MainFragment

f 🔒	mainPresenter	Presenter
m 🔒	MainFragment()	
m ○	newInstance()	MainFragment
m 🔒	onCreate(Bundle)	void
m 🔒	onCreateView(LayoutInflater, ViewGroup, Bundle)	View
m 🔒	onAttach(Context)	void
m 🔒	onDetach()	void
m 🔒	setPresenter(Presenter)	void

MainPresenter

f 🔒	mainView	View
m ○	MainPresenter(View)	
m 🔒	start()	void

«create»

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MainActivity

f 🔒	mainPresenter	MainPresenter
m 🔑	onCreate(Bundle)	void

MainContract

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UML Class Diagram

UserSQLiteAccessInterface «interface»
- getUserName(int) : String

User «class»
- uid : int
- username : String
- User(int, String)
- getUsername() : String
- getUid() : int

UserSQLiteAccessor «class»
- sqliteHelper : SQLiteHelper
- getUserName(int) : String
- setSQLiteHelper(SQLiteHelper) : void

AuthContract «interface»

Presenter «interface»
- toLoginPage() : void
- toSignUpPage() : void

AuthInteractor «class»
- login(String, String, SQLiteHelper, OnAuthListener) : void
- signUp(String, String, String, SQLiteHelper, OnAuthListener) : void

View «interface»
- ShowToast(String) : void
- toSignUp() : void
- toLogin() : void
- toSaveGameMenu(Bundle) : void

OnAuthListener «interface»
- onLogin(String, String) : void
- onLoginError(String) : void
- onLoginSuccess(User) : void
- onSignUp(String, String, String) : void
- onSignUpSuccess() : void
- onSignUpError(String) : void

LoginFragment «class»
- authPresenter : Presenter
- email : TextView
- password : TextView
- LoginFragment()
- newInstance() : LoginFragment
- onCreate(Bundle) : void
- onCreateView(LayoutInflater, ViewGroup, Bundle) : View
- onResume() : void
- onAttach(Context) : void
- onDetach() : void
- setPresenter(Presenter) : void
- ShowToast(String) : void
- toSignUp() : void
- toLogin() : void
- toSaveGameMenu(Bundle) : void

SignUpFragment «class»
- authPresenter : Presenter
- email : TextView
- password : TextView
- username : TextView
- SignUpFragment()
- newInstance() : SignUpFragment
- onCreate(Bundle) : void
- onCreateView(LayoutInflater, ViewGroup, Bundle) : View
- onAttach(Context) : void
- onDetach() : void
- setPresenter(Presenter) : void
- ShowToast(String) : void
- toSignUp() : void
- toLogin() : void
- toSaveGameMenu(Bundle) : void

AuthPresenter «class»
- authView : View
- authInteractor : AuthInteractor
- sqLiteHelper : SQLiteHelper
- user : User
- AuthPresenter(View, AuthInteractor, SQLiteHelper)
- start() : void
- onLogin(String, String) : void
- onLoginError(String) : void
- onLoginSuccess(User) : void
- onSignUp(String, String, String) : void
- onSignUpSuccess() : void
- onSignUpError(String) : void
- toSignUpPage() : void
- toLoginPage() : void

AuthActivity «class»
- AUTH_TYPE : String
- authPresenter : Presenter
- mView : View
- onCreate(Bundle) : void
- replaceFragment(String) : void
- toSaveGameMenu(Bundle) : void

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GameView

f	scalex	float
f	scaley	float
f	screenWidth	float
f	screenHeight	float
f	threadFlag	boolean
f	paint	Paint
f	canvas	Canvas
f	sfh	SurfaceHolder
f	thread	Thread
f	activity	Activity
f	typeLookUpTable	HashMap<String, Bitmap>
f	npc1	Bitmap
f	npc2	Bitmap
f	npc3	Bitmap
f	npc4	Bitmap
f	npc5	Bitmap
f	npc6	Bitmap
m	GameView(Context)	
m	GameView(Context, AttributeSet)	
m	init(Activity)	void
m	getTypeLookUpTable()	HashMap<String, Bitmap>
m	setTypeLookUpTable(HashMap<String, Bitmap>)	void
m	getNpc1()	Bitmap
m	getNpc2()	Bitmap
m	getNpc3()	Bitmap
m	getNpc4()	Bitmap
m	getNpc5()	Bitmap
m	getNpc6()	Bitmap
m	surfaceCreated(SurfaceHolder)	void
m	surfaceChanged(SurfaceHolder, int, int, int)	void
m	surfaceDestroyed(SurfaceHolder)	void
m	draw()	void
m	run()	void
m	setThreadFlag(boolean)	void

