

<<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

<</nterface>> EntityMover

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

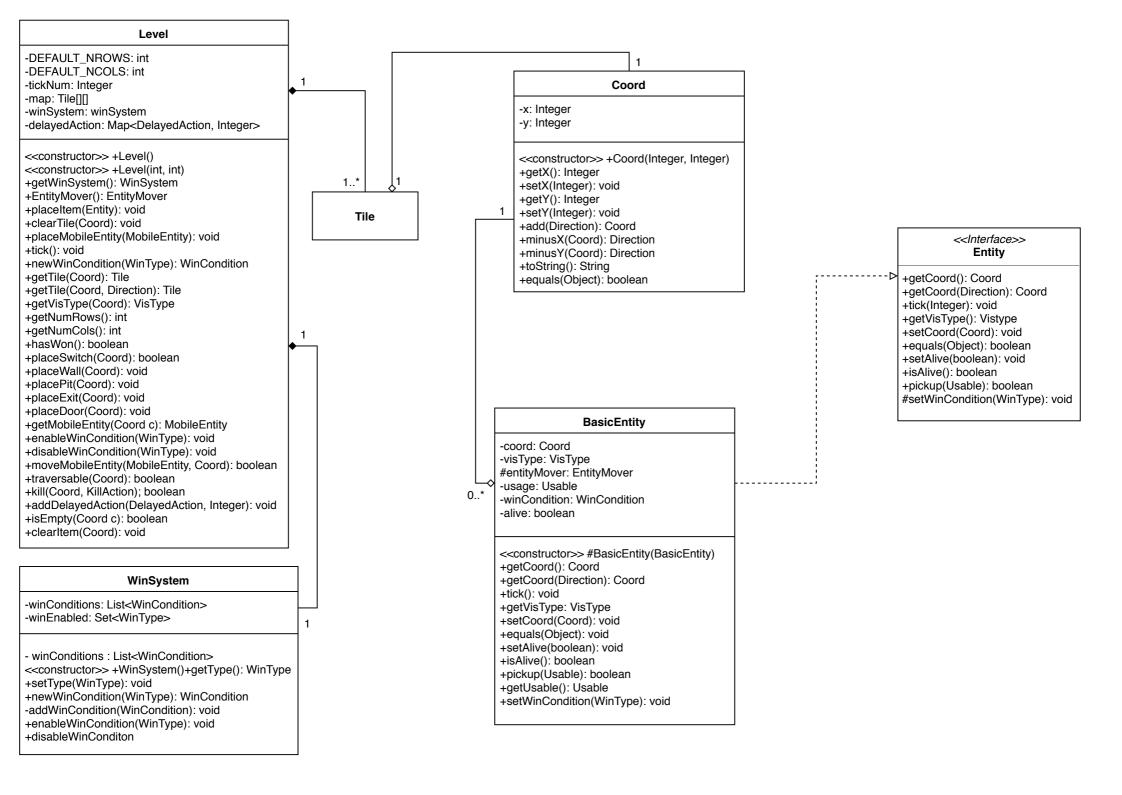
+traversable(Coord): boolean +isEmpty(Coord): boolean

