https://github.com/KristianWede/Adventure

Creators: Kristian Mikkel Raahauge Wede   https://github.com/KristianWede
Rami Mouldi Ifaoui   https://github.com/Ramilade
Frederik Hallengreen Hansen   https://github.com/FHallengreen

TERMINATOR MAZE

Adventure(Main)

Item
#itemName: string

#itemDescription: string

Weapon
#itemName: string
#itemDescription: string
#damage: int

+getDamage(): int

Food
#itemName: string
#itemDescription: string

+getHealth(): int

MeleeWeapon
#itemName: string
#itemDescription: string
#damage: int

+getDamage(): int

Extends

RangedWeapon
#itemName: string
#itemDescription: string
#damage: int
#availableUses: int

+getDamage(): int

Extends

GameEngine
+printAvailableDoors()
+lightsAreOff()
+magicWord()
+userCheckHealth()
+warnWhenLowHp()
+userInputCaseDirection(Str
+userInputCaseNorth()
+userInputCaseSouth()
+userInputCaseEast()
+userInputCaseWest()
+userInputCaseLook()
+userInputCaseLookItem()
+userInputDropItem(String s
+doesPlayerHaveItems()
+doesRoomHaveItem()
+scannerReturnToLowerCas
+isRoomDark()
+exitGame()
+userInputCaseOnUnlock()
+userInputCaseOnLightOn()
+userInputTakeItem()
+userInputCaseOnLightOff()
+userInputCaseInspectItem(
+equipCheckForWeapon()
+unEquipCheckForWeapon(
+execute()
+findCommand()
+findSomething()
+userChoice()

UserInterface
+mainMenu()
+clearScreen()
+gameTextPrinter(String text
+askPlayerForInput()
+introduction()
+userInputCaseHelp()
+userInputCaseExit()
+errorMessageInvalidMove(
+printPlayerReactionDark()
+printDoorEastAvailable()
+printDoorWestAvailable()
+printDoorSouthAvailable()
+giveDescription(Room play
+printPlayerReactionTeleNo
+printPlayerReactionTeleFir
+printPlayerTeleported()
+printPathBlocked()
+printDoorIsLocked()
+printPlayerGoesNorth()
+printPlayerGoesSouth()
+printPlayerGoesEast()
+printPlayerGoesWest()
+printPlayerLooksAround()
+printDoorUnlocked()
+printNothingToUnlock()
+printFoundLightswitch()
+printLightIsOn()
+printNoLightSwitch()
+printTurnOffLight()
+printLightIsOff()
+printPlayerHasDied()
+grammarCheck(Room room
+printReactionToFoundItem(
+printReactionPickUp(Item i
+printInventory(ArrayList<Ite
+printPlayerHasNoItems()
+printPlayerHasNoWeapon(
+printNoItemsOnGround()
+printOutItemInRoom(Room
+printErrorCannotFindItem()
+printAddedItemRoom(Item
+MaxHP()
+printPlayerInventorySingula
+printChooseItemToInspect(
+printNameAndDescriptionC
+printPlayerActionOpenInve
+printWeaponEquipped(Wea
+printUserNotDeclaringDirec
+printUserNothingToTake()
+printUserNothingToDrop()
+printWeaponAlreadyEquipp
+printUnEquip(Weapon wea
+printUserNothingToEquip()
+printString(String text)
+printPlayerPlantingBomb()
+printPlayerBeforePlant()
+printPlayerCantPlant()
+printPlayerCantFindBomb()
+printPlayerCantPlantItem()

Room
+name: string
+description: string

Music
+playBackground()

WorldCreator
+createWorldMap()

Enemy
-enemyName: string
-health: int
-weaponEquipped: Weapon

+enemyAttacks(): string
+attackedByPlayer(): string

Player
#health: int

+loadUserInterfaceInPlayer(
+loadGameEngineInPlayer()
+tryEatFood(Food food): int
+inspectItemFromInventory(
+attack(): string

ui.printString(player.attack(findSomething))

Enemy	Player	Gameengine

setAvailableUses

[weaponEquipped instanceof MeleeWeapon]   **[RangedWeapon equals zero]**

false

false

false   false   false

userinput

[availableUses equals zero]

[weaponEquipped is null]

true

true

true

youHitYourself

[enemy name equals userinput]

false

enemyAttacks

[damage less than 0]

false

[enemyName equals zero]

true

health less || equals zero

sethealth

true

false

no enemy in the room

true

enemyDead()
remove enemy from
room & add weapon to
room inventory

attackedByPlayer()
setHealth