Item

f	size	int
m	Item()	
m	update()	void
m	getSize()	int

BaseGame

f	gameInventory	List<Item>
m	getGameInventory()	List<Item>
m	pause()	void
m	showStatistic()	void

Player

f	inventory	List<Item>
m	Player()	
m	update()	void
m	getInventory()	List<Item>
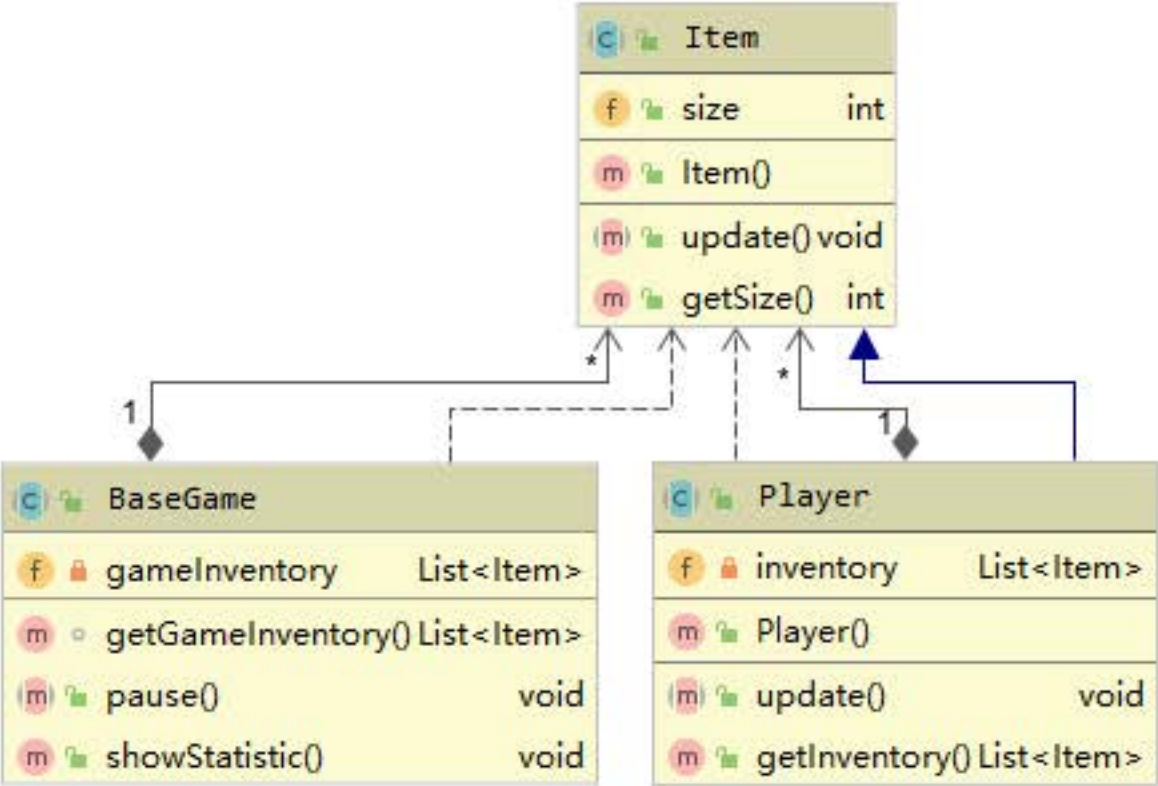
BaseActivity

f	bundle	Bundle
f	isMenuVisible	boolean
m	onCreate(Bundle)	void
m	toChessGame(int)	void
m	toBossGame()	void
m	toLoadPage()	void
m	showMenu(LinearLayout)	void

SQLiteAccessInterface

m	setSQLiteHelper(SQLiteHelper)	void

BaseView

m	setPresenter(T)	void

BasePresenter

m	start()	void

MazeContract (interface)

SaveMaze
- f mazeGrid : int[][]
- f playerCoordinate : Coordinate
- f remainTime : int
- m getMazeGrid() : int[][]
- m setMazeGrid(int[][]) : void
- m getPlayerCoordinate() : Coordinate
- m setPlayerCoordinate(Coordinate) : void
- m isEmpty() : boolean
- m getRemainTime() : int
- m setRemainTime(int) : void