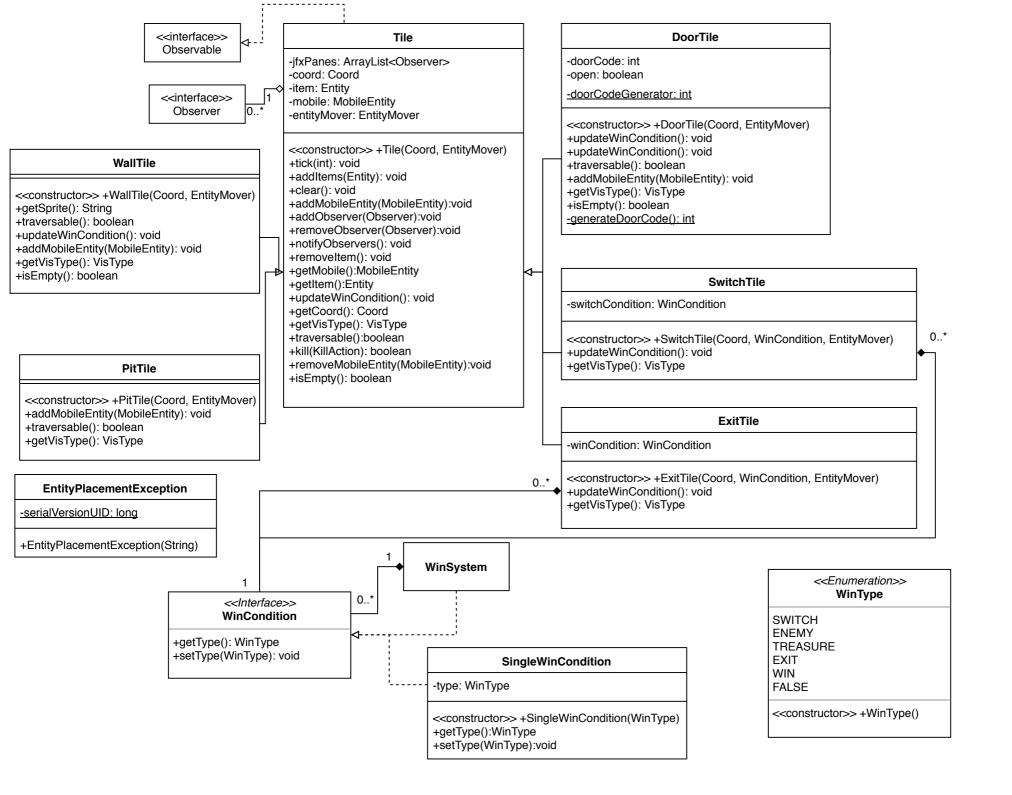
+kill(Coord, KillAction): boolean

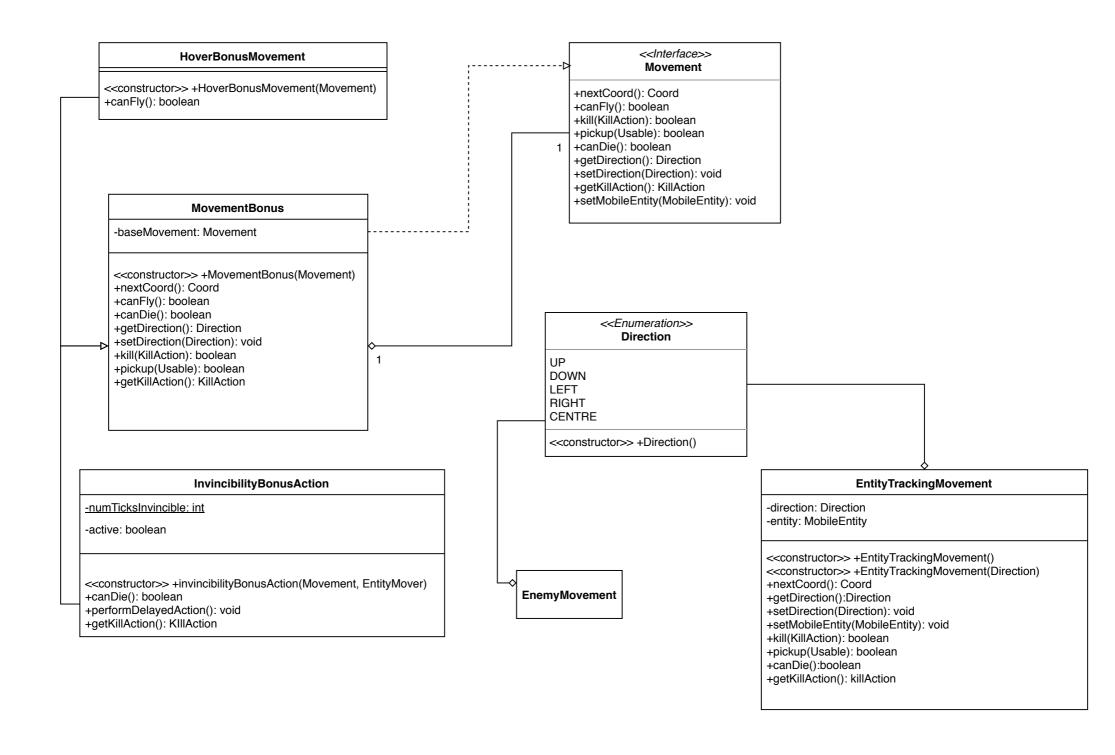
+addDelayedAction(DelayedAction, Integer): void

