Model::Main

Floor

+Cell *theFloor[MAXR][MAXC]
+ViewController *viewCtrl
+int roomCount
+over
+int pr
+int pc
+void clearFloor

+Floor(int f)
~Floor()
+void clearActions()
+void moveplayer()
+Cell *moveEnemy(Cell *e)
+int trytomove()
+void endTurn()
+int playerAttack(sting)
+void enemiesAttack()
+Cell* getTargetCell(string)
+void usePotion(string)
+int isOver()
+void init()
+void linkCells()
+void generateCell()
+Cell* getRandomEmptyCell()
+Cell* getRandomEmptyCell()
+ostream()

Cell

+string type
+string name
+sym
+numNeighbours
+Cell **neighbours
+int r
+int c

+string getType()
+char getSym()
+void getPos()
+void addNeighbour()
+bool containsEnemy()
+Cell **getNeighbours()
+virtual int getRoom()
+virtual void notifyDisplay()
+virtual bool available()
+virtual void setDoorway()
+virtual char getContain()
+virtual void pushPlayer(Player *p)
+virtual Player *getPlayer()
+virtual Player *popPlayer()
+virtual void pushEnemy(Enemy *e)
+virtual Enemy *getEnemy()
+virtual Enemy *popEnemy()
+virtual void pushItem(Item *i)
+virtual Item *getItem()
+virtual Item *popItem()

NonPathableTile

+NonPathableTile(int r, int c, string type, string name)
~NonPathableTile()
+void notifyDisplay(ViewCotroller &viewCtrl)

PassageTile

+Player *p

+PassageTile(int r, int c, string type, string name)
~PassageTile()
+void notifyDisplay(ViewController &viewCtrl)
+void pushPlayer(Player *p)
+Player *getPlayer()
+Player *PopPlayer()

RegularTile

+const int room
+Player *p
+Enemy *e
+Item *i
+bool avail
+char contain
+Attribute1

+RegularTile(int r, intc, int room)
~RegularTile()
+void notifyDisplay(ViewCotroller &viewCtrl)
+bool available()
+void setDoorway()
+int getRoom()
+void pushPlayer(Player *p)
+Player *getPlayer()
+Player *popPlayer()
+void pushEnemy(Enemy *e)
+Enemy *getEnemy()
+Enemy *popEnemy()
+void pushItem(Item *i)
+Item *getItem()
+Item *popItem()

Character

+int hp
+int atk
+int def
+double gold

+Character(int hp, int atk, int def)
+double getGold()
+int getHp()
~Character()

Enemy

+string type
+bool movedThisTurn

+Enemy(int hp, int atk, int def, string type)
+string getType()
+void addHp(int i)
+int getAtk()
+int getDef()
+int getHp()
+void setMoved(bool val)
+int attack(Player *p)
+virtual void notify()
~Enemy()

Player

+static Player *pc
+string race

+static void cleanup()
+Player(int hp, int atk, int def, string race)
+static Player *getPlayer()
+static void setPlayer(string race)
+static void setPlayer(Player *p)
+virtual int addGold(int i)
+virtual void addHp(int i)
+virtual void addAtt(int i)
+virtual void addDef(int i)
+string getRace()
+int getAtk()
+int getDef()
+int attack(Enemy *e)
~Player()

Goblin

+Goblin()
~Goblin()

Troll

+Troll()
~Troll()

Merchant

+Merchant()
~Merchant()

Werewolf

+Werewolf()
~Werewolf()

Phoenix

+Phoenix()
~Phoenix()

Vampire

+Vampire()
~Vampire()

Human

+Human()
~Human()

Dwarf

+Dwarf()
~Dwarf()
+int addGold(int i)

Elf

+Elf()
~Elf()

Orc

+Orc()
~Orc()
+int addGold(int i)

Item

+string type

+Item()
+Item(string type)
~Item()
+string getType()
+virtual int getGoldValue()
+int getValue()

Treasure

+int value

+Treasure(int i)
~Treasure()
+int getGoldValue()

Potion

+int value

+Potion(string type)
~Potion()
+int getValue()