Character

```
#   int health
#   int damage
#   int strength
#   int defense
#   int speed
#   int level
#   int coins
#   int maxHealth
#   String attackState
#   String name
#   String type
#   String test
#   String attackMiss
~   String[] classTypes
#   String[] attackTypes
#   double attackRating
```

```
+   Character(String)
+   Character(int, int, double, int, String, int)
+   int getName()
+   int getHealth()
+   int getMaxHealth()
+   int getCoins()
+   int getDefense()
+   int getLevel()
+   int getSpeed()
+   double getAttackRating()
+   int getStrength()
+   String getType()
+   void setName(String)
+   String getAttackState()
+   void getAttackType()
+   String toString
+   void setAttackType(String)
+   void lowerHP(int)
+   void lowerHP(int, String)
+   boolean isAlive()
+   void calcNewDamage(Character, Character)
```

+ void giveCoins(int)
+ void increaseLevel(int, int)
+ void resetHealth()
+ void attack(Character)

Protagonist extends Character
~ int[] artifacts
+ Protagonist() + Protagonist(String) + Protagonist(int, int, double, int, String, int) + void update(int) + void artifactChange(int)

Monster extends Character
+ Monster() + Monster(String) + String getType() + void lowerHP(int) + void lowerHP(String, int) + int attack(Character)

Classes Wizard, Tank, Archer, Swordsman extends Protagonist
+ constr() + constr(String) + constr(int, int, double, int, String, int) + String about() + int attack(Character)

Classes Bandit, Ogre extends Monster

+ constr()
+ constr(String)
+ String getType()
+ String about()
+ int attack(Character)

Worg extends Monster

+ constr()
+ constr(String)
+ String getType()
+ void lowerHP(int, String)
+ String about()
+ int attack(Character)

Classes Guard, Boss extends Monster

+ constr()
+ String getType()
+ int attack(Character)

Classes Arcane, Necromancer extends Wizard

+ constr()
+ constr(String)
+ constr(int, int, double, int, String, int)
+ String about()
+ int attack(Character)

Classes Barbarian, Paladin extends Swordsman

+ constr() + constr(String) + constr(int, int, double, int, String, int) + String about() + int attack(Character)

Classes Fortress, Tonk extends Tank

+ constr() + constr(String) + constr(int, int, double, int, String, int) + String about() + int attack(Character)

Classes Gunner, Sniper extends Archer

+ constr() + constr(String) + constr(int, int, double, int, String, int) + String about() + int attack(Character)

Nerd

+ Nerd()
+ String getType()
+ int attack(Character)

Dialogue

+ void dealDamage()
+ void bothDie()
+ void beastDies()
+ void listOptions()

Shop

~ InputStreamReader isr
~ BufferedReader in
~ String f
~ String[] artifacts
~ int[] price
~ int[] boost
~ boolean[] bought

+ int find(String)
+ void buyItem(String, Protagonist)
+ void purchase(Protagonist)
+ void listOptions(Protagonist)

Constants

BColor
- String ANSI_CODE - BColor(String) + String toString()

FColor
- String ANSI_CODE - FColor(String) + String toString()

Floor
- String filename - Object[][] entities - Floor(String, Object[][]) + String getFilename() + Object[][] getEntities()

Tile
- BColor backgroundColor - FColor textColor - char display - char key - Tile(BColor, FColor, char, char) - Tile() + char getKey() + BColor getBackground() + Tile keyToTile(char) + String toString

Map Entities

Location
+ int row + int col
+ Location(int, int) + Boolean equals(Location)

TileMap
+ Tile[][] map + ArrayList<MapEntity> entities
+ TileMap() + boolean load(String) + void load(ArrayList<MapEntity>) + void add(MapEntity) + void remove(MapEntity) + boolean inBounds(int, int) + MapEntity entityOn(int, int) + Tile getTile() + void clearScreen() + void render() + void render(boolean)

MapEntity
~ TileMap map ~ Location location ~ FColor color ~ char display
+ MapEntity(TileMap, Location, FColor, char) + Location getLocation() + String render()

Enemy extends MapEntity
-   Monster content
+   Enemy(TileMap, Location, FColor, char) +   String render()

Player extends MapEntity
+   Player(TileMap, Location) +   void move(Location) +   void move(int, int)

ShopOwner extends MapEntity
-   Shop content
+   ShopOwner(TileMap, Location) +   String render()

Everything Else

ClipControl implements Runnable
~ File path ~ Sequence sequence ~ Sequencer sequencer
+ ClipControl() + void setSong(int) + void load() + void run()

InputThing
~ Scanner scanner ~ String receiveInput()

Battle implements InputThing
~ enum Monsters
+ void load() + void perform(Protagonist) + void main(String[])

ClassPrestiges implements InputThing
~ enum basicClasses ~ String[] basicClasses ~ String classPick - String name
+ ClassPrestiges() + pickAClass(Driver)

Menu

- boolean sound
- boolean startGame
- String display
- LEVEL level
- String input

+ Menu()
+ void loadMenu()
+ void loadSettings()
+ void loadInstructions()
+ void update()
+ void load()

Screen

+ int MAX_WIDTH_NORMAL
+ int MAX_HEIGHT_NORMAL

MenuDialogue

+ String MENU_OPTION_ONE
+ String MENU_OPTION_TWO
+ String MENU_OPTION_THREE
+ String SETTINGS_ONE
+ String SETTINGS_TWO
+ String INSTRUCTIONS

Driver

~ Protagonist protag

+ TileMap loadMap(Floor)
+ void check(Player, TileMap, Thread)
+ void main(String[])