

Achievement
-private String name -private String motivo -private Image imagem
+getters e setters

Bork
-private int health -private int score
+public Bork() +getters e setters

Dragon
-private int damage -private int health private Random r
+public Dragon +getters e setters +public String gerDragonSpeech(String )

GameB
-private int vezesAcionado -private Presentation tela -Scanner s -Bork b -Weapon w -Dragon d -Room r -Player p
+public gameB() +public String info(String) +public String acoes(String) +public void save() +public int getActivations() +public int getHowManyPlayers() +public Player getWorstPlayer() +public Player getBestPlayer() +public int getWorstPlayerPoints() +public int getBestPlayerPoints() +public JFrame getPanel() +public void start(Player)

Presentation
-JFrame frame -private JTextField tfacoes -private String test JTextArea txtrAperteOBoto -private JButton btnNewButton -Game b
+public static void main(String[] args) +public Presentation() +public JFrame returnPane() +private void Initialize()

Room
-private char local -private boolean isAtTheHouse -private boolean rugIsRemoved -private boolean trapdoorIsOpen -private boolean bottleIsTaken -private boolean foodIsTaken
+public Room() +getters e setters +public String getDescription()

Weapon
-private String name -private boolean isEquipped -Random r
+public Weapon() +getters e setters +public int getDamage()