Presenter (interface)
- m movePlayer(Coordinate) : void
- m stopMove() : void
- m getMazeGrid() : int[][]
- m update() : void
- m getPlayerCoor() : Coordinate
- m getPlayerDimensions() : Coordinate
- m addCollectedNPC(NPC) : void
- m getNPCType(NPC) : String
- m getMazeView() : View
- m addItemToMazeItem(int, int) : NPC
- m getInventory() : Inventory
- m getRemainTime() : int
- m pauseStopWatch() : void
- m resumeStopWatch() : void
- m pause() : void
- m save() : SaveMaze
- m load(SaveMaze) : void

View (interface)
- m initView() : void
- m drawMaze(int[][]) : void
- m drawPlayer(Coordinate) : void
- m drawNPC(Coordinate, NPC) : void
- m getPlayerDimensions() : Coordinate
- m deleteGridItem(int, int, int[][]) : void
- m stopView() : void
- m resumeView() : void

MazeStopWatch
- f totalTime : long
- f elapsedTime : long
- f running : boolean
- f startTime : long
- f pauseTime : long
- f pauseEnd : long
- f isPaused : boolean
- m MazeStopWatch(int)
- m update() : void
- m getStartTime() : long
- m setStartTime(long) : void
- m getElapsedTime() : long
- m setElapsedTime(long) : void
- m convertSecondToNano(long) : long
- m convertNanoToSecond(long) : int
- m getRemainTime() : int
- m setRemainTime(int) : void
- m start() : void
- m stop() : void
- m isRunning() : boolean
- m pause() : void
- m resume() : void
- m toString() : String

MazeGenerator
- f stack : Stack<Coordinate>
- f maze : int[][]
- f mazeItem : Item[][]
- f gridWidth : int
- f gridHeight : int
- m MazeGenerator(int, int)
- m generate(int) : int[][]
- m updateNPCMaze(int[][], Item[][], int) : void
- m validNextNode(Coordinate) : boolean
- m pointOnGrid(int, int) : Boolean
- m pointNotCorner(Coordinate, int, int) : Boolean
- m pointNotCoor(Coordinate, int, int) : Boolean
- m findNeighbors(Coordinate) : ArrayList<Coordinate>
- m randomlyAddNodesToStack(ArrayList<Coordinate>) : void
- m getMaze() : int[][]
- m getStack() : Stack<Coordinate>

ViewHolder
- f npcAvatar : ImageView
- f backGround : ConstraintLayout

MazeView
- f background : Bitmap
- f presenter : Presenter
- f wall : Bitmap
- f moveButtons : Bitmap
- f player : Bitmap
- f gridWidth : float
- f gridHeight : float
- f ableMove : boolean
- f enableSensor : boolean
- m MazeView(Context)
- m MazeView(Context, AttributeSet)
- m setEnableSensor(boolean) : void
- m surfaceCreated(SurfaceHolder) : void
- m surfaceChanged(SurfaceHolder, int, int, int) : void
- m surfaceDestroyed(SurfaceHolder) : void
- m draw() : void
- m run() : void
- m onTouchEvent(MotionEvent) : boolean
- m setPresenter(Presenter) : void
- m initBitmaps() : void
- m initView() : void
- m drawButton() : void
- m drawClock() : void
- m getGridWidth() : float
- m getGridHeight() : float
- m gridNum2Coor(int, int) : Coordinate
- m drawMaze(int[][]) : void
- m deleteGridItem(int, int, int[][]) : void
- m drawWall(Coordinate) : void
- m drawPlayer(Coordinate) : void
- m drawNPC(Coordinate, NPC) : void
- m getPlayerDimensions() : Coordinate
- m stopView() : void
- m resumeView() : void
- m moveDetect(float, float) : void
- m onSensorChanged(SensorEvent) : void
- m onAccuracyChanged(Sensor, int) : void

