

Controller - RPGModel: model + RPGController() + humanTurn(act: String, col: int, row: int, row2: int, col2: int, c: Character): + getMap(): Character[][] + getCharacters(): Character[] + getCharLoc(c: Character): int[] + Alturn(col: int, row: int, c: Character) - AlMove(enemy: Character, target: Character) AlMove2(path: List<Point>, enemy: Character) + bindObservable(view: RPGview) - move(col: int, row: int, row2: int, col2) - attack(row: int, col: int, row2: int, col2: int, enemy: String) defend(row: int, col: int) - inRange(x: int, y: int: boolean + isOver(): int

Model map: Character[][] characters: Character[] - nbrOfUser: int - nbrOfAI: int + RPGModel() placeMountains() · placeWater() + getCharacterAt(row: int, col: int): Character + setCharacterAt(row: int, col: int, c: Character) + removeCharacter(row: int, col: int): boolean + numberofUserChars(): int + getMap(): Character[][] + getCharList(): Character[] + killCharacter(ch: Character, row: int, col: int) + getCharLoc(c: Character) + playersLeft(): int[]

Character - HP: int defense: int attackPower: int - boolean isDefending team: String pos: Point + Character() + attack(); int + defend(): int + setDefense(b: boolean) + lowerHP(loss: int) + getTeam(): String + getHP(): int + getType(): String + setPoint(x: int, y: int) + getPoint(): Point + Point(x: int, y: int)