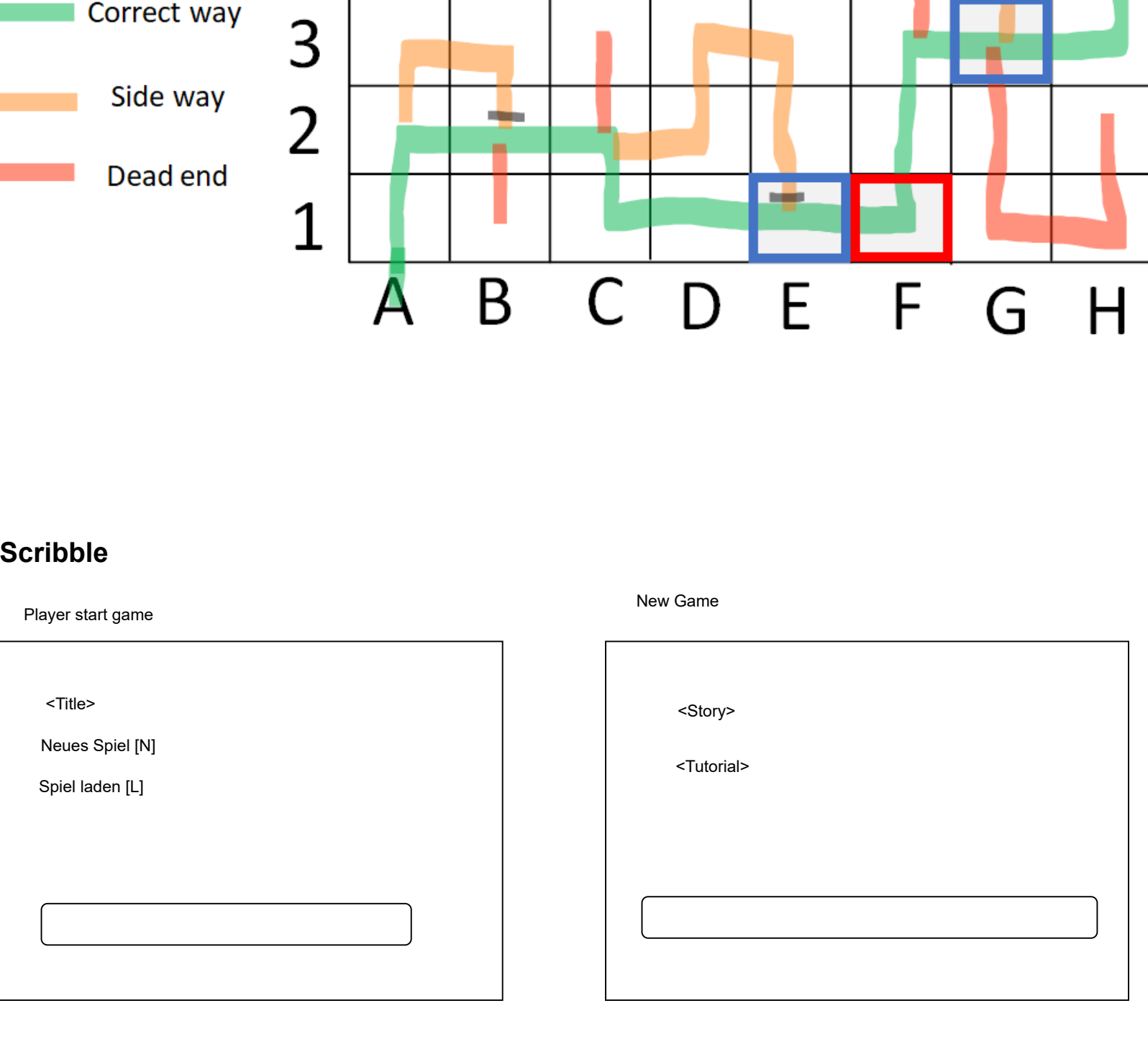


## Rooms

	A	B	C	D	E	F	G	H
	Room	Event	Entry	Left	Right	Forward	Notes	
1								
2	a1	FALSE	Garbin	FALSE	FALSE	a2		
3	a2	Wrong	Garbin	FALSE	13	a3		
4	a3	Head	Garbin	13	FALSE	FALSE		
5	a4	Head	Garbin	13	FALSE	FALSE		
6	a5	FALSE	FALSE	FALSE	FALSE	FALSE		
7	a6	FALSE	Garbin	FALSE	FALSE	FALSE	7/10/11	
8								
9	b1	Head	Garbin	FALSE	12	FALSE		
10	b2	Change	Garbin	11	11	12		
11	b3	Head	Garbin	FALSE	FALSE	FALSE		
12	b4	FALSE	Headset	FALSE	FALSE	14	14	
13	b5	Change	Werner	FALSE	16	15		
14	b6	Head	Werner	15	FALSE	FALSE		



### Items

Name						
Name	Type	Strength	Defense	Effect	Map position	
1	Fast	weapon	1	0	(start weapon for Physics)	
2	Stock	weapon	2	0	(AI Oddsins)	
3	Rudolph Schwaert	weapon	4	0	bleeding	
4	Eden Schwaert	weapon	3	0	(AI Zentation)	
5	Schwaert	weapon	3	0	B2	
6	Stetebanow	weapon	4	0	E1	
7	Langschwaert	weapon	6	0	G3	
8	Bauerbachschwaert	weapon	6	0	bleeding, poisoning	
9	Claymore	weapon	10	0	B5	

