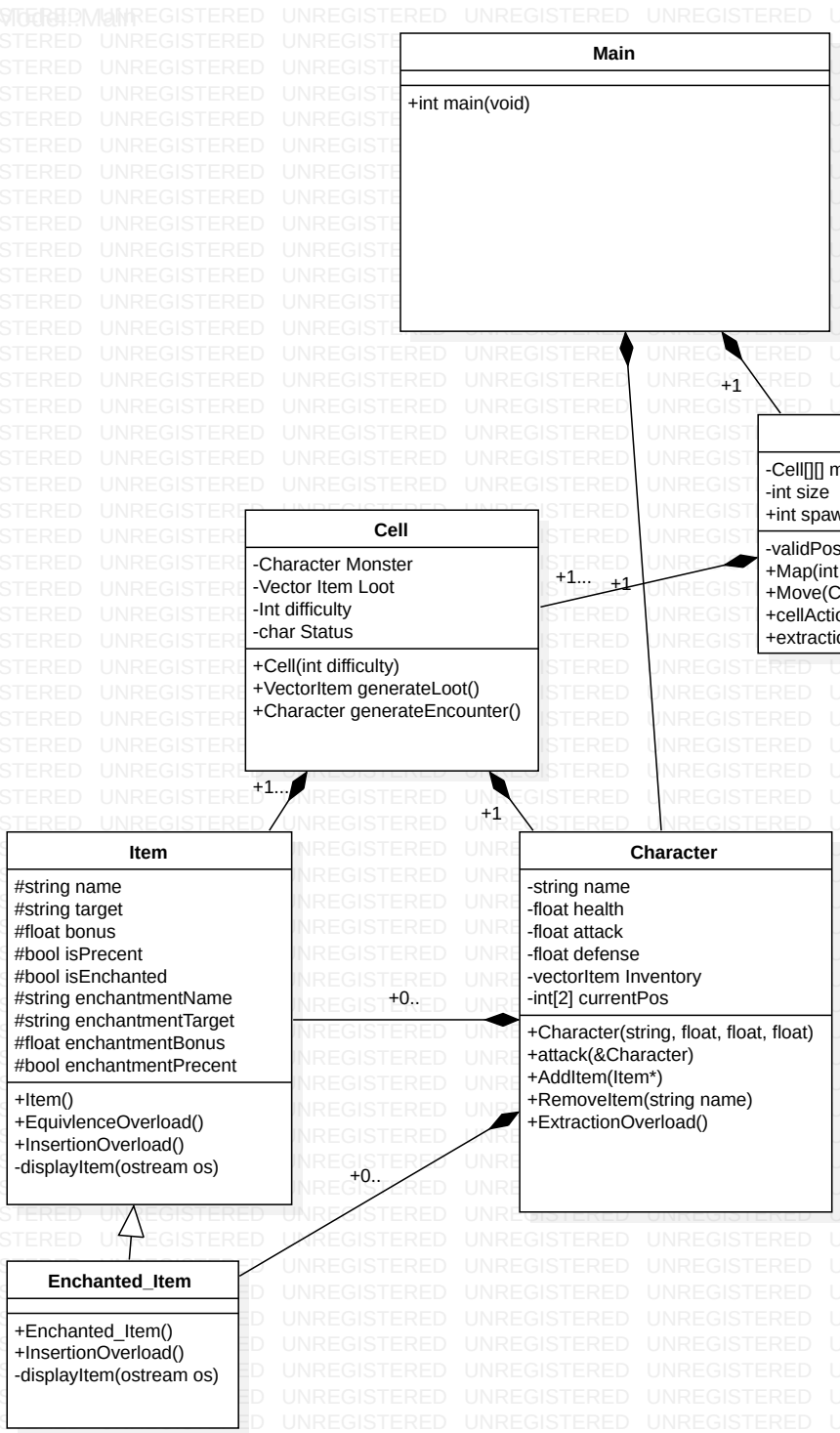
Model_Main
Main
+int main(void)
+1
Map
-Cell[][] map
-int size
+int spawn[2]
-validPos(int*)
+Map(int size)
+Move(Character&)
+cellAction(Character&)
+extractionOverload()
Cell
-Character Monster
-Vector Item Loot
-Int difficulty
-char Status
+Cell(int difficulty)
+VectorItem generateLoot()
+Character generateEncounter()
+1...
+1
+1...
+1
Item
#string name
#string target
#float bonus
#bool isPrecent
#bool isEnchanted
#string enchantmentName
#string enchantmentTarget
#float enchantmentBonus
#bool enchantmentPrecent
+Item()
+EquivlenceOverload()
+InsertionOverload()
-displayItem(ostream os)
+0..
Character
-string name
-float health
-float attack
-float defense
-vectorItem Inventory
-int[2] currentPos
+Character(string, float, float, float)
+attack(&Character)
+AddItem(Item*)
+RemoveItem(string name)
+ExtractionOverload()
+0..
Enchanted_Item
+Enchanted_Item()
+InsertionOverload()
-displayItem(ostream os)