

+testPlayerMoveUpFail(): void +testPlayerMoveLeftSuccess(): void +testPlayerMoveDownFail(): void +testPlayerCollectTreasure1(): void +testPlayerCollectTreasure2(): void

+testPlayerPickKeySuccess(): void +testPlayerPickKeyFail(): void +testOpenDoorSuccess(): void

+testOpenDoorFail() : void +testMoveBouldersSuccess() : void +testMoveBouldersFail1() : void +testMoveBouldersFail2() : void

+testTriggerSuccess(): void +testTriggerFail(): void +testKillbySword(): void +testKillbyPotion(): void +testPickSwordSuccess(): void

+testPickSwordFail() : void +testPickPotionSuccess() : void +testPickPotionFail() : void

+testKillPlayer(): void +testPushBoulder(): void

DungeonControllerLoader

-entities : List < ImageView > -playerImage : Image -wallImage : Image

-exitImage : Image -treasureImage : Image -closedDoorImage : Image -openDoorImage : Image

-keylmage : Image -keylmage : Image -boulderImage : Image -switchImage : Image -enemylmage : Image -invincibilityImage : Image

+onLoad(player : Entity) : void +onLoad(wall : Wall) : void

+onLoad(treasure : Treasure) : void +onLoad(closedDoor : ClosedDoor) : void

+onLoad(openDoor: OpenDoor): void +onLoad(key: Key): void +onLoad(boulder: Boulder): void +onLoad(switches: Switch): void +onLoad(enemy: Enemy): void +onLoad(sword: Sword): void +onLoad(invincibility: Invincibility): void +onLoad(portal: Portal): void -addEntity(entity: Entity, view: ImageView):

-trackPosition(entity : Entity, node : Node) : vo +loadController() : DungeonController

+onLoad(exit : Exit) : void

-portallmage : Image +DungeonControllerLoader(filename : String)

file:///C:/Users/Alfred LU/Desktop/unsw.dungeon.svg