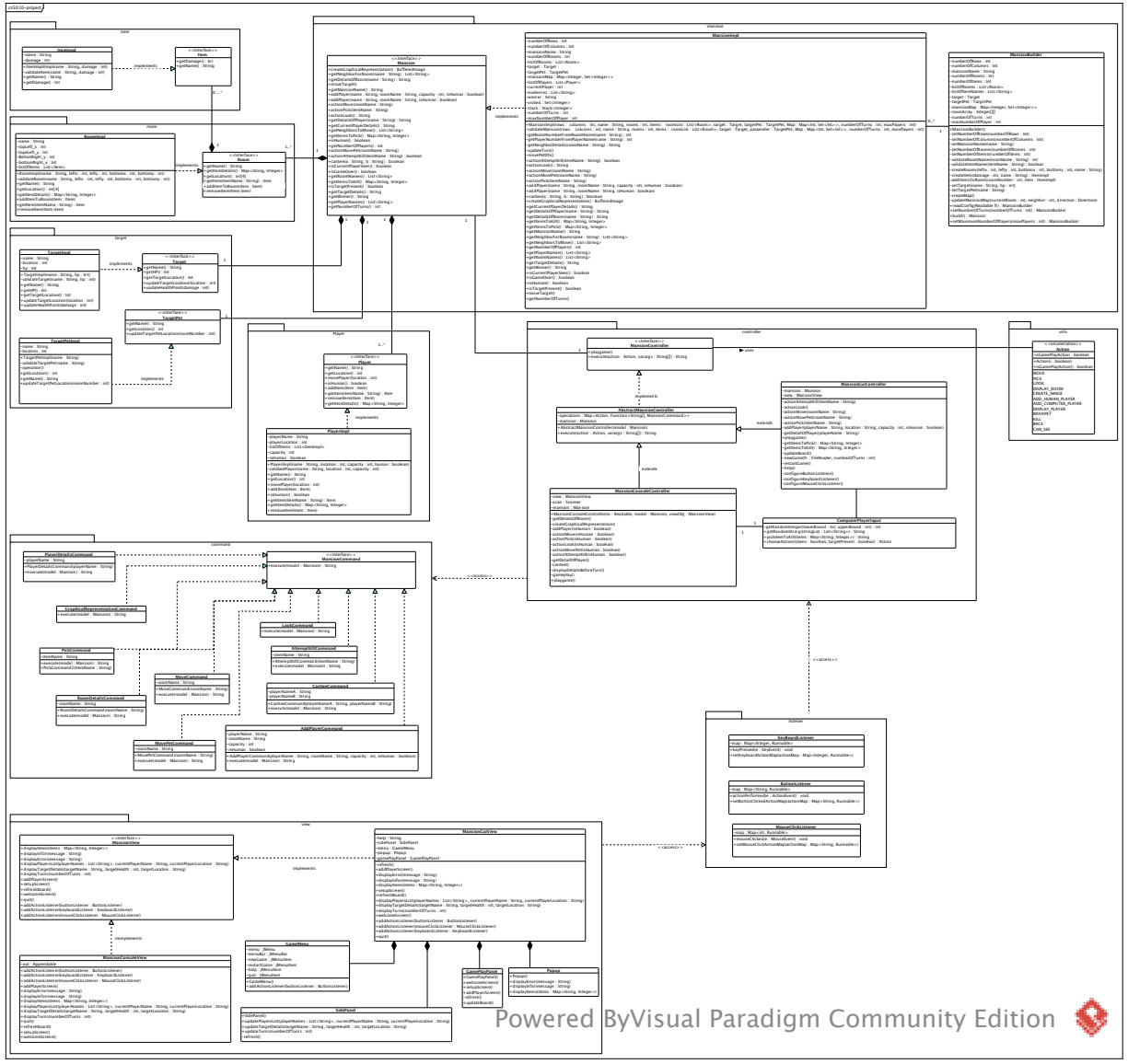
cs5010-project
item
Decorative
-name : String
-damage : Int
+ItemImplsImplname : String, damage : Int)
+validateItemname : String, damage : Int)
+getItemname : Int)
+getDamage() : Int)
implements
<<interface>>
Item
+getDamage() : Int
+getName() : String
0..*
room
Roomimpl
-name : String
-topLeft_x : Int
-topLeft_y : Int
-BottomRight_x : Int
-bottomRight_y : Int
-roomLocation : Location
+RoomImplrname : String, leftx : int, lefty : int, bottomx : int, bottomy : int)
+validateRoomrname : String, leftx : int, lefty : int, bottomx : int, bottomy : int)
+getName() : String
+getLocation() : int[4]
+getItemsOnFloor() : Map<String, Integer>
+addItemToRoomItem() : Item)
+getItemItemName : String) : Item
+removeItemItem Item)
implements
<<interface>>
Room
+getName() : String
+getItemDetails() : Map<String, Integer>
+getLocation() : int[4]
+getItemsOnFloor() : Map<String, Integer>
+addItemToRoomItem() : Item)
+removeItemItem Item)
1
1..*
1
target
TargetImpl
-name : String
-location : int
-hp : Int
+TargetImplrname : String, hp : Int)
+validateTargetrname : String, hp : int)
+getName() : String
+getHP() : Int)
+getTargetLocation() : Int
+updateTargetLocationlocation : int)
+updateHealthPointsdamage : int)
implements
<<interface>>
Target
+getName() : String
+getHP() : Int
+getTargetLocation() : int
+updateTargetLocationlocation : int)
+updateHealthPointsdamage : int)
1
TargetPetImpl
-name : String
-location : int
+TargetPetImplrname : String)
+validateTargetPetrname : String)
+getName() : String
+getLocation() : int
+getName() : String
+updateTargetPetLocationroomNumber : int)
implements
<<interface>>
TargetPet
+getName() : String
+getLocation() : int
+updateTargetPetLocationroomNumber : int)
1
mansion
<<interface>>
Mansion
+createGraphicsRepresentation() : BufferedImage
+getNeighborRoomroomname : String) : List<String>
+getRoomRoomroomname : String) : String
+setnextTargetPos()
+getMansionMansion() : String)
+addPlayerrname : String, roomName : String, capacity : int, isHuman : boolean)
+addPlayerrname : String, roomName : String, isHuman : boolean)
+getItemsOnFloorroom : String)
+actionPickItemItem Name : String)
+actionLook() : String
+getDetailsOfPlayerrname : String) : String
+getCurrentPlayerDetails() : String
+getItemsOnFloorAllRooms() : List<String>
+getItemsToPick() : Map<String, Integer>
+isHuman() : boolean
+getNumberOfPlayers() : int
+actionMovePetroomName : String)
+actionMoveMyselfroomNameroomname : String) : boolean
+canMove() : String, b : String) : Boolean
+isCurrentPlayerDead() : boolean
+getRoomNames() : List<String>
+getItemsOnFloorroomname : String, integer>
+isTargetPresent() : Boolean
+getTargetDetails() : String
+getWinner() : String
+getPlayerNames() : List<String >
+getNumberOfTurns() : int
1
1
1
1
1
mansion
MansionImpl
-numberOfRows : Int
-numberOfColumns : Int
-numberOfRooms : Int
-numberOfRooms : Int
-listOfRooms : List<Room>
-Target : Target
-targetPet : TargetPet
-mansionMap : Map<Integer, Set<Integer>>
