Character

+ Total: int
+ Name: string
+ Items: list<Item>
+ Position: Room

+ Character(string _name, Room _position)
+ Inventory(): void
+ Insert(Item item): void
+ Delete(string item): item
+ Move (string input): void

Enemy

+ Enemy(string _name, Room _position: base())

Player

+ Player(string _name, Room _position: base())
- MyRandomTotal(): int
- EnemyRandomTotal(): int
+ Attack(): void
+ TakeEnemyItems: Item

Program

Main (string[]args): void

Game

+ Player: Player
+ Rooms: List<Room>
+ Enemies: List<Enemy>

+ BuildGame(): void
- RandomRoom(): int
- RandomMove(): int
- GetTable(): DataTable
+ Play(): void
- Show(Player p): void
- Take(Player p): void
- Drop(Player p): void
- Commands(): void

Item

+ Name: string

Room

+ Items: List<Item>
+ Characters: List<Character>
+ Name: string
+ North: Room
+ South: Room
+ East: Room
+ West: Room

+ Exit(Character character): void
+ Entry(Character character): void
+ GetEnemy(): Enemy
+ EnemyInRoom(): Boolean
+ Drop(Item item): void
+ Take(string item): Item
+ Look(): void