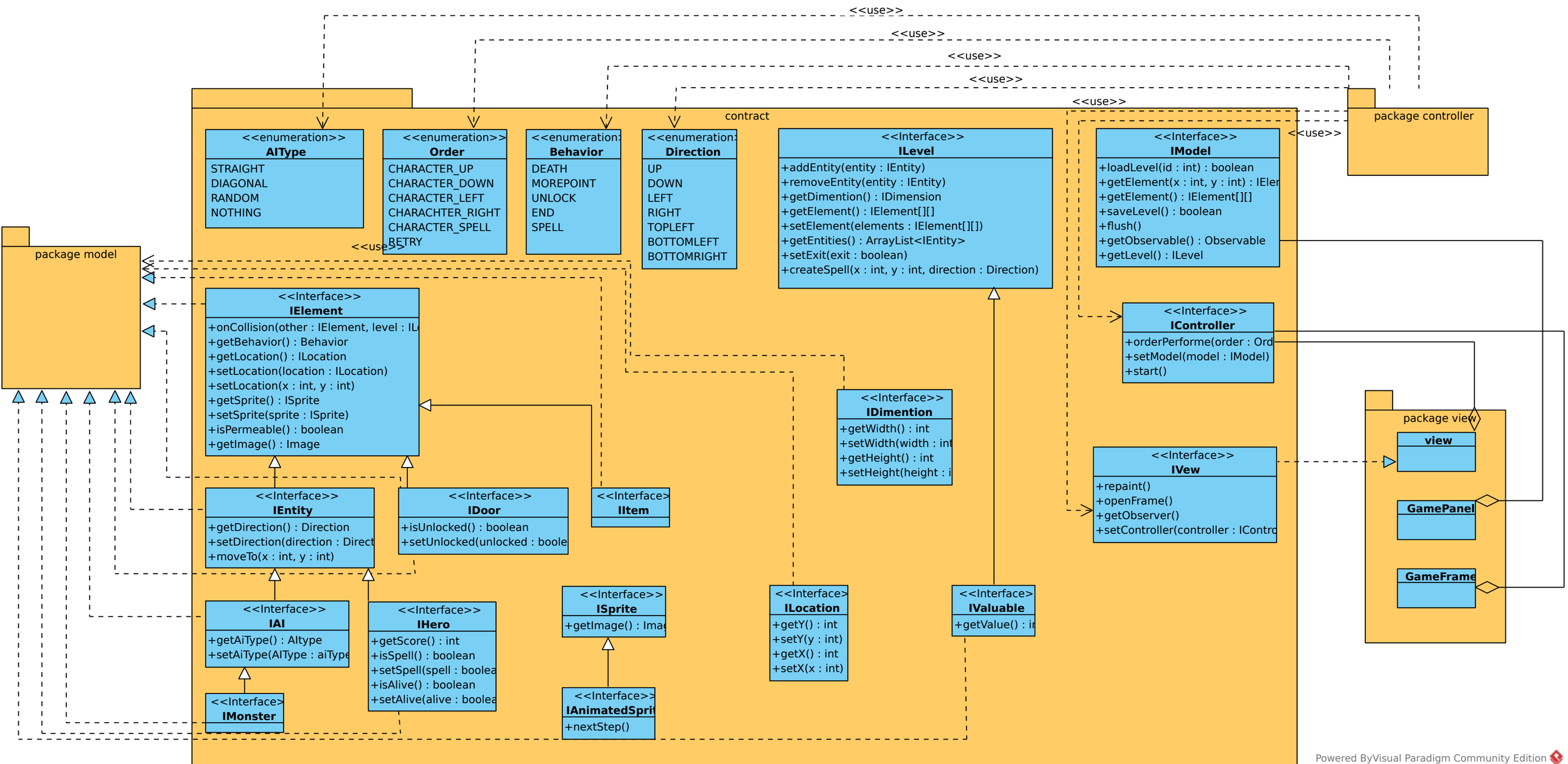
contract
package model
package controller
package view
<<use>>
<<enumeration>>
AIType
STRAIGHT
DIAGONAL
RANDOM
NOTHING
<<enumeration>>
Order
CHARACTER_UP
CHARACTER_DOWN
CHARACTER_LEFT
CHARACHTER_RIGHT
CHARACTER_SPELL
RETRY
<<enumeration>>
Behavior
DEATH
MOREPOINT
UNLOCK
END
SPELL
<<enumeration>>
Direction
UP
DOWN
LEFT
RIGHT
TOPLEFT
BOTTOMLEFT
BOTTOMRIGHT
<<Interface>>
ILevel
+addEntity(entity : IEntity)
+removeEntity(entity : IEntity)
+getDimention() : IDimension
+getElement() : IElement[][]
+setElement(elements : IElement[][])
+getEntities() : ArrayList<IEntity>
+setExit(exit : boolean)
+createSpell(x : int, y : int, direction : Direction)
<<Interface>>
IModel
+loadLevel(id : int) : boolean
+getElement(x : int, y : int) : IEler
+getElement() : IElement[][]
+saveLevel() : boolean
+flush()
+getObservable() : Observable
+getLevel() : ILevel
<<Interface>>
IElement
+onCollision(other : IElement, level : IL
+getBehavior() : Behavior
+getLocation() : ILocation
+setLocation(location : ILocation)
+setLocation(x : int, y : int)
+getSprite() : ISprite
+setSprite(sprite : ISprite)
+isPermeable() : boolean
+getImage() : Image
<<Interface>>
IController
+orderPerforme(order : Ord
+setModel(model : IModel)
+start()
<<Interface>>
IDimention
+getWidth() : int
+setWidth(width : int
+getHeight() : int
+setHeight(height : i
<<Interface>>
IEntity
+getDirection() : Direction
+setDirection(direction : Direct
+moveTo(x : int, y : int)
<<Interface>>
IDoor
+isUnlocked() : boolean
+setUnlocked(unlocked : boole
<<Interface>>
IItem
<<Interface>>
IVew
+repaint()
+openFrame()
+getObserver()
+setController(controller : IContro
view
GamePanel
GameFrame
<<Interface>>
IAI
+getAiType() : AIype
+setAiType(AIType : aiType
<<Interface>>
IHero
+getScore() : int
+isSpell() : boolean
+setSpell(spell : boolea
+isAlive() : boolean
+setAlive(alive : boolea
<<Interface>>
ISprite
+getImage() : Imag
<<Interface>>
ILocation
+getY() : int
+setY(y : int)
+getX() : int
+setX(x : int)
<<Interface>>
IValuable
+getValue() : i
<<Interface>>
IMonster
<<Interface>>
IAnimatedSprit
+nextStep()
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