DungeonAdventure
<<Java Class>>
DungeonAdventure
dungeon
- △ theHero: Hero
- ● DungeonAdventure()
- ● main(String[]):void
- ● Play():void
- ■ start(Hero):void
- ■ move(Dungeon):void
- ■ chooseHero():Hero
- ■ playAgain():boolean
- ■ battle(Hero,Monster,Dungeon):void

Dungeon
<<Java Class>>
Dungeon
dungeon
- △ DUNGEON_SIZE: in
- ◻ heroRow: int
- ◻ heroCol: int
- ● Dungeon()
- ● addMonster():void
- ● addPillar(String):void
- ● getHeroRoom():Room
- ● getRandom(int,int):int
- ● MoveHero(String):boolean
- ● printAllRooms():void
- ● printHeroRoom():void
- ● printHeroRoomWithVisibility():void
- ● roomGetter():Room[][]

Room
<<Java Class>>
Room
dungeon
- ◻ CHANCE_SPAWN: doubl
- ◻ POTION_MIN_POINTS: i
- ◻ POTION_MAX_POINTS: i
- ◻ PIT_MIN_POINTS: ii
- ◻ PIT_MAX_POINTS: ir
- ■ hasNorthDoor: boolean
- ■ hasSouthDoor: boolean
- ■ hasWestDoor: boolean
- ■ hasEastDoor: boolean
- ■ potionHealingPoints: inl
- ■ hasVisionPotion: boolean
- ■ pitDamagePoints: int
- ■ isEntrance: boolean
- ■ isExit: boolean
- ■ pillarOfOO: String
- ■ monster: Monster
- ■ hasHero: boolean
- ● Room(boolean,boolean,boolean,boolean)
- ● hasPillarOfOO():boolean
- ● getPillarOfOO():String
- ● setPillarOfOO(String):void
- ● setEntrance():void
- ● setExit():void
- ● isExit():boolean
- ● isEntrance():boolean
- ● hasHero():boolean
- ● setHasHero(boolean):void
- ● hasNorthDoor():boolean
- ● hasSouthDoor():boolean
- ● hasWestDoor():boolean
- ● hasEastDoor():boolean
- ● generatePotion():void
- ● hasPotion():boolean
- ● getPotionHealingPoints():in
- ● generatePit():void
- ● hasPit():boolean
- ● getPitDamagePoints():in
- ● generateVisionPotion():void
- ● hasVisionPotion():boolean
- ● CleanObjects():void
- ● setMonster(Monster):void
- ● hasMonster():boolean
- ● getMonster():Monster
- ● toString():String
- ● getLine(int):String

RoomTests
<<Java Class>>
RoomTests
dungeon
- ● RoomTests()
- ● setUpBeforeClass():void
- ● tearDownAfterClass():void
- ▲ setUp():void
- ▲ tearDown():void
- ▲ testCreateRoom():void
- ▲ testEntranceAndExit():void
- ▲ testGeneratePit():void
- ▲ testPotions():void
- ▲ testSetMonster():void

~room / 0..* / test / 0..1

Keyboard
<<Java Class>>
Keyboard
dungeon
- ◻ printErrors: boolean
- ◻ errorCount: int
- ◻ current_token: String
- ◻ reader: StringTokenizer
- ◻ in: BufferedReader
- ● Keyboard()
- ● getErrorCount():int
- ● resetErrorCount(int):void
- ● getPrintErrors():boolean
- ● setPrintErrors(boolean):void
- ■ error(String):void
- ● getNextToken():String
- ● getNextToken(boolean):String
- ● getNextInputToken(boolean):String
- ● endOfLine():boolean
- ● readString():String
- ● readWord():String
- ● readBoolean():boolean
- ● readChar():char
- ● readInt():int
- ● readLong():long
- ● readFloat():float
- ● readDouble():double

DungeonCharacterTests
<<Java Class>>
DungeonCharacterTests
dungeon
- ▲ DungeonCharacterTests()
- ▲ setUp():void
- ▲ testAddHitpointsSubtract():void
- ▲ testIsAlive():void

testMonster / ~testHero / 0..1

DungeonCharacter
<<Java Class>>
DungeonCharacter
dungeon
- ◇ name: String
- ◇ hitPoints: int
- ◇ attackSpeed: int
- ◇ chanceToHit: double
- ◇ damageMin: int
- ◇ damageMax: int
- ◇ DungeonCharacter(String,int,int,double,int,int)
- ◇ getName():String
- ◇ getHitPoints():int
- ◇ getAttackSpeed():int
- ■ getDamage():int
- ◇ addHitPoints(int):void
- ◇ subtractHitPoints(int):void
- ● isAlive():boolean
- ● attack(DungeonCharacter):void
- ◇ specialSkill(DungeonCharacter):void

