PLAYER

-private int health
-private int score
-private ArrayList trophies

+public Player()
+public void setHealth(int)
+public void setScore(int)
+public void addTrophy(Trophy)
+public int getHealth()
+public int getScore()

TROPHY

-private String name
-private String description

+public Trophy(String, String)
+public void setName(String)
+public void setDescription(String)
+public String getName()
+public int getDescription()

DRAGON

-private int health
-private int damage

+public Dragon()
+public void setHealth(int)
+public void setDamage(int)
+public int getHealth()
+public int getDamage()
+public String getLine()

ROOM

-private String description
-private boolean bottleIsTaken
-private boolean rugIsRemoved
-private boolean trapdoorIsOpen
-private boolean stoneIsTaken

+public Room(String)
+public void setDescription(String)
+public String getDescription()
+[getters e setters das booleanas]

WEAPON

-private String nome
-private boolean isEquipped
-Random r

+public Weapon(String)
+public void setName(String)
+public String getName()
+public void equip(boolean)
+public boolean isEquipped()
+public int getDamage()
+public boolean isCritic(int)
+public boolean isMiss(int)

BORK

+public static void main(String[] args)