

Woo.java
+ static final String ANSI_RESET + static final String ANSI_GREEN Game rpg
main method

Game.java
Hero player + static final String ANSI Color variables: RED GREEN YELLOW BLUE RESET
+ int findKeyword(String, String, int) + int findKeyword(String, String) + String heroName(String) + void starting(String) + void mazeDecision() + void askInstruction() + void startGame(String)

Maze.java
Hero mc - char[][] _maze - int h - int w - boolean validPath - boolean reachExit final - char HERO = '@' final - char PATH = '#' final - char WALL = ' final - char EXIT = '\$' final - char SWORD = 's' final - char MENTOR = 'm' final - char DRAGON = 'd'

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final - char HEALTH_POTION = '+'
final - char HOLY_SWORD = '*'
+ static final String ANSI Color variables:
    RED
    GREEN
    YELLOW
    GRAY
    RESET

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+ Maze(String)
+ int findKeyword(String, String, int)
+ int findKeyword(String, String)
+ String toString()
+ int column(char[][])
+ int row(char[][])
+ void askDirection()
+ void checkPath(char[][], int, int)
+ boolean solved()
+ void monsterEncounter(Monster)
+ void mentorEncounter(Mentor)
+ void askAttack(Hero, Monster)
+ void fight(Hero, Monster)
+ void cont()

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Character.java

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protected int _health
protected int _attack

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+ int getHealth()
+ int getAttack()
+ boolean isAlive()
+ void receiveAttack(int)
+ int attack(Character)

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Hero.java (extends Character)

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- String _name
+ Stack<Item> _inventory

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+ Hero()
+ Hero(String)
+ String getName()

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+ boolean emptyInventory() + Item addItem(Item) + Item peekInventory() + Item useItem() + Item popItem() + void afterItemUse(Item) + int tickle(Character) + int poke(Character) + int pinch(Character) + int elbow(Character) + int punch(Character) + int kick(Character) + int findKeyword(String, String, int) + int findKeyword(String, String)

Monster.java (extends Character)

super()

+ Monster()

Dragon.java (extends Monster)

super() protected int _scale;

+ int getScale() + void receiveAttack(damage) [overridden]

Mentor.java

- String _name - String _message

+ Mentor(String, String) + String getName() + String getMessage()

Item.java
protected int _healthBoost protected int _attackBoost protected String _name
+ Item() + Item(health, attack, name) + int getHealthBoost() + int getAttackBoost() + String getName() + String itemInfo()

Sword.java (extends Item)
super()
+ Sword()

HolySword.java (extends Item)
super()
+ HolySword()

Potion.java (extends Item)
super()
+ Potion()