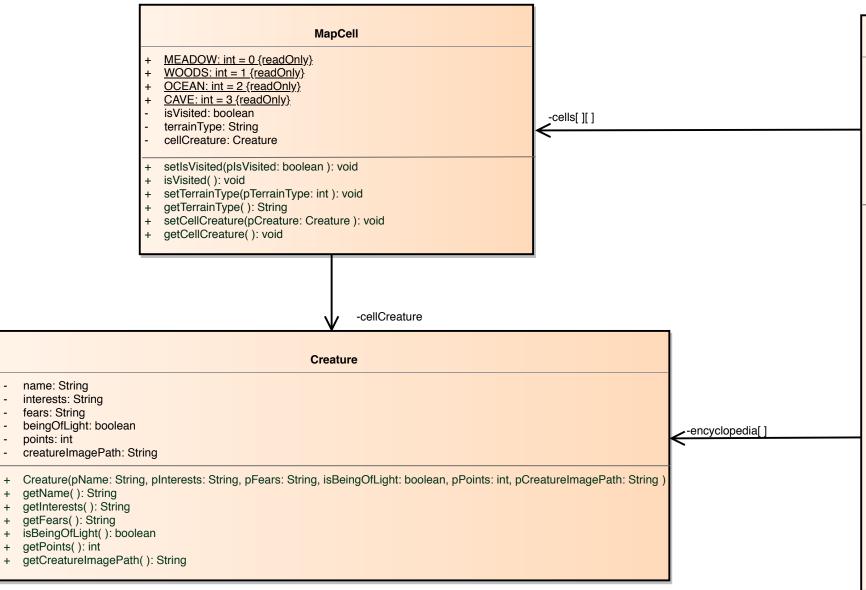
class world



MagicalCreatures

- encyclopedia: Creature[]
- cells: MapCell[][]
- data: Properties
- mapData: Properties
- currentCreature: int
- numberOfMoves: int
- defaultMoves: int
- playerPoints: int
- numberOfRows: int
- numberOfColumns: int
- + MagicalCreatures(pFilePath: String)
- loadCreatureProperties(pFilePath: String): void
- loadMapProperties(pFile: File): void
- + getNumberOfRows(): int
- + getNumberOfColumns(): int
- getDefaultNumberOfMoves(): int
- getCells(): MapCell[][]
- getNumberOfMoves(): int
- setNumberOfMoves(pNumberOfMoves: int): void
- decrementNumberOfMoves(): void
- + addPlayerPoints(pPoints: int): void
- getCurrentCreature(): Creature
- initializeMapDetails(): void
- resetMagicalCreaturesMap(): void
- getNext(): Creature
- getPrevious(): Creature
- getPoints(): int
- getRemainingMoves(): int
- + findCreature(pName: String): Creature
- initializeCreatures(): void
- getQuantityCreaturesRow(pRow: int): int
- getQuantityCreaturesColumn(pColumn: int) int
- calculatePointsQuadrant(pQuadrant: int): int
- + findPointsInQuadrant(pStartRow: int, pEndRow: int, pStartColumn: int, pEndColumn: int): int
- + getHighestPointsCreature(): Creature
- + method1(): String
- + method2(): String