## **AFLEVERING – STUDIEGRUPPE 3**



Oskar August Pedersen Bjerborg – GitHub: OSBJE

Daniel Olba – GitHub: DanielJensenKEA

Luna Szipli – GitHub: latenight-aluna

Mette Munch Hansen – GitHub: MetteMunch

Link til projektets GitHub repository:

https://github.com/OSBJE/adventureGame

## UserInterface

Scanner input = new Scanner

AdventureController spil = new AdventureController -previousRoom: String

+UserInterface()

+welcome(): void

+startAndPlayGame(): void

+playerInputManipulation(): void

+addInformation(): void

+helpCommands(): void

Main

ui = new UserInterface

+main()

+playerMovement(String): void

+displayItemsInRoom(): void

+takeItemChoice(String): void

+dropItemChoice(String): void

+playerInventory(): void

+eatWithCheckOfEatability(String): void

+displayEnemyInRoom(): void

+playerEquipped(): void

equipWeapon(String): void

+attackFunction(): void

+attackFunctionTarget(String): void

+supportAttackFunctionTarget(String): Enemy

+showPlayerHealthUI(): void

## AdventureController

-Map map = new Map

-Player player = new Player

+AdventureController()

+movePlayer(String): void

+getPlayerDirection(String): int

+takeItemMethod(Striing): String +dropItemMethod(String): String

+getItemsArravList(): <Item>

+playerEatsFood(String): String setEquippedWeapon(String): String

+dolHaveWeaponEquipped(): boolean

+attackEnemy(Enemy): void

+attackRandom(): void

+playerInventory: String

+currentRoom: String

+currentRoomDescription: String

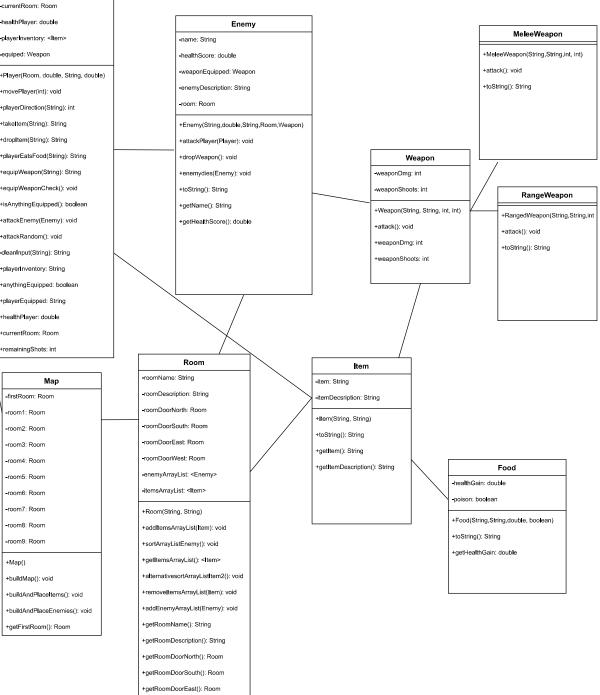
+playerEquiped: String

+healthPlayer: double

+remainingShots: int

+enemyArrayList: <Enemy>

## Player -currentRoom: Room -healthPlaver: double -playerInventory: < Item> equiped: Weapon +Player(Room, double, String, double) movePlayer(int): void +playerDirection(String): int +takeItem(String): String +dropItem(String): String +playerEatsFood(String): String +equipWeapon(String): String equipWeaponCheck(): void +isAnythingEquipped(): boolean +attackEnemy(Enemy): void +attackRandom(): void -cleanInput(String): String +playerInventory: String +anythingEquipped: boolean +playerEquipped: String healthPlayer: double



+getRoomDoorWest(): Room +enemyArrayList: <Enemy>)