DungeonCharacterFactory
<<Java Class>>
DungeonCharacterFactory
dungeon
- ● DungeonCharacterFactory()
- ● createHero(int):Hero
- ● createMonster(int):Monster

HeroTests
<<Java Class>>
HeroTests
dungeon
- ▲ HeroTests()
- ▲ setUp():void
- ▲ testHealthPotion():void
- ▲ testReadName():void

~test / 0..1

Hero
<<Java Class>>
Hero
dungeon
- ◇ chanceToBlock: double
- ■ numTurns: int
- ■ healthPotions: ArrayList<Integer>
- ■ visionPotions: int
- ● Hero(String,int,int,double,int,int,double)
- ● readName():void
- ● defend():boolean
- ● subtractHitPoints(int):void
- ◇ battleChoices(DungeonCharacter):v...
- ◇ initializeTurns(DungeonCharacter):v...
- ● attackMenu(String,DungeonCharact...
- ◇ getHealthPotion():int
- ◇ useHealthPotion():void

testMonster
<<Java Class>>
testMonster
dungeon
- ▲ testMonster()
- ▲ setUp():void
- ▲ testHealing():void
- ▲ testSubtractHitPoints():void

~test / 0..1

Monster
<<Java Class>>
Monster
dungeon
- ◇ chanceToHeal: double
- ◇ minHeal: int
- ◇ maxHeal: int
- ◇ Monster(String,int,int,double,double,int,int,int...
- ■ heal():void
- ■ getHealPoints():int
- ■ getCanHeal():boolean
- ● subtractHitPoints(int):void

Ghoul
<<Java Class>>
Ghoul
dungeon
- ◻ name: String
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ chanceToHeal: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ minHeal: int
- ◻ maxHeal: int
- ● Ghoul()
- ● attack(DungeonCharacter):void
- ● specialSkill(DungeonCharacter):void

Ogre
<<Java Class>>
Ogre
dungeon
- ◻ name: String
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ chanceToHeal: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ minHeal: int
- ◻ maxHeal: int
- ● Ogre()
- ● attack(DungeonCharacter):void
- ● specialSkill(DungeonCharacter):void

Skeleton
<<Java Class>>
Skeleton
dungeon
- ◻ name: String
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ chanceToHeal: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ minHeal: int
- ◻ maxHeal: int
- ● Skeleton()
- ● attack(DungeonCharacter):void
- ● specialSkill(DungeonCharacter):void

Gremlin
<<Java Class>>
Gremlin
dungeon
- ◻ name: String
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ chanceToHeal: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ minHeal: int
- ◻ maxHeal: int
- ● Gremlin()
- ● attack(DungeonCharacter):void
- ● specialSkill(DungeonCharacter):void

Infernal
<<Java Class>>
Infernal
dungeon
- ◻ name: String
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ chanceToHeal: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ minHeal: int
- ◻ maxHeal: int
- ● Infernal()
- ● attack(DungeonCharacter):void
- ● specialSkill(DungeonCharacter):void

DeathWebSpider
<<Java Class>>
DeathWebSpider
dungeon
- ◻ name: String
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ chanceToHeal: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ minHeal: int
- ◻ maxHeal: int
- ● DeathWebSpider()
- ● attack(DungeonCharacter):void
- ● specialSkill(DungeonCharacter):void

Druid
<<Java Class>>
Druid
dungeon
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ chanceToBlock: double
- ● Druid()
- ■ shapeShift(DungeonCharacter):void
- ● specialSkill(DungeonCharacter):void

King
<<Java Class>>
King
dungeon
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ chanceToBlock: double
- ● King()
- ■ smiteAttack(DungeonCharacter):void
- ● specialSkill(DungeonCharacter):void

Thief
<<Java Class>>
Thief
dungeon
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ chanceToBlock: double
- ● Thief()
- ■ surpriseAttack(DungeonCharacter):void
- ● attack(DungeonCharacter):void

Warrior
<<Java Class>>
Warrior
dungeon
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ chanceToBlock: double
- ● Warrior()
- ■ crushingBlow(DungeonCharacter):void
- ● attack(DungeonCharacter):void

Sorceress
<<Java Class>>
Sorceress
dungeon
- ◻ MIN_ADD: int
- ◻ MAX_ADD: int
- ◻ hitPoints: int
- ◻ attackSpeed: int
- ◻ chanceToHit: double
- ◻ damageMin: int
- ◻ damageMax: int
- ◻ chanceToBlock: double
- ● Sorceress()
- ■ increaseHitPoints():void
- ● attack(DungeonCharacter):void