MazeGame
- f presenter : Presenter
- f view : View
- f startPoint : Coordinate
- f inventory : Inventory
- f myMazeItem : Item[][]
- f mazeGrid : int[][]
- f mazePlayer : MazePlayer
- f unbuiltNPC : int
- f stopWatch : MazeStopWatch
- f save : SaveMaze
- m MazeGame(Presenter, Inventory, SaveMaze)
- m getPresenter() : Presenter
- m getView() : View
- m getMazePlayer() : MazePlayer
- m onStart() : void
- m pause() : void
- m load(SaveMaze) : void
- m load() : void
- m save() : SaveMaze
- m getStartPoint() : Coordinate
- m getStopWatch() : MazeStopWatch
- m getMyMazeItem() : Item[][]
- m update() : void
- m timeReach() : void
- m getMazeGrid() : int[][]
- m getInventory() : Inventory
- m getPlayerDimensions() : Coordinate
- m movePlayer(Coordinate) : void
- m addItemToMazeItem(int, int) : NPC
- m deleteItem(int, int, NPC) : void

InventoryGridAdapter
- f selected : int
- f nonCollectedNPCs : List<NPC>
- f availableNPCs : List<NPC>
- f allNPCs : List<NPC>
- f context : Context
- f currentNPC : NPC
- f inventoryFragment : InventoryFragment
- m InventoryGridAdapter(Context, List<NPC>, List<NPC>, InventoryFragment)
- m getCurrentNPC() : NPC
- m getCount() : int
- m getItem(int) : Object
- m getItemId(int) : long
- m getSelected() : int
- m getView(int, View, ViewGroup) : View
- m getDrawable(NPC) : Drawable
- m updateInventory(List<NPC>, List<NPC>) : void

MazePresenter
- f mazeView : View
- f mazeGame : MazeGame
- f inventory : Inventory
- m MazePresenter(View, Inventory, SaveMaze)
- m start() : void
- m getMazeView() : View
- m toChessGame(String) : void
- m movePlayer(Coordinate) : void
- m stopMove() : void
- m getMazeGrid() : int[][]
- m update() : void
- m addItemToMazeItem(int, int) : NPC
- m getPlayerCoor() : Coordinate
- m addCollectedNPC(NPC) : void
- m getPlayerDimensions() : Coordinate
- m getInventory() : Inventory
- m getNPCType(NPC) : String
- m getRemainTime() : int
- m pauseStopWatch() : void
- m resumeStopWatch() : void
- m pause() : void
- m save() : SaveMaze
- m load(SaveMaze) : void

MazePlayer
- f direction : Coordinate
- f appearanceSize : Coordinate
- f coordinate : Coordinate
- f game : MazeGame
- m MazePlayer(MazeGame)
- m getGame() : MazeGame
- m getCoordinate() : Coordinate
- m setCoordinate(Coordinate) : void
- m update() : void
- m getDirection() : Coordinate
- m setDirection(Coordinate) : void
- m move() : void
- m getNPCAround() : void
- m collectedNPC(NPC) : void
- m deleteItem(int, int, int[][], NPC) : void

InventoryFragment
- f presenter : Presenter
- f inventory : Inventory
- f view : View
- f inventoryGridAdapter : InventoryGridAdapter
- m InventoryFragment(Inventory)
- m onCreate(Bundle) : void
- m onCreateView(LayoutInflater, ViewGroup, Bundle) : View
- m updateNpcData() : void
- m onResume() : void
- m onAttach(Context) : void
- m onDetach() : void
- m setPresenter(Presenter) : void

MazeActivity
- f inventoryView : InventoryFragment
- f mazeView : MazeView
- f presenter : Presenter
- f isInventoryVisible : boolean
- m onCreate(Bundle) : void
- m showInventory(FrameLayout) : void
- m switchAccelerometer(boolean) : void
- m updateNpcData() : void
- m onResume() : void
- m onPause() : void
- m onStart() : void

Relationship labels: «create»

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UML Class Diagram

ChessGameCoordinateDataMap
- BOARD_ROW_1_COL_1 : Coordinate
- BOARD_ROW_1_COL_2 : Coordinate
- BOARD_ROW_2_COL_1 : Coordinate
- BOARD_ROW_2_COL_2 : Coordinate
- BOARD_ROW_3_COL_1 : Coordinate
- BOARD_ROW_3_COL_2 : Coordinate
- INVENTORY_ROW_1_COL_1 : Coordinate
- INVENTORY_ROW_1_COL_2 : Coordinate
- INVENTORY_ROW_2_COL_1 : Coordinate
- INVENTORY_ROW_2_COL_2 : Coordinate
- INVENTORY_ROW_3_COL_1 : Coordinate
- INVENTORY_ROW_3_COL_2 : Coordinate
- DRAW_CHESS_GRID_LOOKUP_TABLE HashMap<Integer, Pair>

