Armor
- + treasureType
- + treasureEffectOnCombatDiceRolls()

Portal
- + treasureType
- + treasureEffect()

Gem
- + treasureType
- + treasureEffectOnCombatDiceRolls()

Trap
- + treasureType
- + treasureEffect()

Sword
- + treasureType
- + treasureEffectOnCombatDiceRolls()

Potion
- + treasureType
- + treasureEffect()

Quick
- search()

Careful
- search()

Careless
- search()

Shout()
- celebrate()

Dance()
- celebrate()

Jump
- celebrate()

Spin
- celebrate()

Treasure
- + treasureType
- + treasureEffect()
- + treasureEffectOnCombatDiceRolls()

<<interface>>
Search
- + search()
- + pickTreasure()

<<Abstract>>
Celebrate
- combat
- celebrate()
- fight()

Stealth
- fight()

Untrained
- fight()

Trained
- fight()

Expert
- fight()

<<interface>>
Combat
- fight()

Adventurer
- + damage
- + maxDamage
- + tressureCount
- + currentLocation
- + type
- + performAction
- + combat
- + search
- + treasureRetrived
- + isAlive()
- + move()
- + findTreasure()
- + rollDice()
- + updateFightOutcome()
- + fight()
- - setCelebrations

Publisher
- - listeners[]
- + registerSubscriber()
- + removeSubscriber()
- + notifySubscribers()

<<interface>>
EventManager
- + registerSubscriber()
- + removeSubscriber()
- + notifySubscribers()

<<interface>>
Observer
- + update()

Game Engine
- + total_treasure_count
- + active_adventurers_list[]
- + active_creature_list[]
- + room_state[]
- + arrayListOfAdventurers
- + arrayListOfCreatures
- + arrayListOfFacility
- + playGame()
- + initialize()
- - turn()
- - getRoomObjectFromRoomId()
- - getCreatureObjectFromRoomId()
- - getAdventurerObjectFromRoomId()
- - adventurersInitializer()
- - creatureInitializer()
- - facilityInitializer()
- - should_game_continue()
- - check_treasure_count()
- - check_adventurer_count()
- - check_creature_count()
- - printExitStatus()
- - adjacentAdventurersInCurrentLevel()
- - treasureInitializer()

Room
- + id
- + connectedRooms
- + creatures[]
- + adventurers[]
- + isTreasurePresent
- + availableTreasures[]
- + is_empty()
- + IsCreaturePresent()
- + IsAdventurersPresent()
- + setRoomConnections()
- + addAdventurerToList()
- + addCreatureToList()
- + removeAdventurerFromList()
- + removeCreatureFromList()
- + getAdventurersInRoom()
- + getCreaturesInRoom()
- + isAdventurerPresent()
- + isCreaturePresent()
- + setTreasureToRoom()
- + removeTressure()
- + updateTreasureStatus()
- + getTreasureFromRoom()

Logger
- - turn
- - filename
- + update()
- - createNewLoggerFile()

RotLA
- main()

Creature
- + isAlive
- + currentLocation
- + move()
- + UpdateFightOutcome()
- + rollDice()

Tracker
- - adventurers
- - creatureres
- - advCount
- - creCount
- + update()
- + printTracker()

AdventurerTrackerObject
- type
- location
- currentDamage
- treasuresCollected
- isAlive

CreatureTrackerObject
- type
- location
- isAlive

Orbiter
- + clockWise
- + move()
- + initLocation()

Seeker
- + move()
- + initLocation()

Blinker
- + move()
- + initLocation()
- + randomRoom()
- + getRoomObjectFromRoomId()

UML Changes from Project 3.1 to Project 3.2

Treasure Hierarchy

      treasureEffectOnCombatDiceRolls() method is added.

      isTaken variable is removed and treasureType variable is added.

Search interface is added with new method pickTreasure()

Celebrate abstract class

      combat variable is added.

      fight() method is added

Adventurer class

      maxDamage and treasureRetrived[] variables are added.

      setCelebration() method is added

Room class

      isTreasurePresent and availableTreasures[] variable is added.

      updateTreasureStatus() and getTreasureFromRoom() methods are added.

Observer interface is added with method update()

Tracker and Logger classes implement Observer interface.

Tracker class

      adventures, creatures, advCount and creCount variables are added

      update() and printTracker() methods are added.

      adventures variable is of type AdventurerTrackerObject which has the variables type, location,
      currentDamage, treasuresCollected, isAlive.

      creatures variable is of type CreatureTrackerObject which has the variables type, location, isAlive.

Logger class

      turn and fileName variables are added.

      createNewLoggerFile() and update() method are added.

EventManager interface is added with methods registerSubscriber(), removeSubscriber() and notifySubscribers().

Publisher class is added which implements the EventManager interface.

Publisher is inherited by Adventurer and Creature class.

Tracker and Logger have an association with classes Adventurer, Creature and GameEngine.