Saftwarderign Diagranne

Characters FAR Char HP Current int + Char HP Full: int rattack value: int -inventory: List < Hen > +name: string -fightable: 6 ool need Hen: 6 ool decorption: string + getthventory (): Links Hem) + shoulnestory (): void taddHen (): void + remove Hen (): void + takeltem (): Item + show Status (): word

Door + Directions: en um + short Directions: string [] - leads To: Room -direction: Directions -locked: bool + set Direction (): world + get birection (): Directions + Short Direction (): string + setleadsto(): Void + get Leads To (): Room + setLocked (): void + getLocked (): bool Program

* Main: void

t name: string
- useable: bool
-prineeds Hem: bool
- description: string
ablack_bonus: int

+ 1+em (...)

Room

- roomTitle: string
- roomDercription: string
- doors: List < Door>
- inventory: List < Hem>

- characters: List < Character>

+ Room (...) +addloor(): void + removeloor (): void + get Doors (): List & Door > + getInventory (): Littlemy + add I tem (): void + remove Hem (1: word + getCharacters (1: List < Character) taddCharacter (): void + remove Character (): void + takeltem (): Hem + get Tital (): String + setTitle(): void + getDescription(): String

+ setDespeription (): void

Game Room: Room: Room currentcharacter: Character - current Enemy: Character - current Weapon: Hem - neighbour: Room + game_running: bool - - game ove : 60d total charname: String - name Character (): void + show Location (): void + Game () + startGame (): world + do-Action (): void - move Room (): void + applace (): void