«create»

ChessPresenter
- chessView : View
- chessGame : ChessGame
- ChessPresenter(View, Inventory, int)
- start() : void
- drawChessPiece() : void
- startAutoFight() : boolean
- gridCoordinateToViewCoordinate(Coordinate) : Coordinate
- placePlayerChess(Coordinate) : void
- viewCoordinateToInventoryCoordinate(Coordinate) : Coordinate
- viewCoordinateToBoardCoordinate(Coordinate) : Coordinate
- setSelectedChessPieceData(Coordinate) : String
- showGameOverResult(boolean) : void
- showPositionHasBeenTaken(Coordinate) : boolean
- resetChessPiece() : void

ChessView
- placeChess : boolean
- background : Bitmap
- inventory : Bitmap
- startButton : Bitmap
- resetButton : Bitmap
- startButtonX : float
- startButtonY : float
- resetButtonX : float
- resetButtonY : float
- inventoryX : float
- inventoryY : float
- presenter : Presenter
- ChessView(Context)
- ChessView(Context, AttributeSet)
- surfaceCreated(SurfaceHolder) : void
- getScreenHeight() : float
- getScreenWidth() : float
- getInventoryX() : float
- getInventoryY() : float
- getInventoryWidth() : float
- getInventoryHeight() : float
- surfaceChanged(SurfaceHolder, int, int, int) : void
- surfaceDestroyed(SurfaceHolder) : void
- initBitmaps() : void
- drawButton() : void
- drawInventory() : void
- initView() : void
- drawChessPiece(Coordinate, String) : void
- showEndingDialogue(String, String, String) void
- draw() : void
- run() : void
- onTouchEvent(MotionEvent) : boolean
- setPresenter(Presenter) : void

ChessActivity
- chessView : ChessView
- presenter : Presenter
- dialogue : ConstraintLayout
- menuLayout : LinearLayout
- onCreate(Bundle) : void
- onStart() : void
- toMazeGame() : void
- showEndingDialogue(String, String, String) void

View
- initView() : void
- drawChessPiece(Coordinate, String) : void
- showEndingDialogue(String, String, String) void

ChessContract

Presenter
- drawChessPiece() : void
- startAutoFight() : boolean
- gridCoordinateToViewCoordinate(Coordinate) : Coordinate
- placePlayerChess(Coordinate) : void
- viewCoordinateToInventoryCoordinate(Coordinate) : Coordinate
- setSelectedChessPieceData(Coordinate) : String
- showGameOverResult(boolean) : void
- showPositionHasBeenTaken(Coordinate) : boolean
- resetChessPiece() : void

ChessGame
- presenter : Presenter
- inventory : Inventory
- selectedNPC : NPC
- chessPieceFactory : ChessPieceFactory
- NPCChessPieceData : List<NPC>
- playerChessPieceData : List<NPC>
- selectedChessPiece : NPC
- ChessGame(Presenter, Inventory, int)
- onStart() : void
- decodeNPCData() : void
- placeNPCChess(float, float, String) : void
- resetChessPiece() : void
- placePlayerChess() : void
- placePlayerChessOnBoard(Coordinate) : void
- setSelectedChessPiece(NPC) : void
- setSelectedChessPieceData(Coordinate) : String
- getNPCChessPieceData() : List<NPC>
- getPlayerChessPiece() : List<NPC>
- addChessPieceToFightList(List<NPC>) List<NPC>
- characterAttack(List<NPC>, List<NPC>) : int
- autoFight() : boolean
- showGameOverResult(boolean) : void
- showPositionHasBeenTaken(Coordinate) boolean
- pause() : void
- getPresenter() : Presenter
- setPresenter(Presenter) : void

TriangleChessPiece
- TriangleChessPiece(float, float)
- createTargetList() : Integer[][]

ChessPieceFactory
- getChessPiece(float, float, String) ChessPiece

CircleChessPiece
- CircleChessPiece(float, float)
- createTargetList() : Integer[][]

DiamondChessPiece
- DiamondChessPiece(float, float)
- createTargetList() : Integer[][]

StarChessPiece
- StarChessPiece(float, float)
- createTargetList() Integer[][]

SquareChessPiece
- SquareChessPiece(float, float)
- createTargetList() : Integer[][]

