

<<Enumeration>> VisType

ARROW

PLAYER HUNTER SWORD TREASURE EXIT PIT HOVER_POTION INVINCIBILITY POTION EMPTY_TILE **SWITCH BOULDER** BOMB KEY DOOR WALL HOUND **COWARD**

STRATEGIST LIT BOMB

<<Interface>> EntityMover

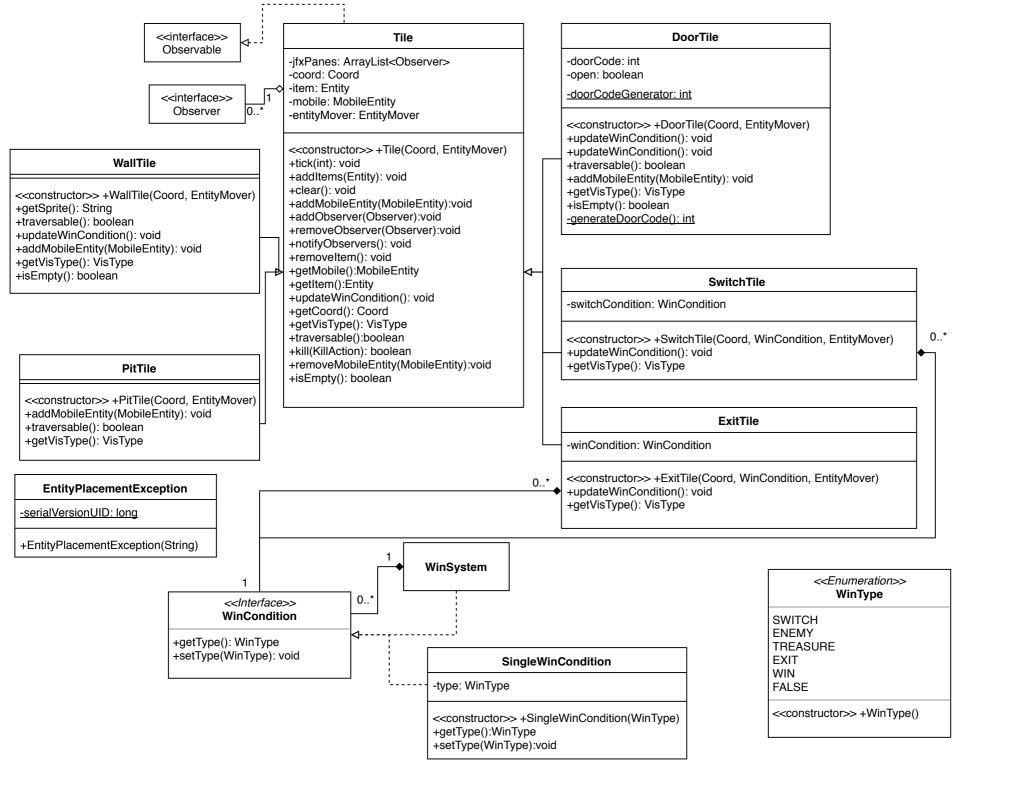
#moveMobileEntity(MobileEntity, Coord): boolean #moveMobileEntity(MobileEntity, Direction): boolean

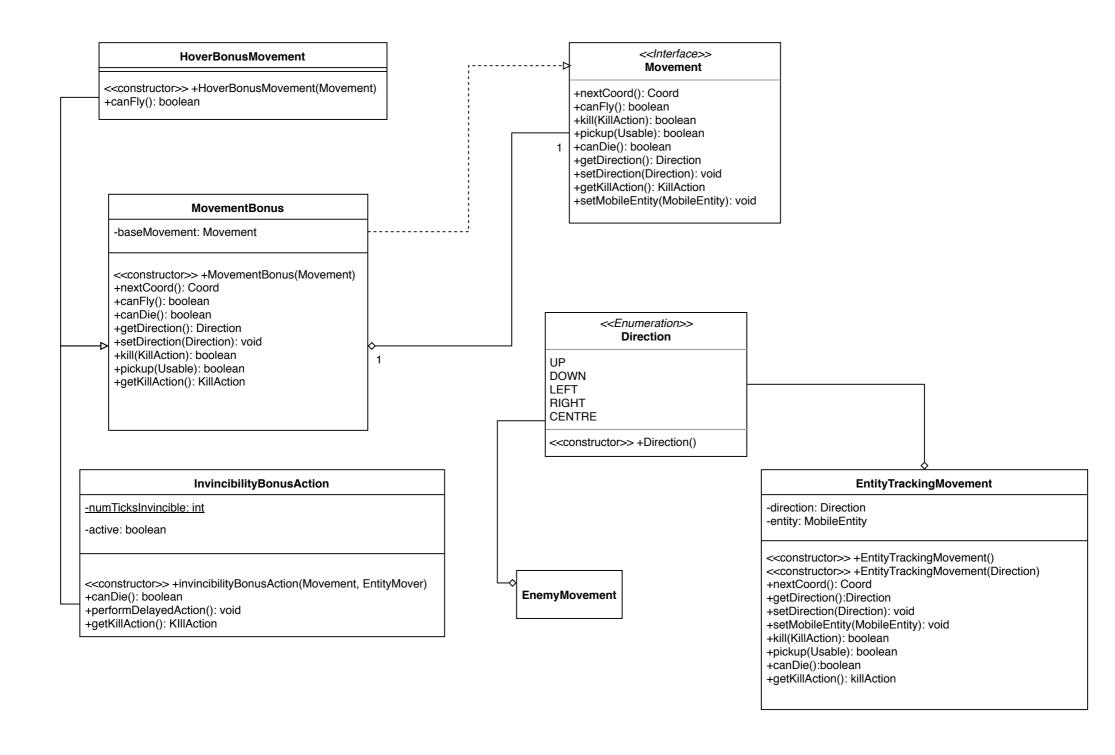
+traversable(Coord): boolean +isEmpty(Coord): boolean +kill(Coord, KillAction): boolean