-currentPlayer : Int
-listOfPlayers : List<String>
-winner : String
-visited : Set<Integer>
-Stack : Stack<Integer>
-numberOfTurns : int
-maxNumberOfPlayer : int
+MansionImplrows : columns : int, name : String, rooms : int, items : roomlist : List<Room>, target : Target, targetPet : TargetPet, Map : Map<Int, Set<Int>>, numberOfTurns : int, maxPlayers : int)
+getRoomsOnFloor() : List<Room>
+getRoomNumberFromRoomNameroomname : String) : int
+getPlayerNumberFromPlayerNamenames : String) : int
+getNeighborDetailsRoomroomName : String) : String
+updateTurns()
+getTarget()
+actionAttempptKillEnemiesName : String) : boolean
+actionLook() : String
+actionMovemyselfroomName : String)
+actionMovePetroomName : String)
+actionMoveMyselfroomNameroomname : String)
+addPlayerrname : String, roomName : String, capacity : int, isHuman : boolean)
+addPlayerrname : String, roomName : String, isHuman : boolean)
+canMove() : String, b : String) : boolean
+createGraphicsRepresentation() : BufferedImage
+getNeighborRoomroomname : String)
+getDetailsOfPlayerrname : String) : String
+getDetailsOfRoomroomname : String) : String
+getItemsOfTwoRooms() : Map<String, Integer>
+getItemsOfTwoRooms() : Map<String, Integer>
+getNeighborsForRoomroomname : String) : List<String>
+getNeighborsToMove() : List<String>
+getNumberOfPlayers() : int
+getPlayerNames() : List<String>
+getRoomNames() : List<String>
+getTargetDetails() : String
+getWinner() : String
+isCurrentPlayerDead() : boolean
+isCurrentTurn() : boolean
+isHuman() : boolean
+isTargetPresent() : boolean
+moveTarget()
+getNumberOfTurns()
implements
MansionBuilder
-numberOfRows : Int
-numberOfColumns : Int
-mansionName : String
-numberOfRooms : Int
-numberOfItems : Int
-listOfRooms : List<Room>
-listOfPlayers : List<String>
-target : Target
-targetPet : TargetPet
-mansionMap : Map<Integer, Set<Integer>>
-roomArray : Integer[][]
-numberOfTurns : int
-maxNumberOfPlayer : int
+MansionBuilder()
+setNumberOfRoomsnumberOfRows : Int)
+setNumberOfColumnsnumberOfColumns : Int)
+setMansionNamename : String)
+setNumberOfRoomsnumberOfRooms : Int)
+setNumberOfItems : Int
+validateRoomNamerroomname : String) : int
+validateItemNameItemname : String) : boolean
+createRoomsInfo(: int, lefty : int, bottomx : int, bottomy : int, name : String)
+createItemsDamage : int, name : String) : itemmap
+addItemsToRoomroomNamerroom : int, item : itemmap)
+setTargetname : String, hp : int)
+setTargetPetname : String)
+setTurns()
+updateMansionMapsourceRoom : int, neighbor : int, direction : Direction)
+readConfigReadable fi : MansionBuilder
+setNumberOfTurnsnumberOfTurns : int) : MansionBuilder
+build() : Mansion
+setMaxNumberOfPlayersmaxPlayers : int) : MansionBuilder
1
1..*
Player
<<interface>>
Player
+getName() : String
+getLocation() : int
+movePlayerlocation : int)
+isHuman() : boolean
+getItems() : Map
+getItemItemName : String) : Item
+removeItemItem : Item)
+getItemDetails() : Map<String, Integer>
implements
PlayerImpl
