

Engine: holds everything needed to render the screen and create new levels, plus a pointer to the player Actor. Also has methods for calling the ai of the enemies, updating the field of view, and rendering everything onto the console.

Engine
GameMap: game_map GameWorld: game_world MessageLog: message_log Actor: player
+ handle_enemy_turns(): None + update_fov(): None + render(console: Console): None + save_as(): None

GameMap: holds a 2d array of tiles, two 2d arrays to determine what tiles are visible and what have been explored, and a list of all entities. Has methods to give coordinates for specific entities, as well as the logic for rendering the map onto the console

GameMap
Engine: engine 80: width 43: height Iterable[Entity]: entities NumPy array: tiles NumPy array: visible NumPy array: explored GameMap: gamemap Iterator[Actor]: actors Iterator[Item]: items
+ get_blocking_entity_at_location(x: int, y: int): Optional[Entity] + get_actor_at_location(x: int, y: int): Optional[Entity] + in_bounds(x: int, y: int): bool + render(console: Console): None

GameWorld: holds the parameters and methods for creating GameMaps, as well as the current floor

GameWorld
Engine: engine 80: map_width 43: map_height 30: max_rooms 6: room_min_size 10: room_max_size 1: current_floor
+generate_floor(): None