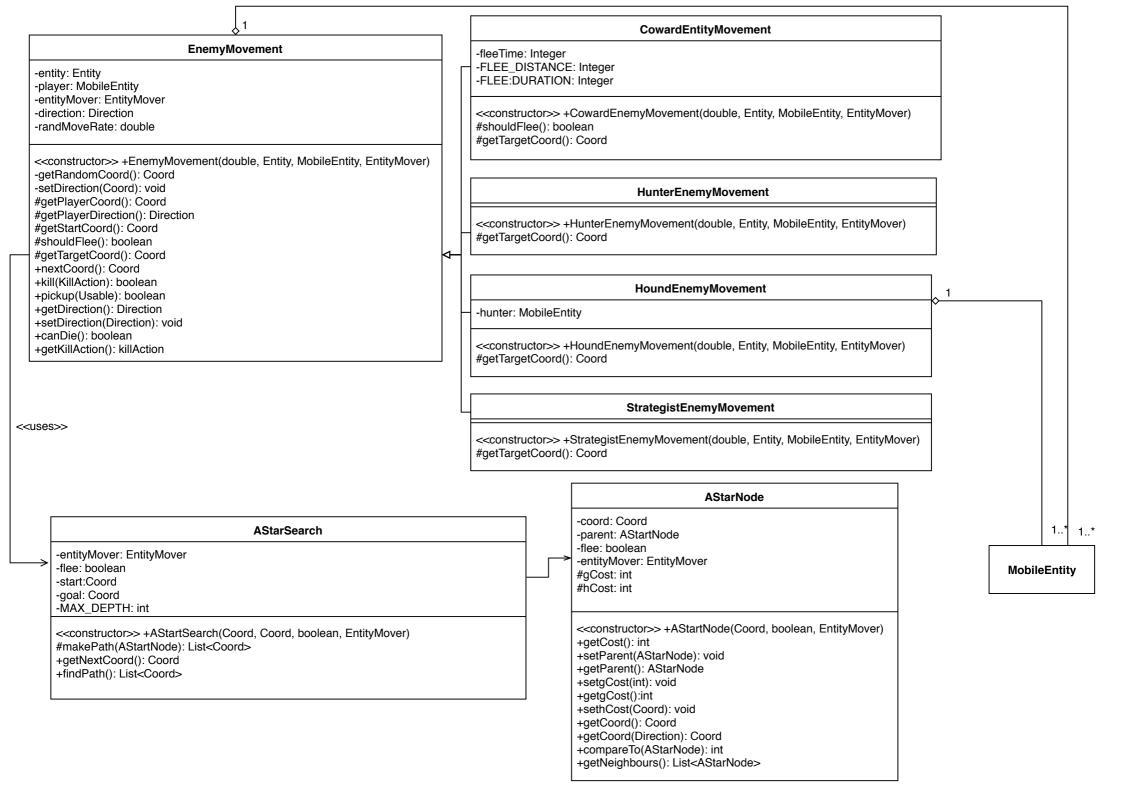
 $+ add Delayed Action (Delayed Action,\ Integer):\ void$

#placeMobileEntity(MobileEntity): void

#placeItem(Entity): void #clearItem(Coord): void







MobileEntityBuilder

+isMoving: boolean +canPush: boolean +killedByAnything: boolean -movement: Movement -isPlayer: boolean -baseEntity: Entity -killAction: KillAction

-canTriggerSwitches: boolean

-killedBv: List<KillAction>

-pushable: boolean

<<constructor>> +MobileEntityBuilder(Entity) +withMovement(Movement): MobileEntityBuilder +withKilledBy(KillAction): MobileEntityBuilder +withIsMoving(boolean): MobileEntityBuilder +withCanPush(boolean): MobileEntityBuilder +withIsPlayer(boolean): MobileEntityBuilder +withKilledByAnything(boolean): MobileEntityBuilder +withPushable(boolean): MobileEntityBuilder +withCanTriggerSwitches(boolean): MobileEntityBuilder +build(): MobileEntity

