package dungeoncrawl;

public class customBoardVariables { //stores variables about the board

private int height; //height as measured in the y direction

private int width; //width, measured in x

private int enemies; //how many enemies will appear on the board

private int lives; //how many deaths required before a loss, used in campaign mode

private boolean didWin; //check for a win or a loss

public int getHeight() {return height;} //return the height of the board

public int getWidth() {return width;} //return the width of the board

public int getEnemies() {return enemies;} //return the amount of enemies

public int getLives() {return lives;} //return lives

public boolean getDidWin() {return didWin;} //true for a win, false for a loss

public void setHeight(int newHeight) {this.height = newHeight;} //a function to change the height of the board

public void setWidth(int newWidth) {this.width = newWidth;} //a function to change the width of the board

public void setEnemies(int newEnemies) {this.enemies = newEnemies;} //a function to change the amount of enemies that will appear

public void setLives(int newLives) {this.lives = newLives;}//a function to change the amount of lives you have

public void setDidWin(boolean newDidWin) {this.didWin = newDidWin;} //a function to change the state of didWin, a variable that stores whether or not you won

}

//I had to combine my customBoardVariables object with my levelVariables object to stay within the maximum of 5 files. Sorry about that

package dungeoncrawl;

public class levelVariables { //stores information about the level, implemented as an array in the dungeonCrawl class

private int height = 0; //stores height

private int width = 0; //stores width

private int enemies = 0; //stores enemy count

public int getHeight() {return height;} //returns height

public int getWidth() {return width;} //returns width

public int getEnemies() {return enemies;} //returns enemy count

public void setHeight(int newHeight) {this.height = newHeight;} //set a new value to height

public void setWidth(int newWidth) {this.width = newWidth;} //set a new value to width

public void setEnemies(int newEnemies) {this.enemies = newEnemies;} //set a new value to the number of enemies

}