Class Diagram - Haunted House

Game (Changed)

HauntedHouse

Parser (Changed)

Command (Changed)

CommandWords (Changed)

Player

Character

Item

Room (Changed)

Exit

Player

- name : String
- maxCarryWeight : int
- health : int
- strength : int
- items : ArrayList<Item>
- currentRoom : Room
- roomHistory : Stack<Room>
- maxMovesAllowed : int
- beamerLocation : Room
- beamerCharged : Boolean

+ setBeamerCharge()
+ getBeamerCharge()
+ getMaxCarryWeight()
+ setMaxCarryWeight()
+ moveToRoom()
+ updateRoomHistory()
+ getRoomHistory()
+ getCurrentRoom()
+ getPreviousRoom()
+ takeItem()
+ dropItem()
+ getCurrentCarryWeight()
+ getItems()
+ hasKey()
+ getCurrentItemDetails()
+ getStats()
+ getMovesLeft()
+ setBeamerLocation()
+ getBeamerLocation()
+ ingest()
+ setHealth()

Character

- name : String
- initialDialog : String
- acceptanceDialog : String
- itemSought : String
- itemForReward : Item

+ getName()
+ getInitialDialog()
+ getAcceptanceDialog()
+ getItemSought()
+ getItemForReward()

Item

- name : String
- description : String
- weight : int
- isEdble : Boolean
- propToAffect : String

+ getName()
+ getDescription()
+ getWeight()
+ isEdible()
+ getPropToAffect()
+ getAffectValue()

Exit

- direction : String
- neighbor : Room
- locked : Boolean

+ getNeighbor()
+ isLocked()