

Hero
<ul style="list-style-type: none"> <li>- name: String</li> <li>- positionRow: int</li> <li>- positionCol: int</li> <li>- health: int</li> <li>- damage: int</li> </ul>
<ul style="list-style-type: none"> <li>- getCurrentPositionRow(): int</li> <li>- getCurrentPositionCol(): int</li> <li>+ moveUp(positionRow: int)</li> <li>+ moveDown(positionRow: int)</li> <li>+ moveLeft(positionCol: int)</li> <li>+ moveRight(positionCol: int)</li> <li>- displayHealth(health: int): int</li> <li>- attack()</li> <li>- senseMonster(positionRow:int, positionCol:int): boolean</li> <li>- fightMonster(positionRow: int, positionCol: int): boolean</li> <li>- defeated(health: int): boolean</li> <li>- catacombComplete(health:int, positionRow: int, positionCol: int)</li> <li>- takeDamage(health: int)</li> </ul>

Monster
<ul style="list-style-type: none"> <li>- name: String</li> <li>- positionRow: int</li> <li>- positionCol: int</li> <li>- health: int</li> <li>- damage: int</li> </ul>
<ul style="list-style-type: none"> <li>- attack()</li> <li>- displayHealth(health: int): int</li> <li>- defeated(health: int): boolean</li> <li>- takeDamage(health: int)</li> </ul>

Main
<ul style="list-style-type: none"> <li>+ getCatacombSize(): int</li> <li>+ generateCatacomb(catacombSize: int)</li> <li>+ drawCatacomb()</li> <li>+ moveHero()</li> </ul>

Catacomb
<ul style="list-style-type: none"> <li>- catacombSize: int</li> </ul>
<ul style="list-style-type: none"> <li>- spawnMonster(catacombSize:int): ArrayList</li> <li>- setMonsterLocation(catacombSize: int)</li> <li>- removeMonster()</li> </ul>