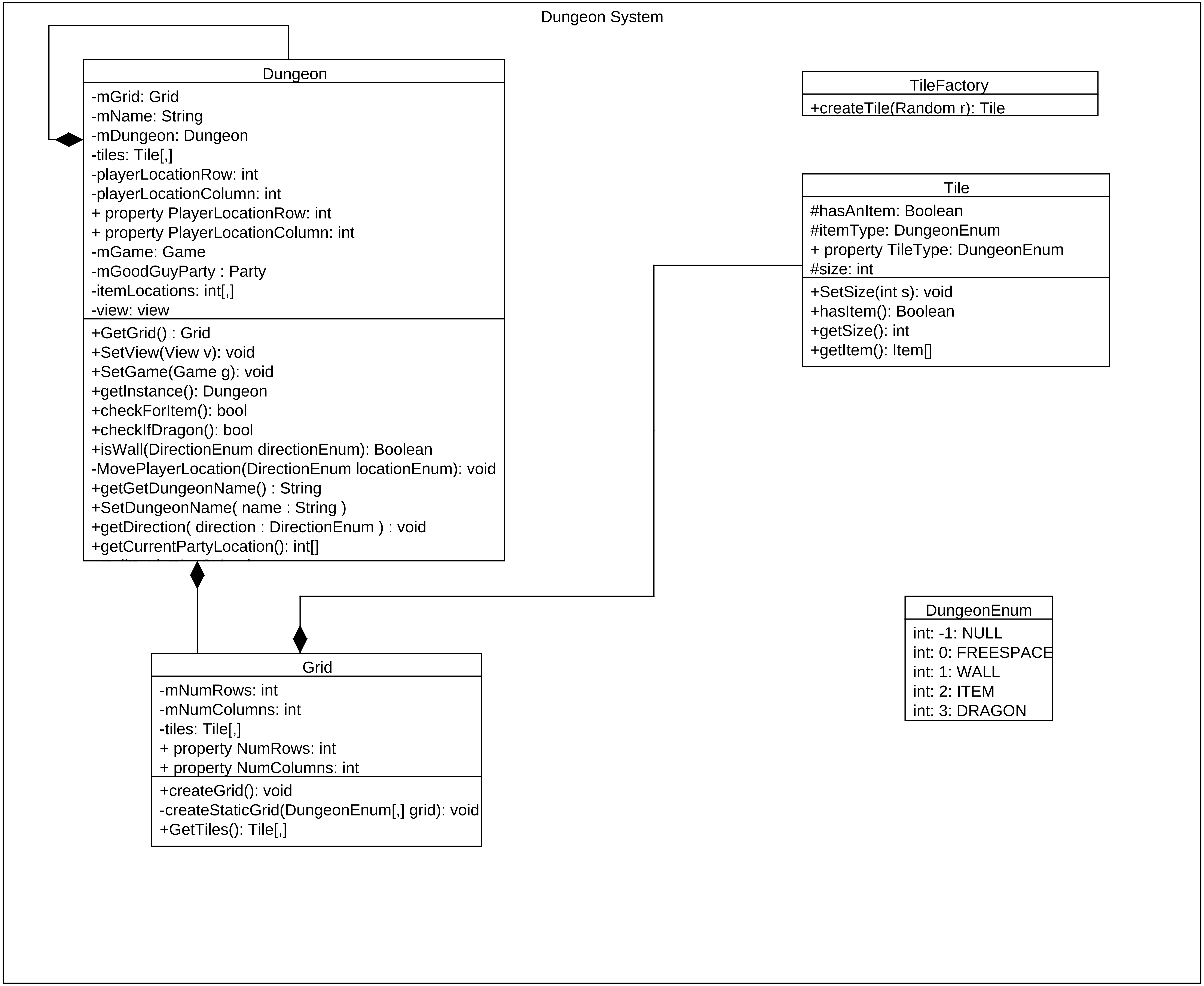
Dungeon System
Dungeon
-mGrid: Grid
-mName: String
-mDungeon: Dungeon
-tiles: Tile[,]
-playerLocationRow: int
-playerLocationColumn: int
+ property PlayerLocationRow: int
+ property PlayerLocationColumn: int
-mGame: Game
-mGoodGuyParty : Party
-itemLocations: int[,]
-view: view
+GetGrid() : Grid
+SetView(View v): void
+SetGame(Game g): void
+getInstance(): Dungeon
+checkForItem(): bool
+checkIfDragon(): bool
+isWall(DirectionEnum directionEnum): Boolean
-MovePlayerLocation(DirectionEnum locationEnum): void
+getGetDungeonName() : String
+SetDungeonName(name : String)
+getDirection(direction : DirectionEnum) : void
+getCurrentPartyLocation(): int[]
TileFactory
+createTile(Random r): Tile
Tile
#hasAnItem: Boolean
#itemType: DungeonEnum
+ property TileType: DungeonEnum
#size: int
+SetSize(int s): void
+hasItem(): Boolean
+getSize(): int
+getItem(): Item[]
Grid
-mNumRows: int
-mNumColumns: int
-tiles: Tile[,]
+ property NumRows: int
+ property NumColumns: int
+createGrid(): void
-createStaticGrid(DungeonEnum[,] grid): void
+GetTiles(): Tile[,]
DungeonEnum
int: -1: NULL
int: 0: FREESPACE
int: 1: WALL
int: 2: ITEM
int: 3: DRAGON