HeartChessPiece
- HeartChessPiece(float, float)
- createTargetList() : Integer[][]

ChessPiece
- coordinate : Coordinate
- coordinateBackUp : Coordinate
- ChessPiece(float, float)
- matchCoordinate(Integer[][]) boolean
- createTargetList() : Integer[][]
- getCoordinate() : Coordinate
- setCoordinate(Coordinate) : void
- resetCoordinate() : void
- update() : void
- action() : void

UML Class Diagram

Enemy (I)
- observers List<Observer>
- health float
- initialHealth float
- resistFire boolean
- resistWater boolean
- xDirection int
- counterToUpdate int
- defeated boolean
- Enemy()
- action() void
- attacked(int, String) void
- getResist() String
- setxDirection(int) void
- getXDirection() int
- getHealth() float
- getInitialHealth() float
- getState() boolean
- setState(boolean) void
- attach(Observer) void
- notifyAllObservers() void
- update() void

BossContract (I)

BossGame (C)
- enemy Enemy
- paused boolean
- bossTeam List
- currentTeam int
- currentNPC NPC
- score int
- end boolean
- BossGame()
- onStart() void
- getEnemyResistance() String
- pause() void
- attackBoss() void
- loadNextNPC() void
- getCurrentNPC() NPC
- setEnemyMovement(int) void
- getEnemyMovement() int
- setBossTeam(List) void
- update() void
- shotFired() void
- getScore() int
- determineEnd() boolean
- getEnd() boolean
- getHealth() float
- getInitialHealth() float

«create»

Presenter (I)
- pause() void
- shoot() void
- showMenu() void
- update() void
- attackBoss() void
- getEnemyMovement() int
- setEnemyMovement(float) void
- switchTeam() void
- getResistance() String
- getScore() int
- getFinalScore() int

BossPresenter (C)
- bossView BossView
- bossGame BossGame
- inventory Inventory
- BossPresenter(BossView, Inventory)
- start() void
- getEnemyMovement() int
- setEnemyMovement(float) void
- switchTeam() void
- getResistance() String
- getScore() int
- getFinalScore() int
- pause() void
- update() void
- shoot() void
- showMenu() void
- attackBoss() void

«create»

View (I)
- initView() void
- setThrown(boolean) void
- setCurrentProjectileBitmap(String) void
- getWidth() int
- end(boolean) void
- setCurrentNPCBitmap(String) void
- toScoreBoard() void

BossActivity (C)
- bossView BossView
- presenter Presenter
- isMenuVisible boolean
- onCreate(Bundle) void
- onStart() void
- toScoreBoard() void

BossView (C)
- typeTable Map<String, Bitmap>
- bossPresenter Presenter
- pause boolean
- background Bitmap
- aim Bitmap
- enemyAppearance Bitmap
- menuButton Bitmap
- pauseButton Bitmap
- switchButton Bitmap
- shootButton Bitmap
- NPC Bitmap
- NPCFrame Bitmap
- currentProjectile Bitmap
- healthBar Bitmap
- healthBarHolder Bitmap
- ice Bitmap
- fire Bitmap
- powerTable Map<String, Bitmap>
- switchButtonCoordinates Coordinate
- menuButtonCoordinates Coordinate
- enemyCoordinate Coordinate
- pauseButtonCoordinates Coordinate
- shootButtonCoordinate Coordinate
- aimCoordinate Coordinate
- healthBarHolderCoordinate Coordinate
- currentProjectileCoordinate Coordinate
- NPCCoordinate Coordinate
- initialCurrentProjectileY float
- switchButtonSize int
- menuButtonSize int
- enemySize int
- pauseButtonSize int
- shootButtonSize int
- aimSize int
- currentProjectileSize int
- NPCSize int
- healthBarSize int
- healthBarHolderSize int
- end boolean
- endFlag boolean
- thrown boolean
- enemyDirection int
- BossView(Context)
- BossView(Context, AttributeSet)
- surfaceCreated(SurfaceHolder) void
- surfaceChanged(SurfaceHolder, int, int, int) void
- surfaceDestroyed(SurfaceHolder) void
- draw() void
- drawScore() void
- onTouchEvent(MotionEvent) boolean
- run() void
- initBitmaps() void
- initCoordinates() void
- initSizes() void
- setPresenter(Presenter) void
- initView() void
- drawAim() void
- drawEnemy() void
- drawButtons() void
- drawFrame() void
- drawHealthBarHolder() void
- drawHealthBar() void
- updateMovementEnemy() void
- updateMovementHealthBar(float, float) void
- end(boolean) void
- setCurrentNPCBitmap(String) void
- drawStats() void
- drawNPC() void
- updateMovementProjectile() void
- inRange(float, float, float, float, float, float) boolean
- setThrown(boolean) void
- resetCurrentProjectile() void
- setCurrentProjectileBitmap(String) void
- drawCurrentProjectile() void
- update() void
- pause() void
- detectCollision() void
- toScoreBoard() void

