Adventurer <>

type: String
alive: Boolean
damage: Integer
treasuresFound: Integer
currentRoom: Room

rollDice(): int
takeTurn(): void
move(): void
fight(): void
searchForTreasure:void
die():void

Brawler

fight(): void

Sneaker

fight(): void

Runner

takeTurn(): void

Thieves

rollDice(): int

Creature <>

type: String

health: int = 1

alive: Boolean

currentRoom: Room

rollDice(): int

takeTurn: void

move():void

fight(): void

die(): void

Orbiter

move(): void

goToRoom(): void

Seeker

move(): void

Blinker

move(): void

gotoRoom:void

Room

renderer: BoarRenderer

y: Integer

x: Integer

z: Integer

id: String

adventurers: ArrayList

creatures: ArrayList

adjecentRooms: ArrayList

roomIDs: ArrayList

addAdventurer(): void

removeAdventurer():void

addCreature(): void

removeCreature():void

findAdjacentRooms(): void

BoardRenderer

gameOver: Boolean

turnsTaken: Integer

rooms: ArrayList

adventurers: ArrayList

creatures: ArrayList

endMessage: String

takeTurn(): void

displayGameState(): void

getRoomByID: Room

createRoom: void

spawnAdventurers(): void

spawnOrbiter():void

spawnSeeker():void

spawnBlinker():void