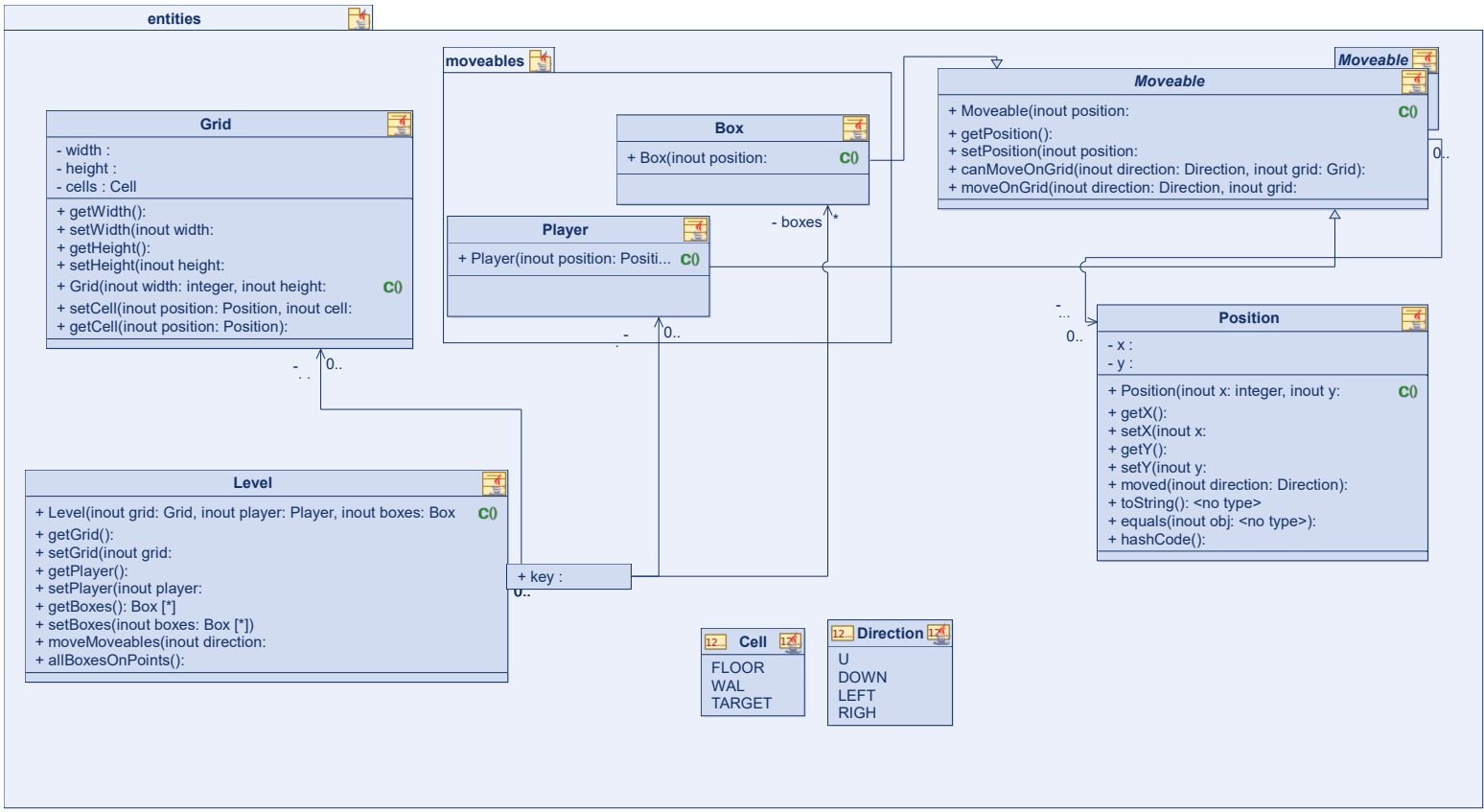
entities
moveables
Grid
- width :
- height :
- cells : Cell
+ getWidth():
+ setWidth(inout width:
+ getHeight():
+ setHeight(inout height:
+ Grid(inout width: integer, inout height:
+ setCell(inout position: Position, inout cell:
+ getCell(inout position: Position):
Box
+ Box(inout position:
Player
+ Player(inout position: Positi...
- boxes
*
Moveable
Moveable
+ Moveable(inout position:
+ getPosition():
+ setPosition(inout position:
+ canMoveOnGrid(inout direction: Direction, inout grid: Grid):
+ moveOnGrid(inout direction: Direction, inout grid:
0..
Position
- x :
- y :
+ Position(inout x: integer, inout y:
+ getX():
+ setX(inout x:
+ getY():
+ setY(inout y:
+ moved(inout direction: Direction):
+ toString(): <no type>
+ equals(inout obj: <no type>):
+ hashCode():
Level
+ Level(inout grid: Grid, inout player: Player, inout boxes: Box
+ getGrid():
+ setGrid(inout grid:
+ getPlayer():
+ setPlayer(inout player:
+ getBoxes(): Box [*]
+ setBoxes(inout boxes: Box [*])
+ moveMoveables(inout direction:
+ allBoxesOnPoints():
+ key :
Cell
FLOOR
WAL
TARGET
Direction
U
DOWN
LEFT
RIGH