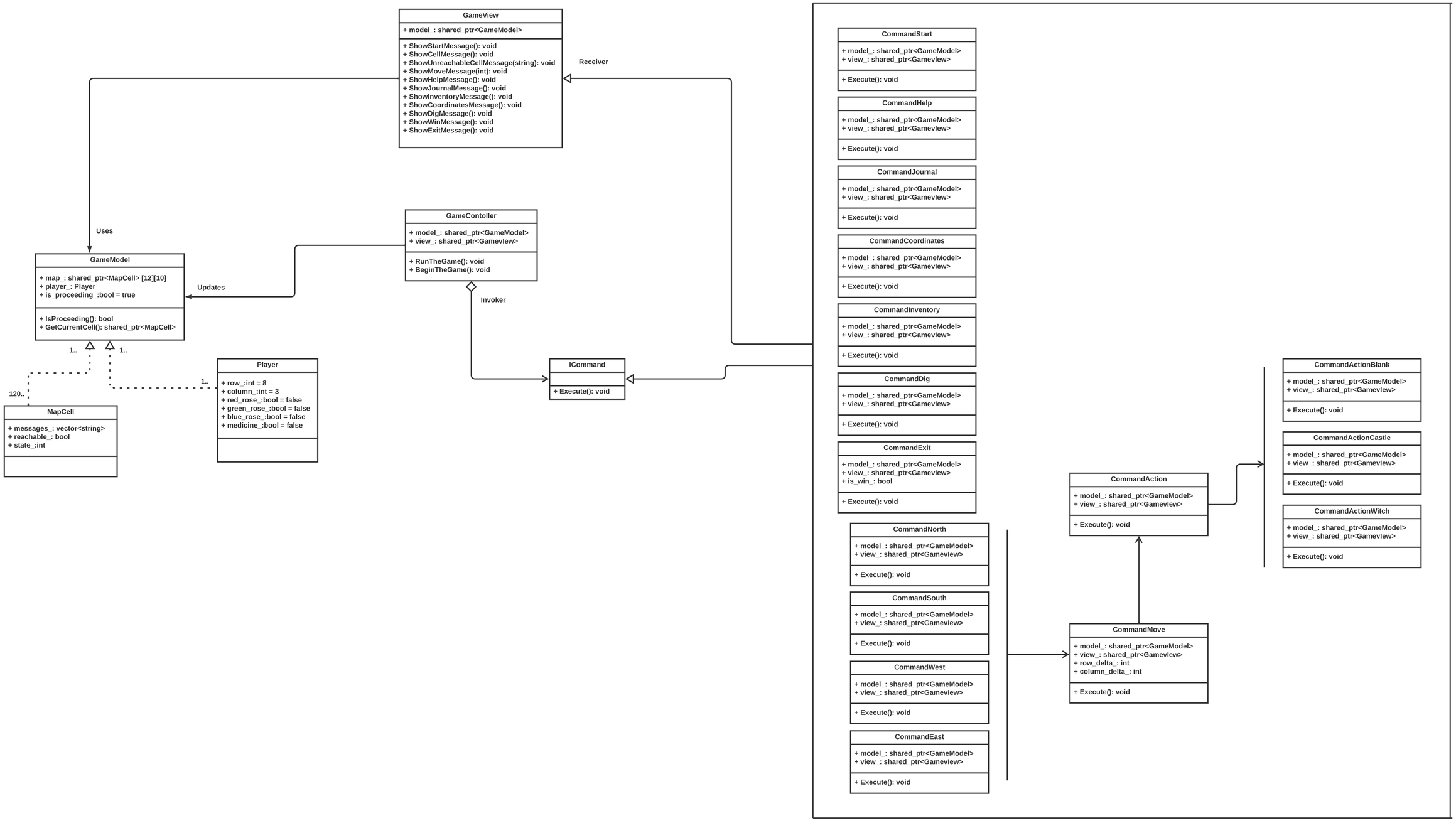
GameView
+ model_: shared_ptr<GameModel>
+ ShowStartMessage(): void
+ ShowCellMessage(): void
+ ShowUnreachableCellMessage(string): void
+ ShowMoveMessage(int): void
+ ShowHelpMessage(): void
+ ShowJournalMessage(): void
+ ShowInventoryMessage(): void
+ ShowCoordinatesMessage(): void
+ ShowDigMessage(): void
+ ShowWinMessage(): void
+ ShowExitMessage(): void
Receiver
Uses
GameContoller
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ RunTheGame(): void
+ BeginTheGame(): void
Updates
Invoker
GameModel
+ map_: shared_ptr<MapCell> [12][10]
+ player_: Player
+ is_proceeding_:bool = true
+ IsProceeding(): bool
+ GetCurrentCell(): shared_ptr<MapCell>
1..
1..
120..
1..
Player
+ row_:int = 8
+ column_:int = 3
+ red_rose_:bool = false
+ green_rose_:bool = false
+ blue_rose_:bool = false
+ medicine_:bool = false
MapCell
+ messages_: vector<string>
+ reachable_: bool
+ state_:int
ICommand
+ Execute(): void
CommandStart
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandHelp
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandJournal
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandCoordinates
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandInventory
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandDig
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandExit
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ is_win_: bool
+ Execute(): void
CommandNorth
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandSouth
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandWest
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandEast
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandAction
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandMove
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ row_delta_: int
+ column_delta_: int
+ Execute(): void
CommandActionBlank
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandActionCastle
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void
CommandActionWitch
+ model_: shared_ptr<GameModel>
+ view_: shared_ptr<GameView>
+ Execute(): void