SaveGame

- f 🔒 createdTime — Date
- f 🔒 saveId — int
- f 🔒 progress — int
- f 🔒 uid — int
- f inventory — Inventory
- f isNewGame — boolean
- f saveMaze — SaveMaze

- m ○ SaveGame(Date, int, int, String, int, String)
- m ○ SaveGame(Date, int, int, int, boolean)
- m getSaveMaze() — SaveMaze
- m setSaveMaze(SaveMaze) — void
- m getCreatedTime() — Date
- m setCreatedTime(Date) — void
- m getSaveId() — int
- m setSaveId(int) — void
- m getInventory() — Inventory
- m setInventory(Inventory) — void
- m getStringInventory() — String
- m getStringMazeSave() — String
- m getProgress() — int
- m setProgress(int) — void
- m getUid() — int
- m isNewGame() — boolean
- m setNewGame(boolean) — void

SaveGameContract

ViewHolder

- f ○ progress — TextView
- f ○ date — TextView
- f ○ checkBox — CheckBox
- f ○ saveGameItem — LinearLayout

Presenter

- m getSaveGames() — List<SaveGame>
- m startNewGame(SaveGame) — void
- m loadGame(SaveGame) — void

SaveGameSQLiteAccessInterface

- m getSaveGames(int) — List<SaveGame>
- m saveNewGame(SaveGame) — SaveGame
- m getAvailableNPCs() — List<NPC>
- m updateSaveGame(SaveGame) — void

SaveGameListAdapter

- f 🔒 context — Context
- f 🔒 beans — List<SaveGame>
- f 🔒 isSelected — int

- m ○ SaveGameListAdapter(Context, List<SaveGame>)
- m ○ getIsSelected() — int
- m setSaveGames(List<SaveGame>) — void
- m getCount() — int
- m getItem(int) — Object
- m getItemId(int) — long
- m getView(int, View, ViewGroup) — View

View

- m startGame(Bundle) — void

SaveGameSQLiteAccessor

- f sqliteHelper — SQLiteHelper
- f dateFormat — SimpleDateFormat

- m getSaveGames(int) — List<SaveGame>
- m saveNewGame(SaveGame) — SaveGame
- m getAvailableNPCs() — List<NPC>
- m updateSaveGame(SaveGame) — void
- m setSQLiteHelper(SQLiteHelper) — void

SaveGameFragment

- f ○ saveGames — List<SaveGame>
- f 🔒 adapter — SaveGameListAdapter
- f 🔒 presenter — Presenter

- m SaveGameFragment()
- m ○ newInstance() — SaveGameFragment
- m onCreate(Bundle) — void
- m onCreateView(LayoutInflater, ViewGroup, Bundle) — View
- m onResume() — void
- m onAttach(Context) — void
- m onDetach() — void
- m setPresenter(Presenter) — void
- m startGame(Bundle) — void

SaveGamePresenter

- f 🔒 mView — View
- f 🔒 saveGameSQLiteAccessor — SaveGameSQLiteAccessor
- f 🔒 bundle — Bundle
- f 🔒 user — User

- m ○ SaveGamePresenter(View, Bundle)
- m ○ setSaveGameSQLiteAccessor(SaveGameSQLiteAccessor) — void
- m start() — void
- m setPresenter(Object) — void
- m getSaveGames() — List<SaveGame>
- m startNewGame(SaveGame) — void
- m loadGame(SaveGame) — void

SaveGameActivity

- f ○ sqLitehelper — SQLiteHelper
- f 🔒 presenter — SaveGamePresenter

- m ○ onCreate(Bundle) — void
- m startMazeGame(Bundle) — void

«create»

