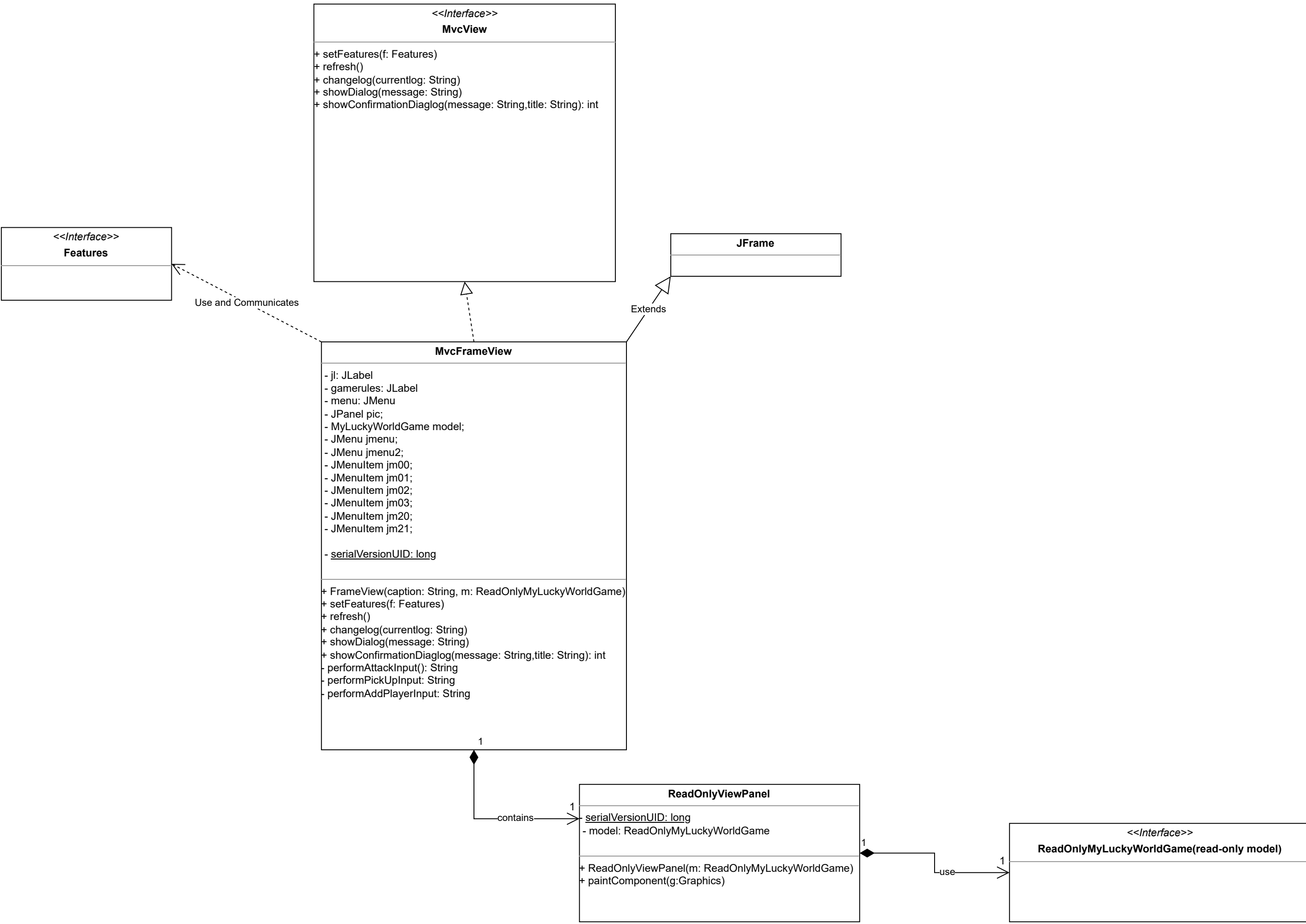


View

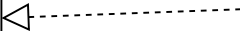


MyLuckyWorldGameCommandController(OLD)
- out: Appendable - scan: Scanner - args: String[] - turns: int
+ MyLuckyWorldGameCommandController(args: String[] , in:Readable, out:Appendable) + playGame(m: MyLuckyWordGameModel)

Controller

<<Interface>> Features
+ processInput(text: String) + setView(v: View) + exitProgram() + handleMove(playernum: int, spacenum: int): String + loadBuffImage() + processAddPlayerInput(text: String[]): BufferedImage + processAddComputerPlayerInput(): String + processPickUpInput(itemindex: String): String + processAttackInput(itemindex: String): String + restart() + changemap(filepath: String);

MvcController
- model: MyLuckyWorldGameModel - view: View - args1: String[]
+ MvcController(args: String[] , m: MyLuckyWorldGame) + setView(v: View) + exitProgram() + handleMove(playernum: int, spacenum: int): String + loadBuffImage() + processAddPlayerInput(text: String[]): BufferedImage + processAddComputerPlayerInput(): String + processPickUpInput(itemindex: String): String + processAttackInput(itemindex: String): String + restart() + changemap(filepath: String);



Model

