Link to Repository:
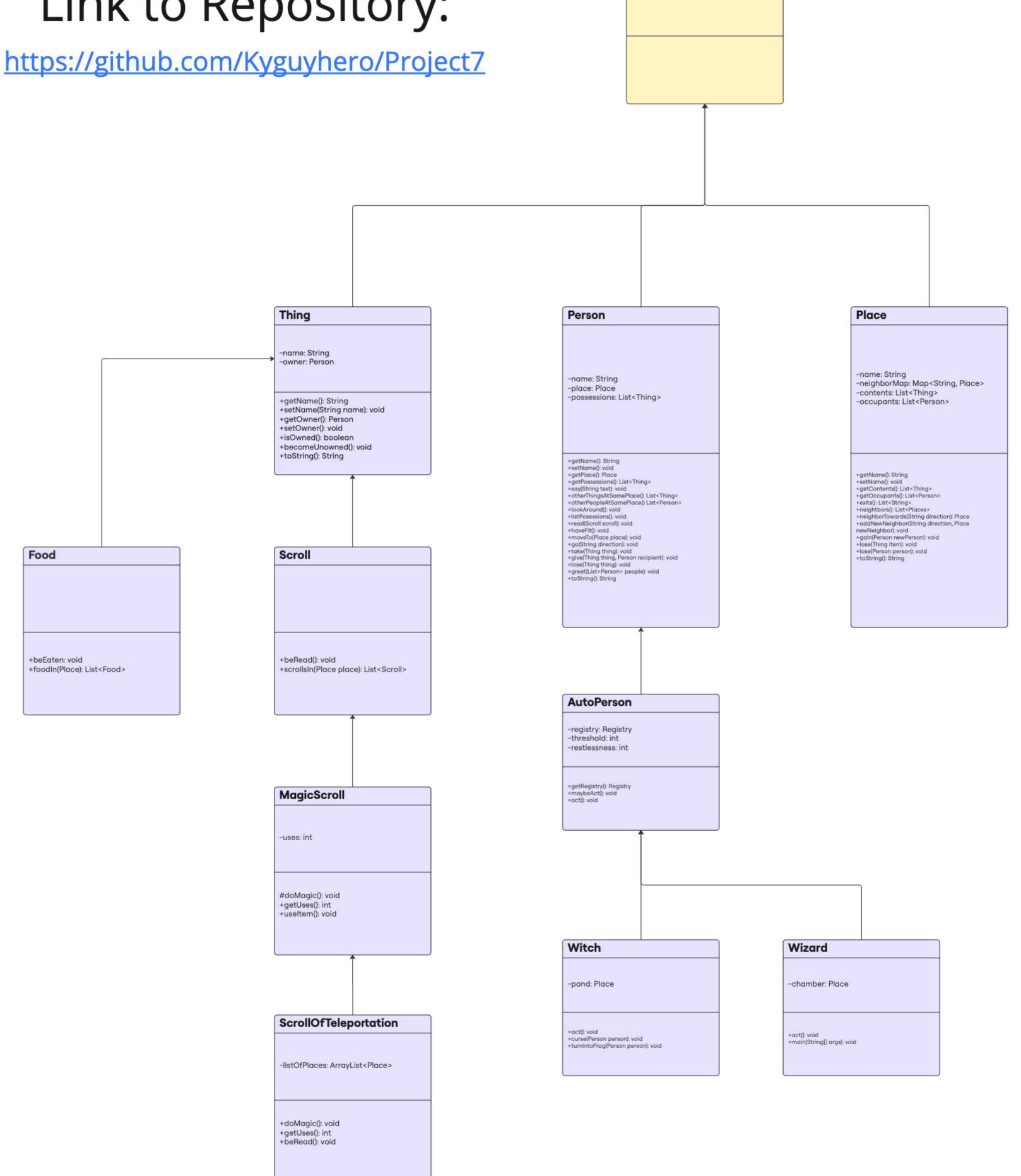
https://github.com/Kyguyhero/Project7

Object

Thing

-name: String
-owner: Person

+getName(): String
+setName(String name): void
+getOwner(): Person
+setOwner(): void
+isOwned(): boolean
+becomeUnowned(): void
+toString(): String

Person

-name: String
-place: Place
-possessions: List<Thing>

+getName(): String
+setName(): void
+getPlace(): Place
+getPossessions(): List<Thing>
+say(String text): void
+otherThingsAtSamePlace(): List<Thing>
+otherPeopleAtSamePlace() List<Person>
+lookAround(): void
+listPosessions(): void
+read(Scroll scroll): void
+haveFit(): void
+moveTo(Place place): void
+go(String direction): void
+take(Thing thing): void
+give(Thing thing, Person recipient): void
+lose(Thing thing): void
+greet(List<Person> people): void
+toString(): String

Place

-name: String
-neighborMap: Map<String, Place>
-contents: List<Thing>
-occupants: List<Person>

+getName(): String
+setName(): void
+getContents(): List<Thing>
+getOccupants(): List<Person>
+exits(): List<String>
+neighbors(): List<Places>
+neighborTowards(String direction): Place
+addNewNeighbor(String direction, Place newNeighbor): void
+gain(Person newPerson): void
+lose(Thing item): void
+lose(Person person): void
+toString(): String

Food

+beEaten: void
+foodIn(Place): List<Food>

Scroll

+beRead(): void
+scrollsIn(Place place): List<Scroll>

AutoPerson

-registry: Registry
-threshold: int
-restlessness: int

+getRegistry(): Registry
+maybeAct(): void
+act(): void

MagicScroll

-uses: int

#doMagic(): void
+getUses(): int
+useItem(): void

ScrollOfTeleportation

-listOfPlaces: ArrayList<Place>

+doMagic(): void
+getUses(): int
+beRead(): void

Witch

-pond: Place

+act(): void
+curse(Person person): void
+turnIntoFrog(Person person): void

Wizard

-chamber: Place

+act(): void
+main(String[] args): void