* Position
  + Dependencies
    - Iostream (c++ provided)
  + Data members
    - Int row
    - Int col
  + Functions
    - Position
    - Position(int r, int c,)
    - Int getRow()
    - Bool equals(position p)
    - Position neighborUp()
    - Position neighborDown()
    - Position neighborLeft()
    - Position neighborRight()
    - void print()
    - void println()
* Game
  + Dependencies
    - <iostream>
    - "Position.hpp"
    - “Map.hpp”
  + Data Members
    - Int menuMode
    - Position playerPosition
    - Position dragonPosition
    - Bool keepPlaying
    - Map currentMap
  + Functions
    - Game(std::string map\_file)
    - Bool isGameRunning()
    - Void draw()
    - Void printMenuDefault()
    - Void printGameOptions()
    - Void playerMoveRight()
    - Void processEvents()
    - Void procesChoice(char choice)
* Map
  + Dependencies
    - <vector>
    - <string>
    - <iostream>
    - <fstream>
    - <exception>
    - "Position.hpp"
  + Data Members
    - Int numR
    - Int numC
    - std::vector<std::string> map\_data;
  + Functions
    - Map()
    - Map(std::string filename)
    - Void print()
    - Char tileAt(int r, int c)
    - Char tileAt(Position p)
    - Int nRows()
    - Int nCols()