

Start Game [3 Points]

DungeonManiaControl ler [1 Point]

Moving Entities				
Spider	Spider: Move [3 Points]			
	Spider: TEST [1 Points]			
ZombieToast	ZombieToast: Move [3 Points]			
	ZombieToast: TEST [3 Points]			
Mercenary			Bribed [2 Points]	
	Mercenary: Move	Interfaces: MercenaryBehavior	NotBribed [2 Points]	
			Blind [2 Points]	
	Mercenary: Position Manager [2 Points]			
	Mercenary: TEST [4 Points]			
Player	Player: Move [3 Points]			
	Player: Position Manager [2 Points]			
	Player: Mode	Interfaces: PlayerMode	default [2 Points]	
			Invisible [2 Points]	
			Invincible [2 Points]	
		<u> </u>	Player: TEST [4 Points]	

Position Manager				
Interfaces: PositionSubscriber	updatePosition [1 Point]			
Interfaces: PositionPublisher	notifySub and add/remove sub [2 Points]			

Bow: Recipe details [1 Point] Bow: Calculates then then trigger its Effect (add buff) [1 Point] Bow: TEST [1 Points] Shield: Shield: Calculates then trigger its Effect (add buff) [1 Point] Shield: Shield: Calculates then trigger its Effect (add buff) [1 Point]

Collectable Entities				
Transitra	Treasure: Trigger its Effect [1 Point]			
Treasure	Treasure: TEST [1 Points]			
Vov	Key: Trigger its Effect [1 Point]			
Key	Key: TEST [1 Points]			
InvincibilityPotion	InvincibilityPotion: Trigger its Effect [1 Point]			
mivincibilityPotion	InvincibilityPotion: TEST [1 Points]			
InvisibilityPotion	InvisibilityPotion: Trigger its Effect [1 Point]			
	InvisibilityPotion: TEST [1 Points]			
Wood	Wood: Trigger its Effect [1 Point]			
vvood	Wood: TEST [1 Points]			
Arrows	Arrows: Trigger its Effect [1 Point]			
Allows	Arrows: TEST [1 Points]			
Domh	Bomb: Trigger its boom Effect [3 Points]			
Bomb	Bomb: TEST [1 Points]			
Curved	Sword: Trigger its Effect (add buff) [2 Points]			
Sword	Sword: TEST [1 Points]			

Static Entities				
Wall	Wall: constructor [0.5 Points]			
vvali	Wall : TEST [1 Points]			
Exit	Exit: Trigger its Effect [1 Point]			
EXIL	Exit : TEST [1 Points]			
	Boulder: Trigger its Effect [1 Point]			
Boulder	Boulder: check is blocked [1 Point]			
	Boulder : TEST [1 Points]			
FloorCruitob	FloorSwitch: Trigger its Effect [1 Point]			
FloorSwitch	FloorSwitch : TEST [1 Points]			
	Door : Trigger its Effect [1 Point]			
Door	Door : check is blocked [1 Point]			
	Door : TEST [1 Points]			
	Portal : Trigger its Effect [2 Points]			
Portal	Portal : check is blocked [1 Point]			
	Portal : TEST [3 Points]			
Zombie Toast Spawner	ZombieToastSpawner : Trigger its Effect [2 Points]			

ZombieToastSpawner : TEST [2 Points]

Buff

Buff: calculateBuff [3 Points]