

Player	
Player(Map)	
Player(Map, int, int)	
canTakeEnergy()	boolean
throwGrenade(String)	String
explode()	void
useTool(int, String)	String
setDeath()	void
addGrenade(int)	boolean
go(String)	String
takeTool()	String
addTool(ExtraTool)	boolean
canTakeTool()	boolean
addEnergy(int)	boolean
canTakeGrenade()	boolean
toString()	String
setVictory()	void
directionIsNeeded(int)	boolean
resetCanTake()	void
useTool(int)	String
takeEnergy()	String
takeGrenade()	String
victory	boolean
currentPosition	Cell
takeGrenade	boolean
availableToolString	String[]
energy	int
death	boolean
currentMap	Map
name	String
maxGrenade	int
grenade	int
availableActionsString	String[]
takeTool	boolean
takeEnergy	boolean
maxEnergy	int
tools	ArrayList<ExtraTool>

Cell	
Cell(int, int, Map)	
isAdjacent(Cell)	boolean
isVisibleWithWallOn(String)	boolean
setCoordinates(int, int)	void
getCellByDirection(String)	Cell
existWall(String)	boolean
isVisibleByDirection(String)	boolean
deleteWall(int)	void
getLayers(Boolean)	String[]
repairWall(String)	String
breakWall(String)	String
containsCollectible	boolean
row	int
column	int
containsMine	boolean
containsEnergy	boolean
visibleDiagonal	boolean
currentMap	Map
containPlayer	boolean
walls	boolean[]
containsTool	boolean
probabilityOfTool	double
mine	Mine
grenadeSource	GrenadeSource
containsGrenade	boolean
probabilityOfMine	double
adjacentCells	ArrayList<Cell>
contain	String
energySource	EnergySource
isVisible	boolean
tool	ExtraTool
layers	String[]

Map	
Map(int, int, int, int, int, int)	
Map(int, int, int, int, int)	
toStringCollectibleLayout()	String
toStringProbabilityOfTool()	String
regenerateToolLayout()	void
toStringProbabilityOfMine()	String
toStringMineLayout()	String
generateMines()	void
getCell(int, int)	Cell
regenerateGrenadeSourceLayout()	void
generateEnergySourceLayout()	void
regenerateEnergyLayout()	void
generateGrenadeSourceLayout()	void
generateToolLayout()	void
toString()	String
resetLayout(String)	void
isExisting(int, int)	boolean
addToAlreadyUsed(Cell)	void
regenerateMineLayout()	void
cell	Cell
numberOfMine	int
width	int
height	int
centerRow	int
numberOfEnergySource	int
centerColumn	int
amountGrenade	int
numberOfGrenadeSource	int
amountEnergy	int

Output	
Output(Game)	
outputToConsole(boolean)	void
outputConsole(String)	void
animationBreak(String, Cell)	void
animationBreakDiscover(String, Cell)	void
outCons(String[])	void
readAnimation(int)	String[][]
outputMap(boolean)	void
toFinalString(String[])	String
animationKab00m(String, Cell)	void
copyArray(String[])	String[]
saveScore(int, int)	void
toOtherForm(String[])	void
outputPreviousScore()	void
animationBreakWall(String, Cell)	void
replace(String[], String[], int, int)	void
extract(String[], int, int)	String[]
replaceCorners(String[], String[], String[])	void
output(String)	void
generateArray(boolean)	String[]
animationKab00m(Cell)	void
scorePath	String
outputPath	String
game	Game

ExtraTool	
ExtraTool(String, String, boolean)	
toString()	String
equals(ExtraTool)	boolean
directionIsNeeded()	boolean
name	String
directionIsNeeded	boolean
mapSymbol	String

MineDetector	
MineDetector()	
useTool(Player) String	

ShRos	
ShRos()	
useTool(Player) String	

LRMD	
LRMD()	
useTool(Player, String) String	

Excavator	
Excavator()	
useTool(Player, String) String	

DischargeUnit	
DischargeUnit()	
useTool(Player, String) String	

LRUN	
LRUN()	
useTool(Player, String) String	

Mine	
Mine()	
discharge()	void
toString()	String
charged	boolean

GrenadeSource	
GrenadeSource(int)	
takeGrenade(int) int	
amountGrenade	int

EnergySource	
EnergySource(int)	
takeEnergy(int) int	
amountEnergy	int

Main	
Main()	
main(String[]) void	
forPresentation()	void

Game	
Game(Player, Map)	
Game(Player, Map, String)	
secretMode()	void
testMode()	void
play(boolean)	void
player	Player
direction	String
error	boolean
map	Map
path	String

