

LivingCreature<<abstract>>

Blocker <abstract>

+ Blocker(int. int. MoveStrategy): void

**PortalSystem** 

Item <<abstract>>

portals: List<Portal>

+ PortalSystem(): void

**DungeonApplication** 

-id: int -locked: boolean

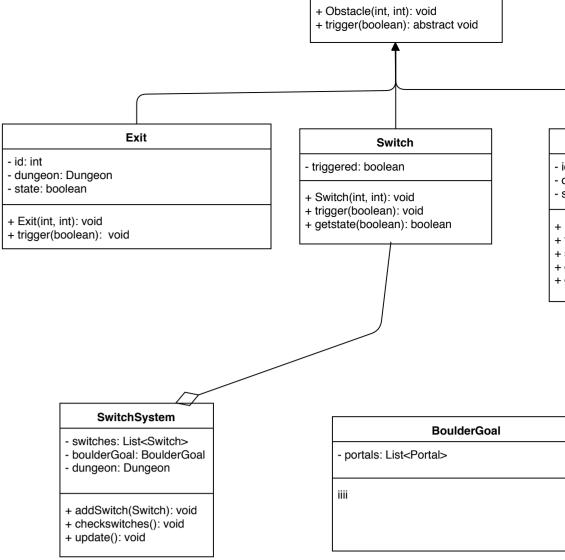
+ start(Stage) throws IOException: void + main(String []): void

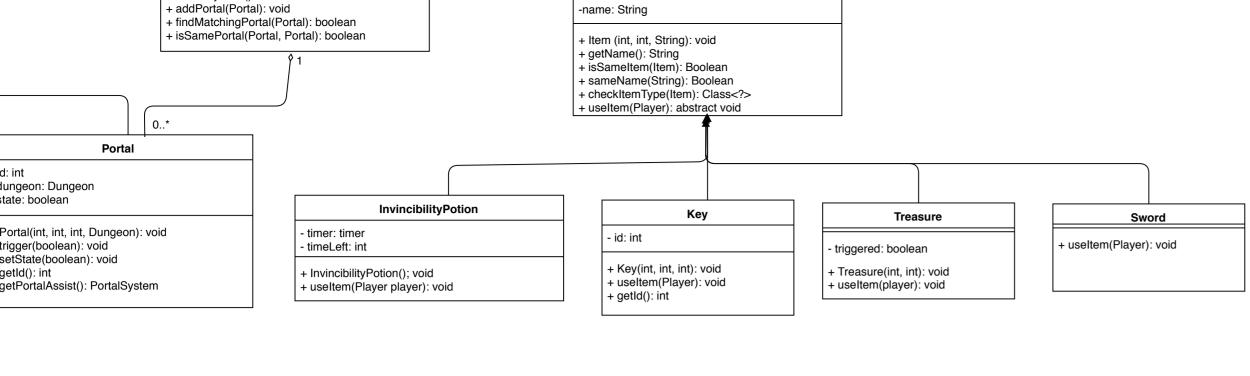
DungeonController

- squares: GridPane - initialEntities: List<ImageView> - player: Player - dungeon:Dungeon

+ DungeonController(Dungeon, List<ImageView>): void + initialize() + handleKeyPress(KeyEvent): void + checkMove(int, int, String): boolean

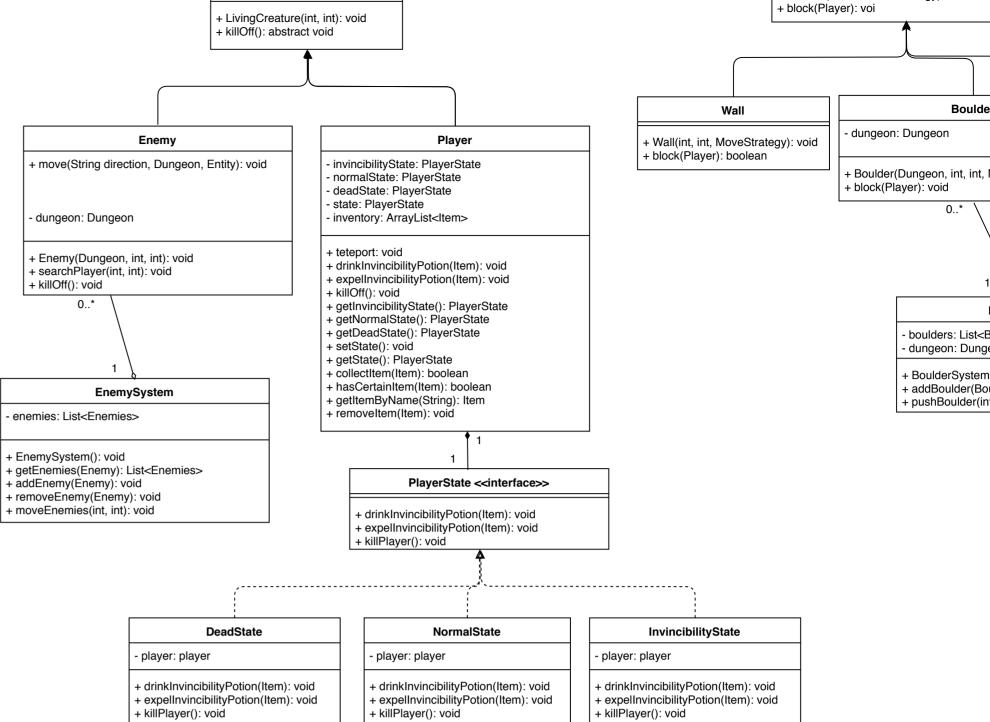
		- id: int - dungeon: D - state: boole + Exit(int, int) + trigger(bool
		- 9 - 1 - 0 + + +





Goal

- portals: List<Portal>



Boulde

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boulders: List<B</li>dungeon: Dunge

+ BoulderSystem

+ addBoulder(Bo

+ pushBoulder(in

Door

-id: int
-locked: boolean

+ Door(int, int, int, MoveStrategy): void
+ block(Player): boolean
+ unlock(): void
+ getId(): int
+ matchingKey(Key): boolean

BoulderSystem
oulders>
con
(Dungeon): void
alder): void
, int, String): boolean