## Creatures

Name	Type	Strength	Defense	Effect	Map position
1	Fast	weapon	1	0	(start weapon for Physics)
2	Stock	weapon	2	0	(AI Oddsins)
3	Rudolph Schwaert	weapon	4	0	bleeding
4	Eden Schwaert	weapon	3	0	(AI Zentation)
5	Schwaert	weapon	3	0	B2
6	Stetebanow	weapon	4	0	E1
7	Langschwaert	weapon	6	0	G3
8	Bauerbachschwaert	weapon	6	0	bleeding, poisoning
9	Claymore	weapon	10	0	B5

- Vampire

## Events

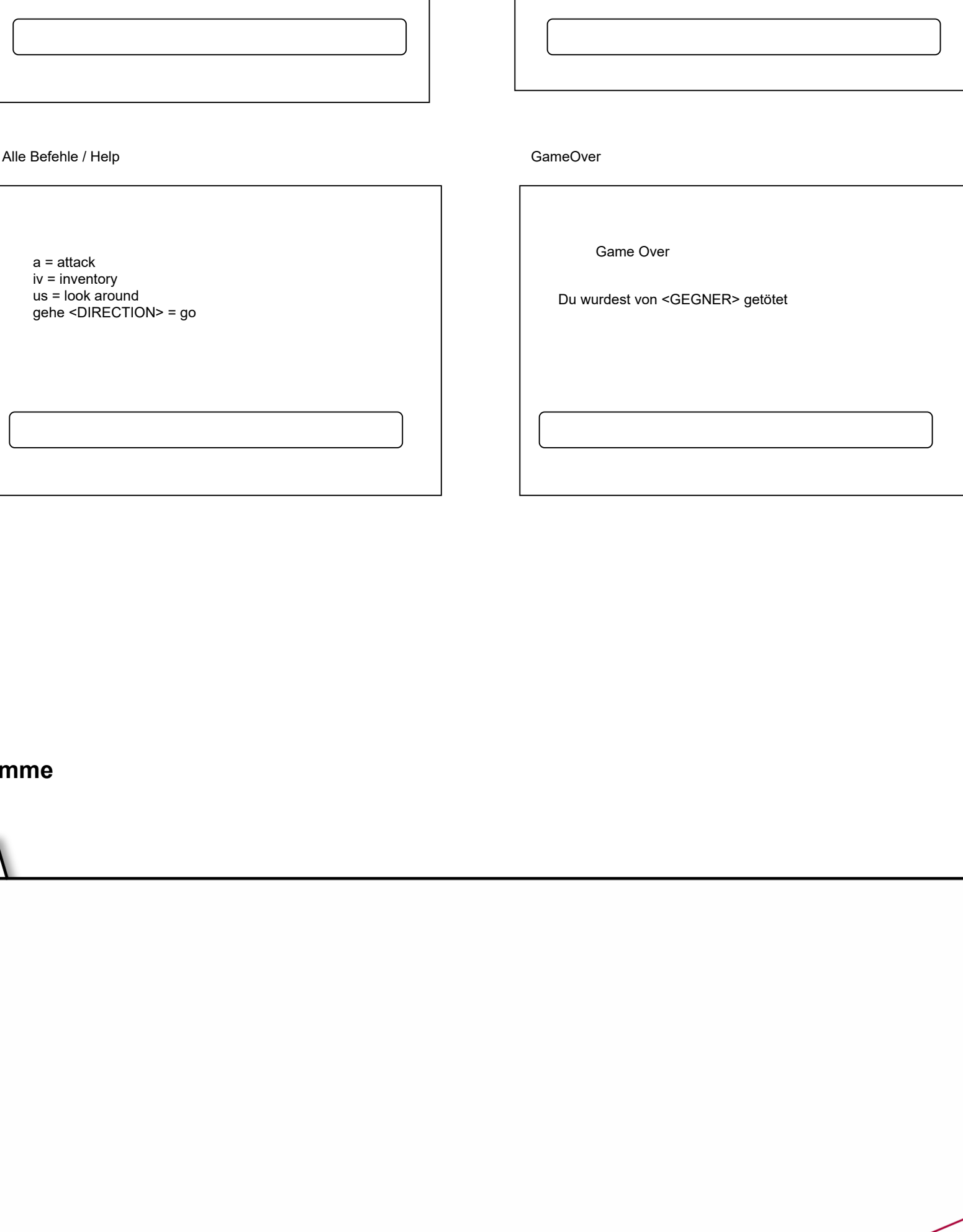
$P_i$	1	2	3	4	5	6
1	Damage	Effect	Notice			End
2	PH	Do not have enough time to finish the damage				
3	AD	Damage	Player run into a trap and get random Damage			Do record in event table and notified other classes

### Use-Case

```

graph LR
    Actor((Actor)) --- StartGame([Start game])
    Actor -.-> AttackEnergy([attack Energy])
    StartGame -.-> AttackEnergy

```



---

