

Display
+ int[][] room; + PImage floor; + Player automaton; + PFont f; + int olCount; + int gameState; + String invie; + PImage indis;
+ 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(); + private void templify(int[] r);

Item
+ int size; + int x; + int y; + color col; // placeholder + boolean explored; // pending removal + int arrayX; + int arrayY;
+ void display(); + void placeTo(Item thing);

Monster
+ private boolean alive; + private int health; + private int attack;
+ public void die(); + public void setHealth(); + public int getAttack(); + public void move();

InvItem
+ int durability; + int restoreHealth; + int restoreMagic; + int damage; + int idNum
+ Boolean reduceDurability(); + int getID(); + int getRestMagic(); +int getRestMagic(); + int getDamage();

Player
+ int usingSlot; + int attack; + int health; + InvItem[] inventory;
+ void moveX(int thing); + void moveY(int thing); + void pickUp(FloorItem q); + boolean getItem(int itemID); + int useItem(int slot);

FloorItem
+ private int id; + public boolean pickedUp;
+ int getI();

Shop
+ int potionStock; + int spellStock; + int weaponStock;
+ boolean sellPotion(); + boolean sellSpell(); + boolean sellWeapon(); + boolean outOfStock();

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