Rooms

Rooms

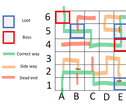
	Room	Event	Money	Left	Right	Forward	Items
1	Start	Nothing	0	Wall	Wall	Room 2	
2	Hallway	Nothing	0	Room 1	Wall	Room 3	
3	Corridor	Nothing	0	Wall	Room 2	Wall	
4	Dungeon	Nothing	0	Wall	Wall	Wall	
5	Cellar	Nothing	0	Wall	Wall	Wall	
6	Cellar	Nothing	0	Wall	Wall	Wall	
7	Cellar	Nothing	0	Wall	Wall	Wall	
8	Cellar	Nothing	0	Wall	Wall	Wall	
9	Cellar	Nothing	0	Wall	Wall	Wall	
10	Cellar	Nothing	0	Wall	Wall	Wall	
11	Cellar	Nothing	0	Wall	Wall	Wall	
12	Cellar	Nothing	0	Wall	Wall	Wall	
13	Cellar	Nothing	0	Wall	Wall	Wall	
14	Cellar	Nothing	0	Wall	Wall	Wall	
15	Cellar	Nothing	0	Wall	Wall	Wall	
16	Cellar	Nothing	0	Wall	Wall	Wall	
17	Cellar	Nothing	0	Wall	Wall	Wall	
18	Cellar	Nothing	0	Wall	Wall	Wall	
19	Cellar	Nothing	0	Wall	Wall	Wall	
20	Cellar	Nothing	0	Wall	Wall	Wall	
21	Cellar	Nothing	0	Wall	Wall	Wall	
22	Cellar	Nothing	0	Wall	Wall	Wall	
23	Cellar	Nothing	0	Wall	Wall	Wall	
24	Cellar	Nothing	0	Wall	Wall	Wall	
25	Cellar	Nothing	0	Wall	Wall	Wall	
26	Cellar	Nothing	0	Wall	Wall	Wall	
27	Cellar	Nothing	0	Wall	Wall	Wall	
28	Cellar	Nothing	0	Wall	Wall	Wall	
29	Cellar	Nothing	0	Wall	Wall	Wall	
30	Cellar	Nothing	0	Wall	Wall	Wall	
31	Cellar	Nothing	0	Wall	Wall	Wall	
32	Cellar	Nothing	0	Wall	Wall	Wall	
33	Cellar	Nothing	0	Wall	Wall	Wall	
34	Cellar	Nothing	0	Wall	Wall	Wall	
35	Cellar	Nothing	0	Wall	Wall	Wall	
36	Cellar	Nothing	0	Wall	Wall	Wall	
37	Cellar	Nothing	0	Wall	Wall	Wall	
38	Cellar	Nothing	0	Wall	Wall	Wall	
39	Cellar	Nothing	0	Wall	Wall	Wall	
40	Cellar	Nothing	0	Wall	Wall	Wall	
41	Cellar	Nothing	0	Wall	Wall	Wall	
42	Cellar	Nothing	0	Wall	Wall	Wall	
43	Cellar	Nothing	0	Wall	Wall	Wall	
44	Cellar	Nothing	0	Wall	Wall	Wall	
45	Cellar	Nothing	0	Wall	Wall	Wall	
46	Cellar	Nothing	0	Wall	Wall	Wall	
47	Cellar	Nothing	0	Wall	Wall	Wall	
48	Cellar	Nothing	0	Wall	Wall	Wall	
49	Cellar	Nothing	0	Wall	Wall	Wall	
50	Cellar	Nothing	0	Wall	Wall	Wall	

Items

Items

Name	Type	Strength	Defense	Effect	Max position
Knife	weapon	2	0	-	1
Sword	weapon	3	0	-	1
Axe	weapon	4	0	-	1
Magic Scream	weapon	0	0	Sleeping	99
Bone Amulet	armor	0	1	-	1
Armor	weapon	0	2	-	99
Helmet	weapon	0	1	-	99
Leatherhelmet	weapon	0	1	-	99
Bandanaheadwear	weapon	0	1	-	99
Chainmail	weapon	0	3	Poisoning	99
				Stun Chance	Level Dmg
				Sleep Chance	Sleep Dmg
				Poison Chance	Poison Dmg
				Stun Chance	Level Dmg
				Sleep Chance	Sleep Dmg
				Poison Chance	Poison Dmg

Map



Creatures

Creatures

Name	Type	Strength	Defense	Effect	Max position
Goblin	Boss	3	1	-	1
Skeleton	Boss	4	1	-	1
Vampyr	Boss	5	1	-	1
Gribad	Boss	6	1	-	1
Skull	Boss	7	1	-	1
Valentine	Boss	8	1	-	1
Gabriel	Boss	9	1	-	1
Rat	Enemy	1	0	-	99
Spider	Enemy	2	0	-	99
Bat	Enemy	3	0	-	99
Ghost	Enemy	4	0	-	99
Zombie	Enemy	5	0	-	99
Ghoul	Enemy	6	0	-	99
Werewolf	Enemy	7	0	-	99
Vampyr	Enemy	8	0	-	99
Demon	Enemy	9	0	-	99

Events

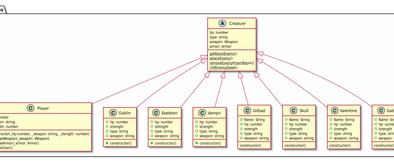
Events

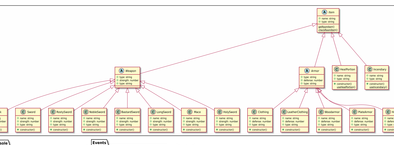
Name	Type	Effect
Nothing	Nothing	Nothing
Trap	Trap	Lose 10 hp
Treasure	Treasure	Gain 10 hp
Boss	Boss	Fight the boss

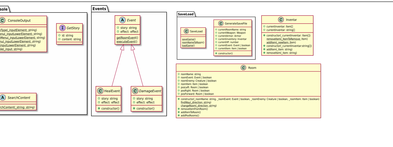
Scribble

Use-Case

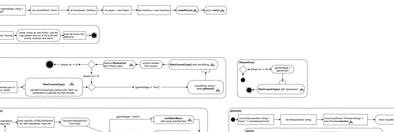
Klassendiagramme







Aktivitätsdiagramm


Start
Start
Start