Main + main() :int;

## + StorySummary(): void; + CheckInput(): void; + GetPlayerInput(): void; + Print(): void;

+ Run() : void;

PlayerData

- map<String, Pair<int, Item>> needed items;

- Score : int;

- YCord : int; - XCord : int;

## GameInput - input : string; + MoveMent() : void; + ReadInput() : void;

## GameMap - Map : MapCell\*; - travelProgress : int; - Map(); - ~Map(); - GetCell(int,int) : MapCell; - CheckTar(int,int) : void; - SetCell(MapCell\* Cell) : void; - RegenSea() : void;

MapGen
+
- MapGen(); - ~MapGen(); - RunGenerator(bool) : MapCell*;





