Class name	Attributs	Comment	Tests
Character	- name	The name of the character	
	Methods		
	+ Character(String cName)	Create a character with a name given by the user	Create a character (new character) Test with a good name Test with a wrong name
	+ Character()	Create a character with a standard name	Create a character Test with the standard name
	+ getName()	Get the name of a character	Get the name

Class name	Attributs	Comment	Tests
Player	- List<Item> bag	The name of the character	
	- sizeBag	The maximal size of the player bag	
	Methods		
	+ Player(String pName)	Create a player with a name and his bag with a size	Create a player (new player)
	+ getBag()	Get the contents of the bag	Get the bag
	+ getSizeBag()	Get the size of the bag	Get size
	+moveRoom()	Allow the player to move on another room	
	+ pickup(Item)	Move an object from the list of items to the list of bag	New Item loot Delete from the list of items Add to the list of bag
	+ drop(nameItem)	Move an object from the list of bag to the list of items	New Item myDrop Delete from the list of bag Add to the list of items

Class name	Attributs	Comment	Tests
Human			
	Methods		
	+ Human(name)	Create a human which is in a room	Create a human(new human) Test with a good name Test with a wrong name
	+ Human()		Create a character Test with the standard name given by the super class Character
	+ crush(StolenAnt)	Reduce the vp of a stolen ant if it meets it	Create a stolen ant(new stolen ant) Call the method crush Get the Vp of the stolen ant Test to put vp to 0 by calling multiple time the crush method Test to put the vp beyond 0 by calling multiple time the crush method

Class name	Attributs	Comment	Tests
DeliverooAnt	- hp	Honor Point	
	Methods		
	+ DeliverooAnt(name)	Create an ant which is able to deliver packages in room	Create a deliveroo ant
	+ hitStolette()	Reduce the number of the life point of a Stolen Ant	Test hit stolette
	+ setHp(hp)	Modify the hp	Test to reduce the hp by 100 and check if the result is 0
	+addHp(hp)	Add a certain number of points to the hp of the ant	
	+loseHp(hp)	Reduce the hp of the ant to a certain number of points	
	+ getHp()	Return the currently hp	Test If the initial value of Hp is 100

Class name	Attributs	Comment	Tests
StolenAnt	- vp		
	Methods		
	+ StolenAnt()	Create an ant which is able to steal packages in room	Create a stolen ant
	+ setVp()	To modify the Vp of the ant	Check the reduction of vp (valid and invalid) Check the adding of vp (valid and invalid)
	+getVp()	Return the currently vp of the ant	Check fi the getter returns the right value Check if the getter returns the wrong value

Class name	Attributs	Comment	Tests
Item	- id	id of the item defined by autoincrement	
	Methods		
	+ Item()	Create an item Linked to a list of Items to autoincrement the id for the creation	Create an item.
	+ getName()	Return the name of the item.	Test if the getName() works correctly

Class name	Attributs	Comment	Tests
Delivery	- Room goal	Room where the package will be delivered	
	Methods		
	+ Delivery()	Create a package stores in the storage warehouse of the delivery ant Linked to a room goal	Test the room and the name of the delivery
	+ getGoal()	Return the room for the package	

Class name	Attributs	Comment	Tests
TreasureBox	- insideKey	Key inside the box	
	- openKey	Key needed to open the box	
	- list<Special>	Special object inside the box	
	Methods		
	+ TreasureBox()	Create a box that could contain key and/or special object	
	+ getKey()	Return the list of keys in the box	Test if the get work correctly
	+ getSpecial	Return the list of special item in the box	Test if the get work correctly
	+ removeItems	Remove an item form the box	

Class name	Attributs	Comment	Tests
Special	- bonus	Object that add hp or lp when it is found	
	- malus	Object that reduce hp or lp when it is found	
	Methods		
	+ Special()	Create an object with type (bonus/malus) and linked to a treasure box	
	+ getBonus()	Return the bonus of the special	Test if the get work correctly

Class name	Attributs	Comment	Tests
Key	- Door linkedDoor	Door that the key can open	
	Methods		
	+ Key()	Create a key where the id corresponds to the id of the door And linked to a treasure box The player will start the game with a key in his bag	
	+ getDoor()	Return the door link to the key	Test if the get work correctly

Class name	Attributs	Comment	Tests
Room	- List<Human> human	List of the human that are in rooms	
	- List<Item>	List of items that are in rooms	
	- List<Door>	List of doors that are in rooms	
	- HasMap<String, Room> exits	Exits possible of rooms	
	- Description	Description of the room	
	Methods		
	+ Room(String rDescription)	Create a room with Door = possible exit Treasure box Character	Create a room by the description (valid and invalid)
	+ getExit()	Get the possible exits of the room	
	+ getDescrip()	Get the description of the room	
	+getItem()	Get Items (number + description) that are in the room	
	+ addItem(Item)	Add Item in the room (not create it)	
	+ removeItem(Item)	Remove item from the room	

Class name	Attributs	Comment	Tests
Door	- room1	Room where is the player	
	- room2	Room accessible with the door	
	- key	Needed key to open the door	
	Methods		
	+ Door()	Create a door linked to 2 rooms and to a key	
	+ crossDoor(room, door)	Method to use a door and change room	

Class name	Attributs	Comment	Tests
Lock	- key	Key to open a door or a box	
	- isLocked	Boolean that determine is a door or a box is closed	
	Methods		
	+ Lock()	Linked to the creation of a door and a box Associate a key with door or box Instantiate isLocked of the door or box to true	Create a lock
	+ unlock (key)	Check if the key is related to the door or the box If yes isLocked is at false ; If not error is at message	Create a lock Test the if the isLocked is at false after calling the method with a key Test the if the isLocked is at false after calling the method without a key but isLocket was already at false Then test the error message when try to open without a key or the wrong key and locked
	+ getIsLocked()	Check if the door or the box is closed Return isLocked	Test if right after creation the return value is true And false after calling the unlock method

Class name	Attributs	Comment	Tests
Game	- List<Room>	List of room created on the game	
	- List<Character>	List of the character that will be in the game	
	- timer	Timer of the game	
	- count	Counter of hp or lp	
	Methods		
	+ Game()	Launch the game : Create rooms with doors (and key associated) Create and add items to this rooms (treasure box with special and key associated, Add some key on treasure box, Add deliveries on storage warehouse) Create and add humans to this rooms Create a timer Ask to the user to choose a player (delivery or thief)	
	+ choosePlayer()	Create an ant depending on the choice Create a count (hp or lp) Initialise the position of the player	
	+ result (player)	Give the result of the game with number of package delivered or stolen and the hp/lp	