Command Class Diagram

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ArrowKeyMonitor

- EKeyCommand : Command
- QKeyCommand : Command
- RKeyCommand : Command
- WKeyCommand : Command
- breakWall : PlayerVisitor
- disguse : PlayerVisitor
- downKeyCommand : Command
- drawingControl : DrawingControl
- instance : ArrowKeyMonitor
- leftKeyCommand : Command
- observers : ArrayList<Observer>
- pickDoor : PlayerVisitor
- placeTrap : PlayerVisitor
- rightKeyCommand : Command
- upKeyCommand : Command

+ ArrowKeyMonitor( ) : void
- castSkill(Player, int) : void
- getDir(KeyEvent) : DIR
+ getInstance( ) : ArrowKeyMonitor
+ keyPressed(KeyEvent) : void
- movement(Player, KeyEvent) : void
+ notifyObservers(String) : void
+ addObserver(Observer) : void
+ removeObserver(Observer) : void

<<interface>>
Command

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execute() : void

GameControl

Player

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move(Dir):void

ArrowKeyCommand

CURRENTPLAYER : int
DIRECTION : DIR

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execute() : void
printInfo(Player) : void

FacingCommand

CURRENTPLAYER : int
DIRECTION : DIR

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execute() : void

SpellKeyCommand

CURRENTPLAYER : int
PV : PlayerVisitor

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execute() : void

WaitCommand

CURRENTPLAYER : int

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execute() : void