## + name: string + lifePoints: int + canBeAttacked: boolean + posX: number = 0 + posY: number = 0 + currentRoom: Room + canWalkByThemselve: boolean + constructor(\_name: string, \_position: Room, \_availableLifePoints: number) + walk(): void + roomDoesNotExist(): boolean + speak (): string

Extends

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## Enemy + canBeAttacked: boolean = true + constructor(\_name: string, \_position: Room, \_availableLifePoints: number, \_canWalkByThemselves: boolean) + speak (): void + attack(): void - lostBattle(): void - wonBattle(): void + walk(): void

NormalPerson
+ canBeAttacked: boolean = false
+ speakPossibilities: string []
+ constructor(_name: string, _position: Room, _availableLifePoints: number, _canWalkByThemselves: boolean, _speakPossibilities: string [ ])  + speak (): void

StoryCharakter
+ canBeAttacked: boolean = false
+ constructor(_name: string, _position: Room, _availableLifePoints: number, _canWalkByThemselves: boolean, _speakPossibilities: string [ ])   + speak (): void

## Room

- + name: string
- + description: string
- + objectsInRoom: string []
- + personsInRoom: Person [
- + constructor()

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## Player

- + canBeAttacked: boolean = true
- + inventory: string []
- + level: number = 0
- + speak (): void
- createBodyElementsForSpeak(): void
- + changePosition(\_userInput: string)
- checkIfPlayerIsAttacked(): void
- + takeItem(\_item)
- findPositionOfItemToPick(\_itemToCheck: string)
- + dropItem(\_item)
- findPositionOfItemToDrop(\_itemToCheck: string)
- + look(): void
- + showInventory(): void
- + attack(\_personToAttack: string): void
- wonBattle(\_enemy: Person): void
- lostBattle(): void