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| --- | --- | --- | --- | --- | --- |
| S.No | Heading | Class Name-1 | Class Name-2 | …. | ClassName-N |
| 1 | Current package hierarchy |  |  |  |  |
| 2 | Extended Class (Abstract) | Character | Item |  |  |
| 3 | Extended Class (Non-abstract) | All Player Class | All enemy class |  |  |
| 4 | Implemented interface | - | - |  |  |
| 5 | Class Composition | Floor | DungeonMaster |  |  |
| 6 | Data Structures used from JDK | - | - |  |  |
| 7 | JDK Libraries | - | - |  |  |
| 8 | Visible instance variable | Chamber | Floor |  |  |
| 9 | Visible class variable | DungeonMaster |  |  |  |
| 10 | Constructor Chaining | - | - | - |  |
| 11 | Methods Overloaded | - | - |  |  |
| 12 | Methods Overridden from user class | Potion | Gold |  |  |
| 13 | Methods Overridden from Object/Comparator/Iterator/any JDK class | - | - | - |  |
| 14 | Abstract Methods | Character | Item |  |  |
| 15 | Final members | DungeonMaster |  |  |  |
| 16 | Final methods | Floor | DungeonMaster |  |  |
| 17 | Dynamic Method Dispatch | Chamber |  |  |  |
| 18 | Exceptions handled | DungeonMaster |  |  |  |