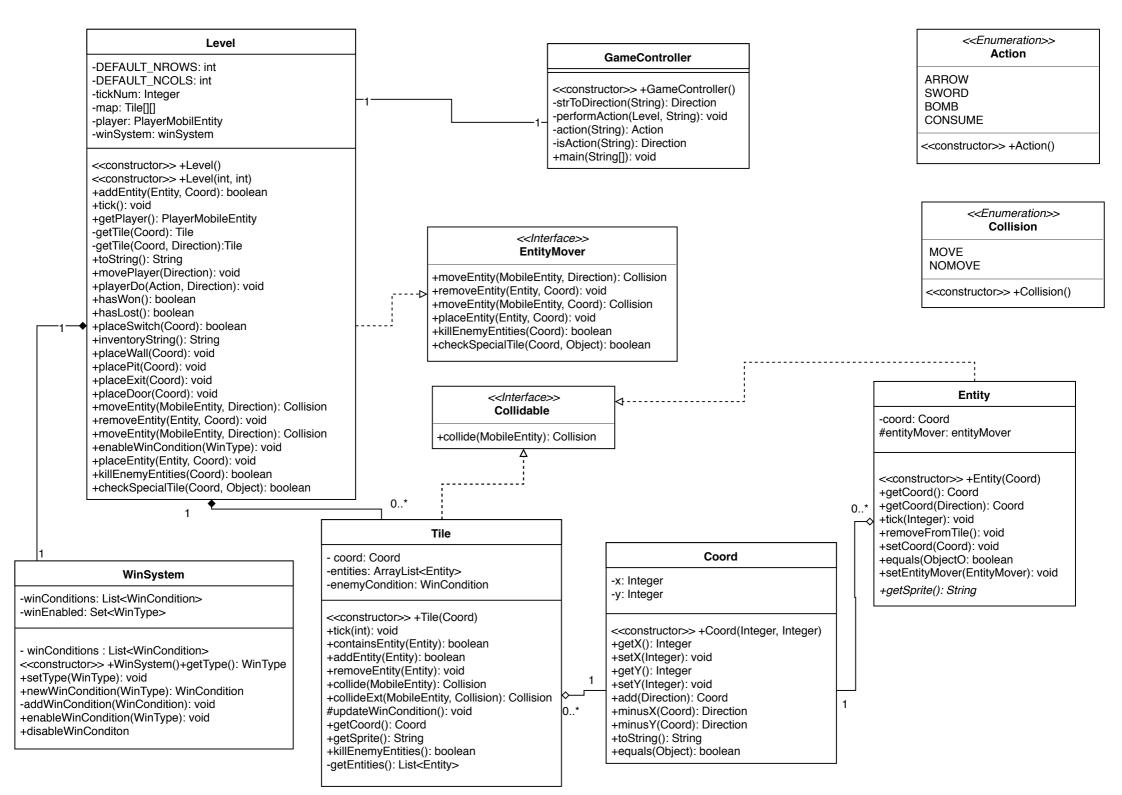
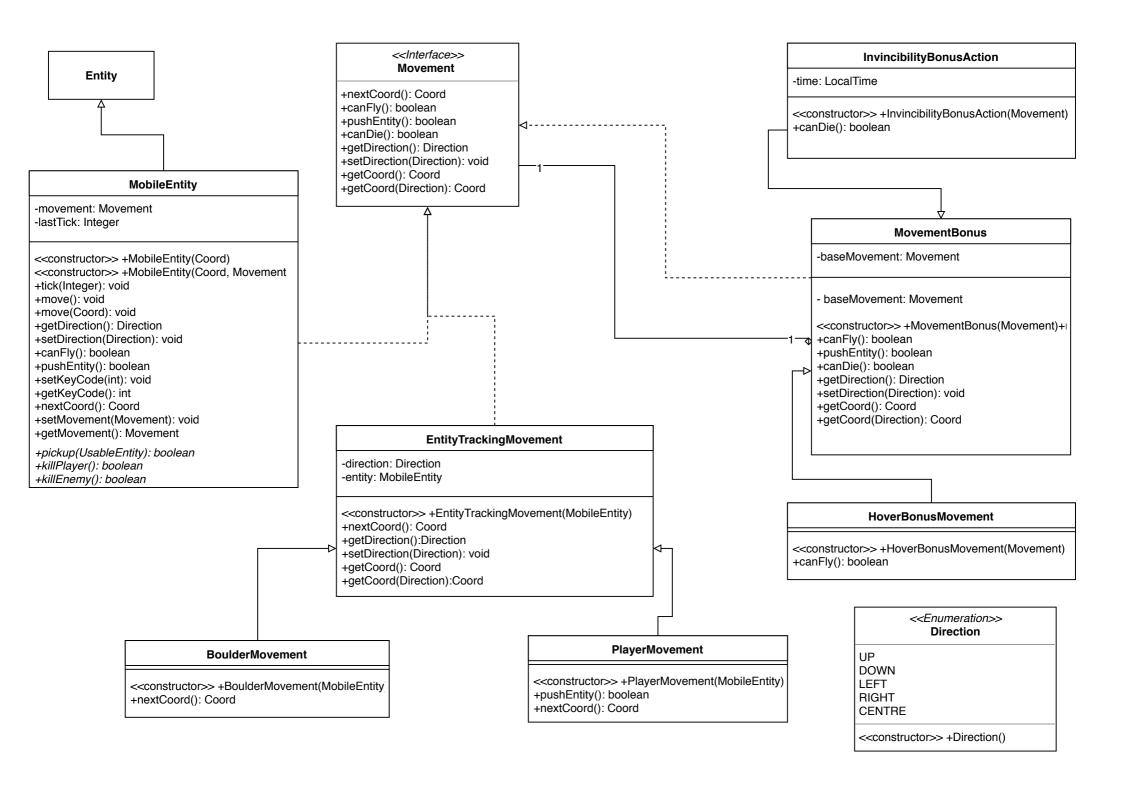
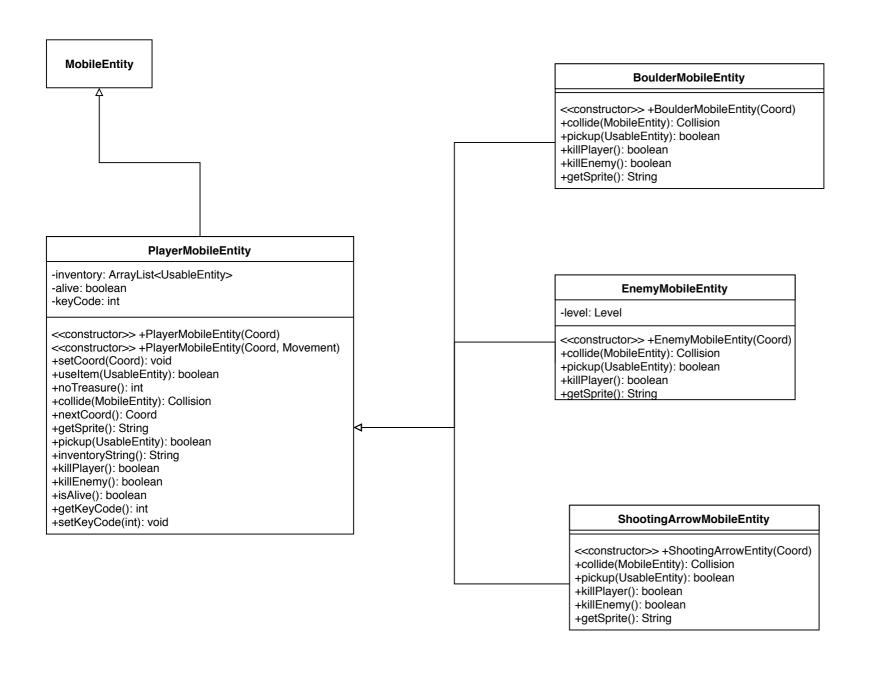
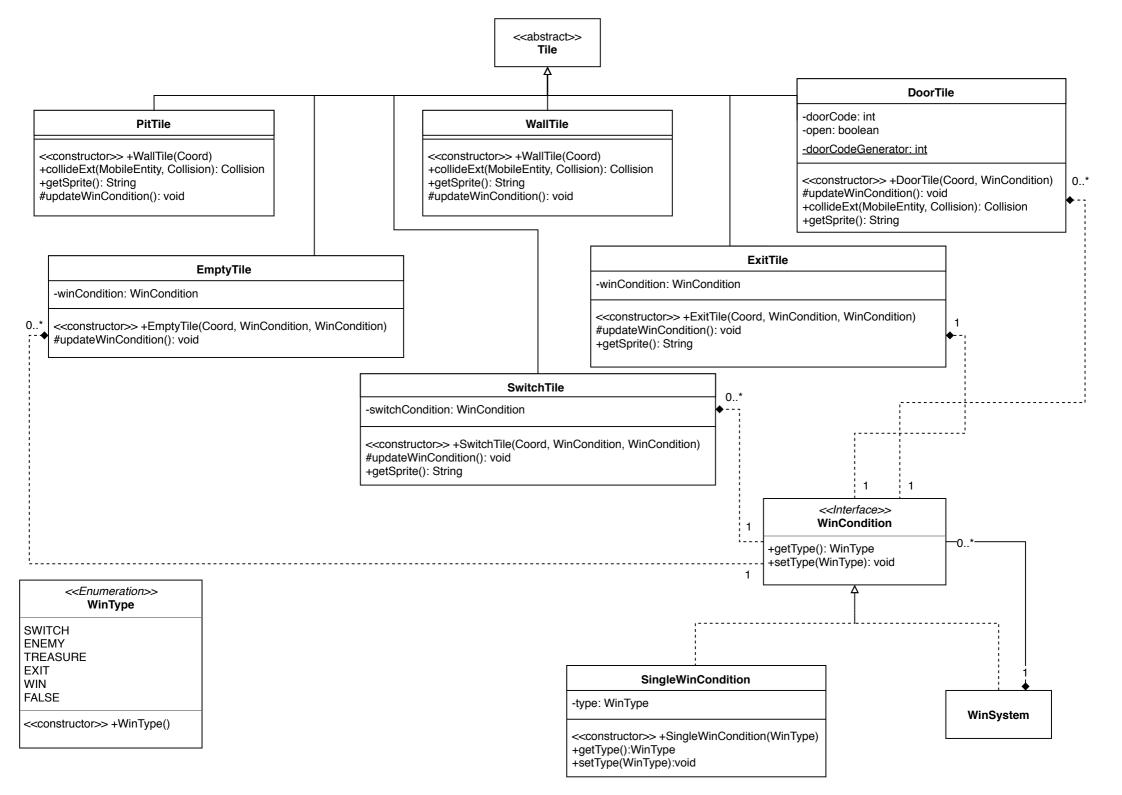


«Enumeration» **WinType**









HoverPotion <<constructor>> +InvincibilityEntity(Coord) +collide(MobileEntity): Collision +use(Direction): Boolean +getSprite(): String **ArrowUsableEntity** <<constructor>> +ArrowUsableEntity(Coord) +use(Direction): Boolean **Entity** +getSprite(): String **SwordUsableEntity** -noOfUses: int <<constructor>> SwordUsableEntity(Coord) +use(Direction): Boolean KeyUsableEntity +getSprite(): String -keyCode: int UsableEntity -keyCodeGenerator: int <<constructor>> +UsableEntitu(Coord) +collide(MobileEntity): Collision <<constructor>> +KeyUsableEntity(Coord) +use(Direction): Boolean +collide(MobileEntity): Collision UnlitBombUsableEntity +getSprite(): String -generateKevCode(): int <constructor>> +UnlitBombUsableEntity(Coord) +use(Direction): Boolean +getSprite(): String **TreasureEntity** <<constructor>>> +TreasureEntity(Coord) +use(Direction): Boolean +getSprite(): String InvincibilityEntity <<constructor>>> +InvincibilityEntity(Coord) +collide(MobileEntity): Collision +use(Direction): Boolean +getSprite(): String