-playerName : String
-playerLocation : int
-listOfItems : List<Item(int)>
-isDead : Boolean
-isHuman : Boolean
+PlayerImplname : String, location : int, capacity : int, human : boolean)
+validatePlayerrname : String, location : int, capacity : int)
+getName() : String
+getLocation() : int
+movePlayerlocation : int)
+getItems() : Map
+isHuman() : boolean
+getItemItemName : String) : Item
+getItemDetails() : Map<String, Integer>
+removeItemItem : Item)
controller
<<interface>>
MansionController
+play(game)
+executeAction Action, varargs : String[]) : String
1
uses
implements
AbstractMansionController
-operations : Map<Action, Function<String[], MansionCommand>>
-mansion : Mansion
+AbstractMansionController(model : Mansion)
+executeAction : Action, varargs : String[]) : String
extends
MansionGuiController
-mansion : Mansion
-view : MansionView
+actionKillingAllEnemiesName : String)
+actionLook()
+actionMovemyselfroomName : String)
+actionMovePetroomName : String)
+addPlayerplayerName : String, location : String, capacity : int, isHuman : boolean)
+getDetailOfPlayerplayerName : String)
+getItems()
+getItemsToPick() : Map<String, Integer>
+getItemsToKill() : Map<String, Integer>
+getNeighborsRoom()
+newGameRl : FileReader, numberOfTurns : int)
+initializeGame()
+begin()
+configureButtonListener()
+configureKeyboardListener()
+configureMouseClickListener()
extends
MansionConsoleController
-view : MansionView
-scan : Scanner
-mansion : Mansion
+MansionConsoleController(in : Readable, model : Mansion, viewfdfg : MansionView)
+getDetailsOfRoom()
+createGraphicsRepresentation()
+actionKillingAllEnemies()
+actionMovemyselfmansion : boolean)
+actionPickItemhuman : boolean)
+actionLookItemhuman : boolean)
+actionMovePetIshuman : boolean)
+actionMoveMyselfIshuman : boolean)
+getDetailOfRoom()
+canMove()
+displayDetailsBeforeTurn()
+gameplay()
+play(game)
1
1
ComputerPlayerInput
-getRandomIntegerOverBound : int, upperBound : int) : int
+getRandomStringLength : List<String>) : String
+pickNextToKillItems : Map<String, Integer>) : String
+chooseActionScreen : boolean, targetPresent : boolean) : Action
<<access>>
utils
<<enumeration>>
Action
+isGamePlayAction() : boolean
+isClose() : boolean
+isGamePlayAction() : boolean
MOVE
PICK
LOOK
ENTER_ROOM
CREATE_PARCE
ADD_HUMAN_PLAYER
ADD_COMPUTER_PLAYER
DISPLAY_PLAYER
PRESENT
KILL
PICK
LOOK_SEE
command
PlayerDetailsCommand
-playerName : String
+PlayerDetailsCommandplayerName : String)
+executeModel : Mansion) : String
<<interface>>
MansionCommand
+execute(model : Mansion) : String
GraphicsRepresentationCommand
+execute(model : Mansion) : String
LookCommand
+execute(model : Mansion) : String
PickCommand
-itemName : String
+execute(model : Mansion) : String
+PickCommandItemItemName : String)
KillingAllEnemiesCommand
-itemName : String
+KillingAllEnemiesItemName : String)
+execute(model : Mansion) : String
MoveCommand
-roomName : String
+MoveCommandroomName : String)
+execute(model : Mansion) : String
RoomDetailsCommand
