

JavaMonste «interface» CharacterMove -name:String +goUp() Tmh9gvFinalProject -health:Double +goDown() -level:Integer +start(stage:Stage) +goLeft() -attackMultiplier:Double +main(args:String[]) +goRight() -defenseMultiplier:Double +moveUp() -experience:Double +moveDown() -leveled:Boolean +moveLeft() -BASE DAMAGE:Double +moveRight() -RANDOM:Random +xLocation():double ~JavaMonster() +yLocation():double ~JavaMonster(name:String) +moveInt(key:KeyCode) ~JavaMonster(name:String, level:Integer, attackMultiplier:Double, defenseMultiplier:Double) ~JavaMonster(name:String, health:Double, level:Integer, attackMultiplier:Double, defenseMultiplier:Double, experience:Double) FirstController ShopController GrasslandController HealController -aPane:AnchorPane -aPane:AnchorPane -aPane:AnchorPane -character:ImageView MainController -character:ImageView -character:ImageView -moneyText:Text -aPane:AnchorPane #model:Model -MAIN\_CONTROLLER:MainController -mainController:MainController -allHealed:Boolean -character:ImageView #stage:Stage -mainController:MainController -javaBallsText:Text +initialize(url:URL, rb:ResourceBundle) +initialize(url:URL, rb:ResourceBundle) #firstScene:Scene -fruitText:Text +initialize(url:URL, rb:ResourceBundle) +start(stage:Stage) +start(stage:Stage) #shopScene:Scene -mainController:MainController -goBackToPrevious() +move(event :KeyEvent) +start(stage:Stage) #battleScene:Scene -goBackToPrevious() +initialize(url:URL, rb:ResourceBundle +moveUp() +move(event:KeyEvent) #healScene:Scene +moveDown() ~move(event:KeyEvent) +start(stage:Stage) +goToEncounter() #grasslandScene:Scene +moveLeft() +goUp() ~updateScreen() +goUp() #encounterScene:Scene +moveRight() -goBackToPrevious() +goDown() +goDown() #firstController:FirstController +xLocation():double +goLeft() +goLeft() ~buyFruit(event ActionEvent) #shopController:ShopController +yLocation():double +goRight() ~buyJavaBall(event ActionEvent) +goRight() #healController:HealController +enterLeft() +moveUp() ~move(event KeyEvent) +moveUp() #battleController:BattleController +enterRight() +moveDown() +moveDown() +goUp() #grasslandController:GrasslandController +enterTop(x:Double) +goDown() +moveLeft() +moveLeft()  ${\it \#encounter} Controller: Encounter Controller$ +goUp() +moveRight() +goLeft() +moveRight() #moneyFormat:NumberFormat +goDown() +xLocation():double +goRight() +xLocation():double #moneyFormat:NumberFormat +goLeft() +yLocation():double +moveUp() +yLocation():double -instance:MainController +enterTop() +enterBottom() +moveDown() -MainController() ~about(event:ActionEvent) ~about(event:ActionEvent) +moveLeft() +enterBottom() +getInstance():MainController +moveRight() ~open(event:ActionEvent) ~open(event:ActionEvent) ~about(event:ActionEvent) ~about() ~save(event:ActionEvent) ~save(event:ActionEvent) ~open(event:ActionEvent) +xLocation():double #handleOpen() +yLocation():double ~save(event:ActionEvent) #handleSave() +enterRight() -displayExceptionAlert(message:String, ex:Exception) ~about(event:ActionEvent) ~goToGrasslands() ~open(event:ActionEvent) ~goToStart() ~save(event:ActionEvent) ~goToShop() > ~goToTrainerBattle() ~goToHealthCenter() ~goToEncounter() +propertyChange(evt:PropertyChangeEvent)