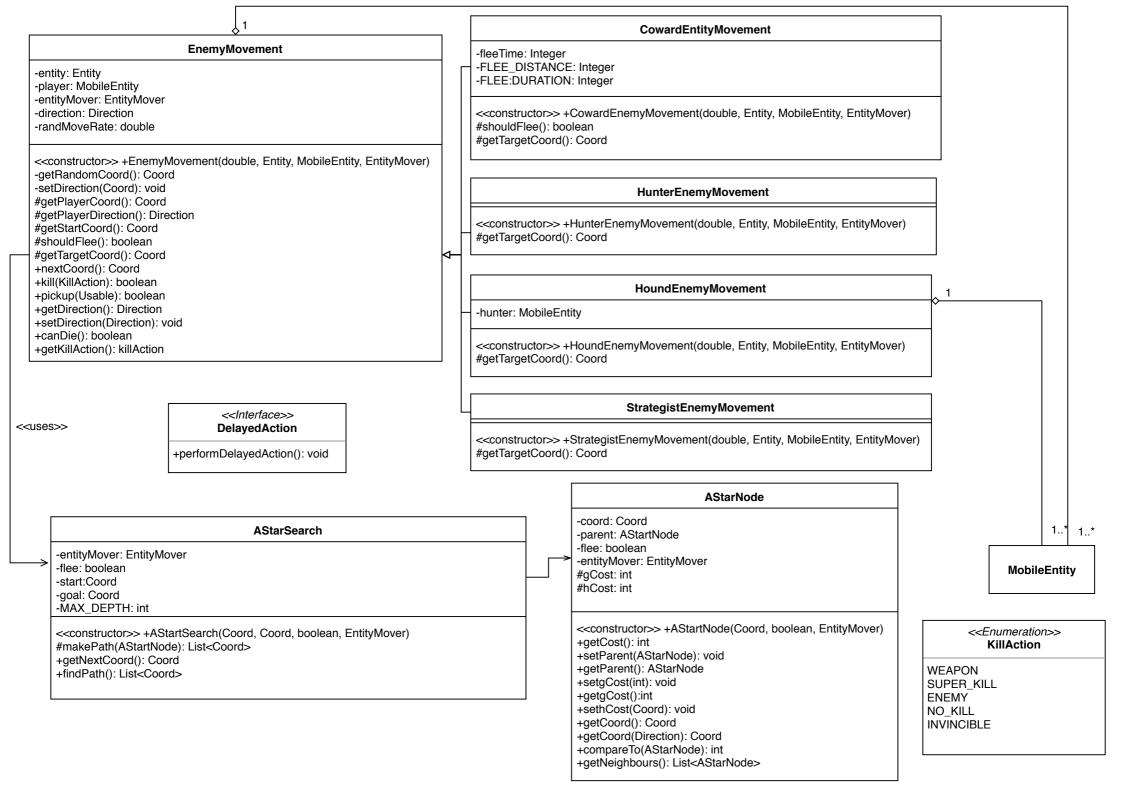
#placeMobileEntity(MobileEntity): void

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









MobileEntityBuilder

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

-killedBy: List<KillAction>-pushable: boolean

+build(): MobileEntity

-canTriggerSwitches: 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

MobileEntity

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

<constructor>> MobileEntity(MobileEntityBuilder)

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

+canFly(): boolean

-moving: boolean

+canTriggerSwitches(): boolean

+setKeyCode(int): void +getKeyCode(): int +nextCoord(): Coord

+setMovement(Movement): void

+canDie(): boolean

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

+isPlayer(): boolean +canPush(): boolean +isMoving(): boolean +setMoving(boolean): void +getVisType(): 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

+inventoryIterator(): iterator<UseAction>

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

+incrementTreasureNo(): void

