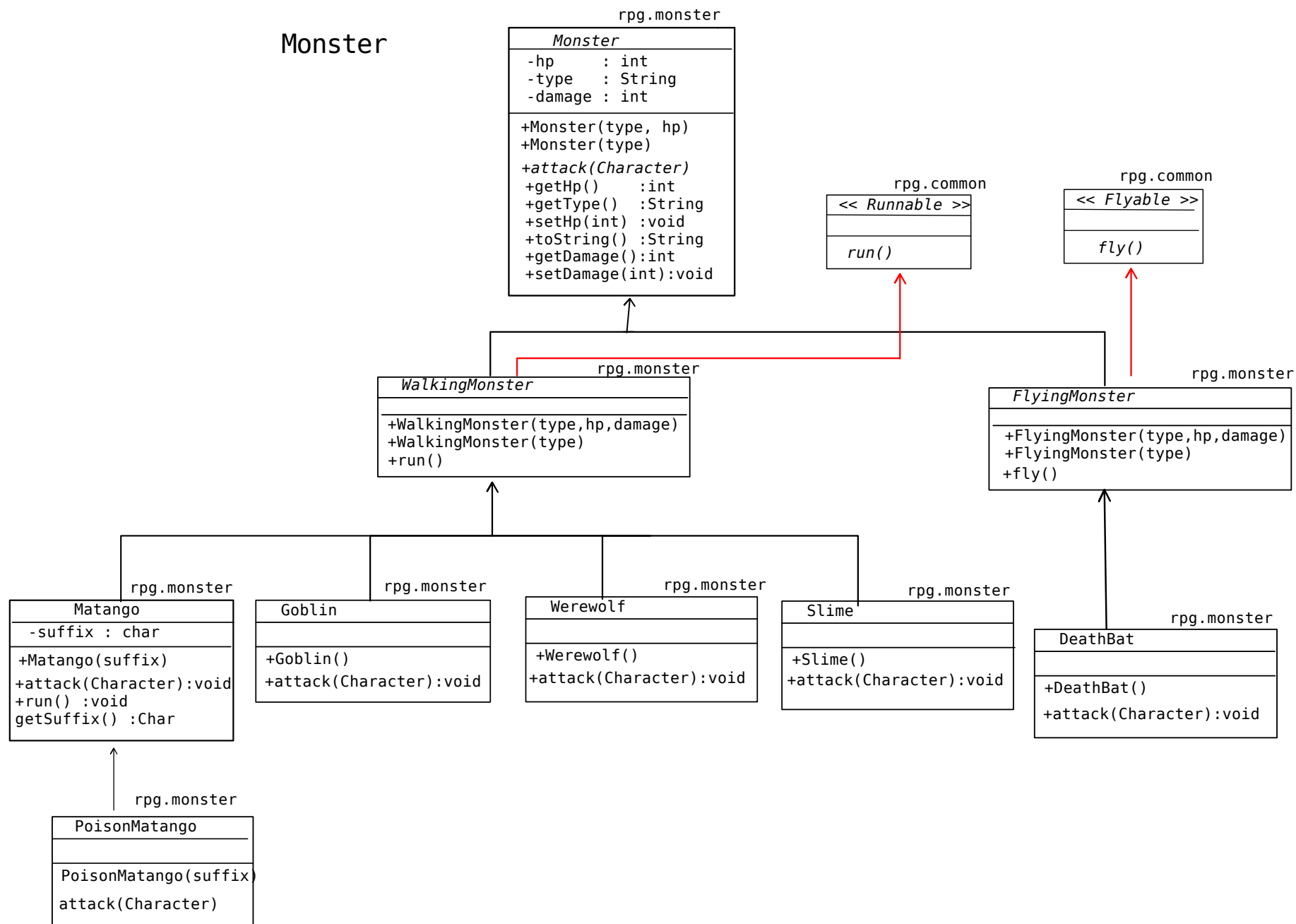
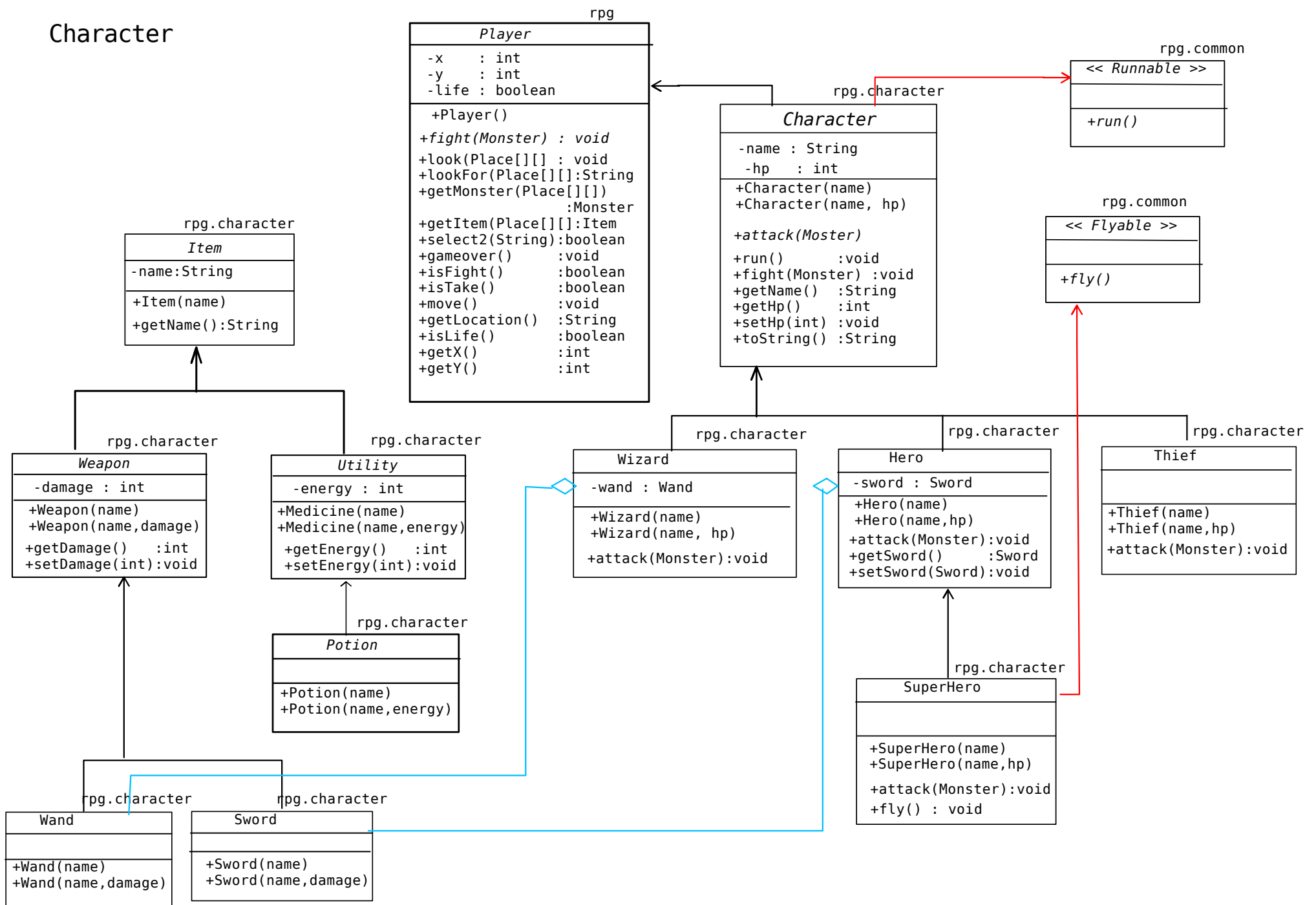


Monster



Character



rpg

| Place |
|--|
| -scene : String -obj : Object |
| +getScene() : String +setScene(String) : void +getObj() : Object +setObj(Object) : void |

main

| Const |
|--|
| +X_SIZE :static final int +Y_SIZE :static final int |
| |

main

| Message |
|--|
| +SELECT_MOVE :static final String +NOTHING :static final String +SELECT_FIGHT:static final String +SELECT_TAKE :static final String |
| |

main

| Main |
|--|
| s-places : Place[][] |
| s+main(String[]) :void s+setup() :void s-removeObj(int,int) :void s+setObj(Object) :void s-fightMonster(Hero) :void s-takeItem(Hero) :void s-isEnd() :boolean s-countNumOfMonster():int |