Display

+ int[][] room;
+ PImage floor;
+ Player automaton;
+ PFont f;

+ void setup();
+ void draw();
+ void keyPressed();

Dungeon

+ private int d;

+ private int roomify(int rs, int cs, int rl, int cl, int rn);
+ private void mazeify(int rowStart, int colStar, int mn);
+ private int[] conn(int r, int c);
+ private int[] nayber(int[] pos, int mn);
+ private boolean vMaze(int[] pos, int eq);
+ private int rOdd(int low, int upp);
+ private void rde(int r, int c);
+ public String toString();
+ public int[] getDungeon();

Item

+ int size;
+ int x;
+ int y;
+ color col; // placeholder
+ boolean explored; //
pending removal
+ int arrayX;
+ int arrayY;

+ void display();
+ void placeTo(Item thing);

Extends

Monster

+ private int level;
+ private int health;
+ private int attack;
+ private int state;

+ public void die();
+ public void dropCoin(): // has
not yet been written
+ public void setHealth()

Extends

Shop

+ int potionStock;
+ int spellStock;
+ int weaponStock;

+ boolean sellPotion();
+ boolean sellSpell();
+ boolean sellWeapon();
+ boolean outOfStock();

Extends

Player

+ int coin;
+ int attack;
+ int health;
+ int magic;
+ int[] inventory;

+ void moveX(int thing);
+ void moveY(int thing);
+ void setCoin(int i);
+ boolean buyItem(int item);
+ int useItem(int slot);
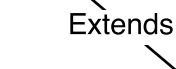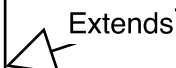
Team Jabberwocky
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