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Coordinate

f	x	float
f	y	float
m	Coordinate(float, float)	
m	create(float, float)	Coordinate
m	create(int, int)	Coordinate
m	getX()	float
m	getIntX()	int
m	setX(float)	void
m	getY()	float
m	getIntY()	int
m	setY(float)	void
m	setXY(float, float)	void
m	setXY(Coordinate)	void
m	offsetXY(float, float)	void
m	equals(Object)	boolean
m	around(Coordinate, float)	boolean
m	toString()	String
m	hashCode()	int

InterchangeableBehavior

m	action()	void
m	getCoordinate()	Coordinate
m	setCoordinate(Coordinate)	void

Observer

m	update()	void

NPC

f	npcId	int
f	name	String
f	damage	int
f	power	String
f	coordinate	Coordinate
f	behavior	InterchangeableBehavior
f	difficulty	String
f	type	String
f	chessLayout	String
m	NPC(String)	
m	NPC(int, String, int, String, String, String, String)	
m	getName()	String
m	getDamage()	int
m	getPower()	String
m	getType()	String
m	getChessLayout()	String
m	setCoordinate(Coordinate)	void
m	getCoordinate()	Coordinate
m	action()	void
m	setBehavior(InterchangeableBehavior)	void
m	getBehavior()	InterchangeableBehavior
m	update()	void

Observable

m	getState()	boolean
m	setState(boolean)	void
m	attach(Observer)	void
m	notifyAllObservers()	void

Inventory

f	collectedItem	ArrayList<NPC>
f	nonCollectedItem	ArrayList<NPC>
f	availableItem	ArrayList<NPC>
m	Inventory(ArrayList<NPC>)	
m	Inventory(List<NPC>, List<NPC>)	
m	getCollectedItem()	ArrayList<NPC>
m	getNonCollectedItem()	ArrayList<NPC>
m	getAvailableItem()	ArrayList<NPC>
m	addCollectedItem(NPC)	void
m	addNonCollectedItem(NPC)	void
m	addAvailableItem(NPC)	void
m	deleteNoneCollectedItem(NPC)	void
m	deleteCollectedItem(NPC)	void

Utils

m	encodeByMD5(String)	String
m	serializeToString(Object)	String
m	deserializeToObject(String)	Object

Constants

f	TO_MENU_VIEW	int
f	TO_LOGIN_VIEW	String
f	TO_END_VIEW	int
f	TO_SIGNUP_VIEW	String
f	TO_BOSS_VIEW	int
f	TO_CHESS_VIEW	int
f	TO_MAZE_VIEW	int
f	END_GAME	int
f	TO_STATISTIC_VIEW	int
f	MazeGame	int
f	ChessGame	int
f	BossGame	int
f	AT_LEFT_BOUNDARY	int
f	AT_RIGHT_BOUNDARY	int
f	AT_TOP_BOUNDARY	int
f	AT_BOTTOM_BOUNDARY	int
f	GRID_WIDTH	int
f	GRID_HEIGHT	int
f	TO_DEMO_VIEW	int
f	NPC_NUM	int
f	STAR_TYPE	String
f	TRIANGLE_TYPE	String
f	CIRCLE_TYPE	String
f	DIAMOND_TYPE	String
f	HEART_TYPE	String
f	SQUARE_TYPE	String
f	BUNDLE_USER_KEY	String
f	BUNDLE_INVENTORY_KEY	String
f	BUNDLE_SELECTEDNPC_KEY	String
f	CHESS_GAME_OVER	String
f	NPCIMAGELOOKUPTABLE	HashMap<String, Integer>
f	NONSELECTEDNPCIMAGELOOKUPTABLE	HashMap<String, Integer>
f	BUNDLE_SAVEGAME_KEY	String
f	MAZETIMER	int
f	BUNDLE_BOSSSCORE_KEY	String

ActivityManager

f	ourInstance	ActivityManager
f	mActivityStack	Stack<WeakReference<Activity>>
m	ActivityManager()	
m	getInstance()	ActivityManager
m	checkWeakReference()	void
m	addActivity(Activity)	void
m	currentActivity()	Activity
m	finishCurrentActivity()	void
m	finishActivity(Class<?>)	void
m	finishActivity(Activity)	void
m	finishAllActivity()	void

SQLiteHelper

f	version	int
m	SQLiteHelper(Context, String)	
m	onCreate(SQLiteDatabase)	void
m	onUpgrade(SQLiteDatabase, int, int)	void