MobileEntity

-movement:Movement -baseEntity: Entity -lastTick:Integer -lastMoveTickNum: int -isPlayer: boolean -killedBy: List<Action> -pushable: boolean -killByAnything: boolean -canTriggerSwitches: boolean -canPushEntities: boolean

-moving: boolean

<constructor>> MobileEntity(MobileEntityBuilder)

+tick(Integer): void +setAlive(boolean); void +isAlive(): boolean +qetDirection(): Direction +setDirection(Direction): void pickup(Usable): boolean +kill(KillAction): boolean +pushable(): boolean +getKillAction(): KillAction +canFlv(): boolean

+canTriggerSwitches(): boolean +setKeyCode(int): void

+qetKeyCode(): int +nextCoord(): Coord

+setMovement(Movement): void

+canDie(): boolean

+getMovement():Movement +lastMoveTickNum(int): void +isPlayer(): boolean

+canPush(): boolean +isMoving(): boolean +setMoving(boolean): void +qetVisType(): VisType +getUsable(): Usable +setCoord(Coord): void +getCoord(): Coord

+getCoord(Direction): Coord

+setWinConditionType(WinType): void

PlayerMobileEntityBuilder

#c: Coord #sprite: String

#entityMover: EntityMover

<<constructor>> +PlayerMobileEntityBuilder(String, Coord, EntityMover)

+build(): PlayerMobileEntity

PlayerMobileEntity

-inventory: ArrayList<Usable>

-keyCode: int -noTreasure: int

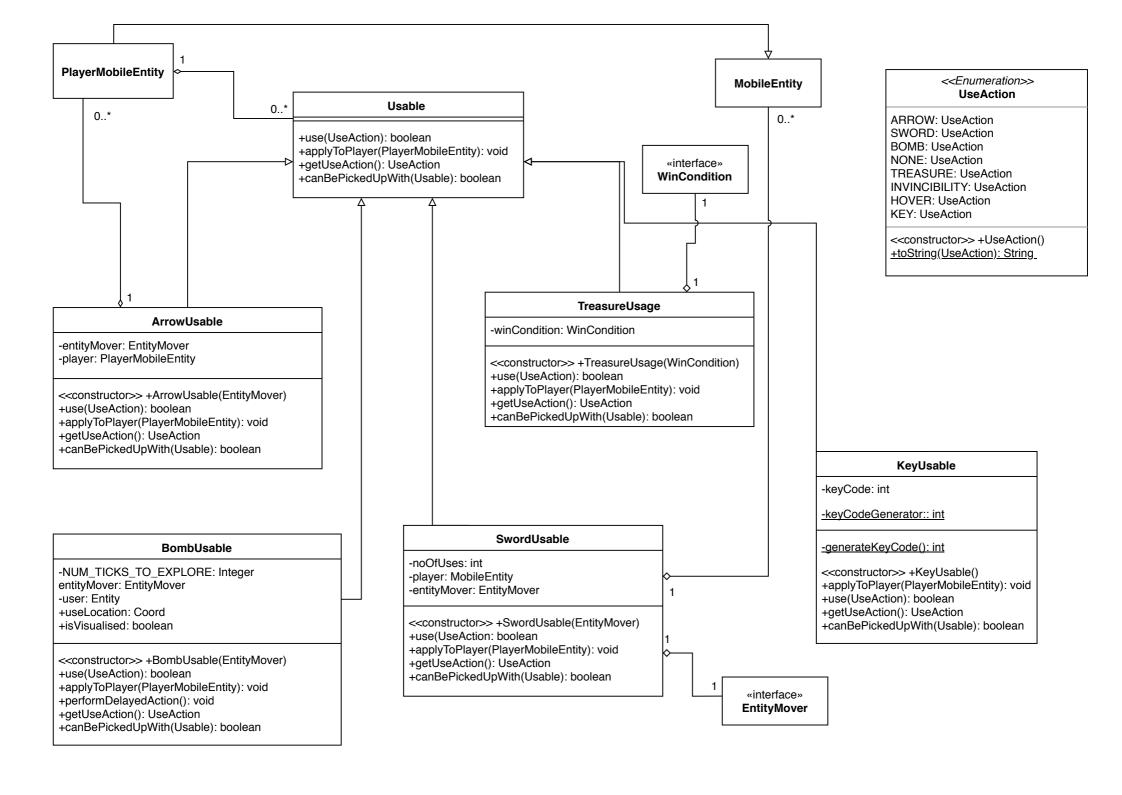
<<constructor>> +PlayerMobileEntity(MobileEntityBuilder)

+setCoord(Coord): void +use(UseAction): boolean +getNoTreasure(): int +pickup(Usable): boolean

+inventorvIterator(): iterator<UseAction>

+qetKeyCode(): int +setKeyCode(int): void +isPlayer(): boolean

+incrementTreasureNo(): void



gameApplicationMain

<<constructor>> +gameApplicationMain()
+start(Stage): void

+main(String[]): void

ASCIIGameController

-strToDirection(String): Direction -getUse(String): UseAction +visualiseLevel(Level): String -visTypeToSprite(VisType): String -printInventory(Iterator<Action>): void

+main(String[]): void

