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+ getBoardEntities(): ArrayList<BoardEntity>
+ getBoardID(): int
+ howMuchTreasureLeft(): int
+ howManyEnemiesLeft(): int
+ canMoveOnto(BoardEntity,int,int): boolean
+ getEntitiesAt(int,int)
+ addBoardEntity(BoardEntity): boolean
+ removeBoardEntity(BoardEntity): void
+ endGame(): void
+ winGame(): void
+ getPlayer(): Player
+ validX(int): boolean
+ validY(int): boolean
+ updateBoard(): void

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+ setGamePlayer(GamePlayer): void
+ createNewBoard(String,int,int): void
+ getCustomDungeonsByName(): Board
+ addEntityToBoard(int,int,int): void
+ removeEntityAt(int,int): void
+ saveCustomBoard(int): void
+ loadAllBoards(): void
+ startGame(int): void
+ shootArrow(): boolean
+ dorpBomb(): void
+ movePlayer(String):boolean
+ newTurn(): void
- getLevel(int): boolean

```