-roomName : String
+RoomDetailsCommandroomName : String)
+execute(model : Mansion) : String
CastleCommand
-playerNameA : String
-playerNameB : String
+CastleCommandplayerNameA : String, playerNameB : String)
+execute(model : Mansion) : String
MovePetCommand
-roomName : String
+MovePetCommandroomName : String)
+execute(model : Mansion) : String
AddPlayerCommand
-playerName : String
-roomName : String
-capacity : int
-isHuman : boolean
+AddPlayerCommandplayerName : String, roomName : String, capacity : int, isHuman : boolean)
+execute(model : Mansion) : String
listener
KeyBoardListener
-map : Map<Integer, Runnable>
+keyPressed(e : KeyEvent) : void
+setKeyboardActionMap(actionMap : Map<Integer, Runnable>)
ActionListener
-map : Map<String, Runnable>
+actionPerformed(e : ActionEvent) : void
+setButtonClickActionMap(actionMap : Map<String, Runnable>)
MouseClickListener
-map : Map<int, Runnable>
+mouseClicked(e : MouseEvent) : void
+setMouseClickActionMap(actionMap : Map<String, Runnable>)
view
<<interface>>
MansionView
+displayItems(items : Map<String, Integer>)
+displayInformesage : String)
+displayErrormessage : String)
+displayItemsOnFloor(items : List<String>, currentPlayerName : String, currentPlayerLocation : String)
+displayTargetDetails(targetName : String, targetHealth : int, targetLocation : String)
+displayTurnsremainingOfTurns : int)
+addPlayerScreen()
+setupPlayscreen()
+displayTurns()
+refreshBoard()
+quit()
+addActionListener(buttonListener : ButtonListener)
+addActionListener(keyboardListener : KeyboardListener)
+addActionListener(mouseClickListener : MouseClickListener)
implements
MansionConsoleView
-out : Appendable
+addActionListener(buttonListener : ButtonListener)
+addActionListener(keyboardListener : KeyboardListener)
+addActionListener(mouseClickListener : MouseClickListener)
+addPlayerScreen()
+displayErrormessage : String)
+displayInformesage : String)
+displayItems(items : Map<String, Integer>)
+displayItemsOnFloor(items : List<String>, currentPlayerName : String, currentPlayerLocation : String)
+displayTargetDetails(targetName : String, targetHealth : int, targetLocation : String)
+displayTurnsremainingOfTurns : int)
+quit()
+refreshBoard()
+setupPlayscreen()
+welcomeScreen()
implements
GameMenu
-menu : JMenu
-bar : JMenuBar
-newGame : JMenuItem
-restartGame : JMenuItem
-help : JMenuItem
-quit : JMenuItem
+GameMenu()
+addActionListener(buttonListener : ButtonListener)
SidePanel
+SidePanel()
+updatePlayersList(playerNames : List<String>, currentPlayerName : String, currentPlayerLocation : String)
+updateTargetDetails(targetName : String, targetHealth : int, targetLocation : String)
+updateTurnsremainingOfTurns : int)
+refresh()
GamePlayPanel
+GamePlayPanel()
+setscreenscreen()
+setupPlayscreen()
+addPlayerScreen()
+refresh()
+updateBoard()
Popup
+Popup()
+displayErrormessage : String)
+displayInformesage : String)
+displayItems(items : Map<String, Integer>)
<<access>>
<<access>>
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