Entity
{abstract}

currentHealth : int
maxHealth : int
hitChance : Dice
runChance : Dice
name : String

+ Entity() : <<ctor>>
+ getHealth() : int
+ getMaxHealth() : int
+ isAlive() : boolean
+ takeDamage(int) : void

Game

- player : Player
- room : Room
- scanner : Scanner

+ Game() : <<ctor>>
+ start() : void
- displayMenu() : void
- play() : void
- displayHighscores(List<String>) : void
- getHighScores(): List<String>
- handleStatistics(Player): void
- handleInput(int) : boolean

Dice

- diceSize : int
- numGenerator : Random

+ Dice(int) : <<ctor>>
+ roll() : int

Player

- score : int
- numRooms : int
- monstersDefeated : int
- damageDie1 : Dice
- damageDie2 : Dice
- MAX_HEALTH: int
- HIT_CHANCE: int
- RUN_CHANCE: int
- HIT_CHANCE_DIE_SIZE: int
- RUN_CHANCE_DIE_SIZE: int
- MAX_DAMAGE: int

+ Player() : <<ctor>>
+ setName(String): void
+ dealDamage() : int
+ runAttempt() : Boolean
+ getScore() : int
+ getNumRooms() : int
+ getMonstersDefeated() : int
+ increaseScore(int) : void
+ defeatedMonster() : void
+ clearedRoom() : void
+ increasedHealth(int) : void
- hitOrMiss(): Boolean

Monster

- points : int
- damageDie : Dice
- stayAndFight : boolean
- ADJ_TEXT_FILENAME : String
- MONSTER_INFO_FILENAME : String
- MAX_DAMAGE : int
- HIT_CHANCE_DIE_SIZE : int
- HIT_CHANCE : int
- BOSS_HEALTH_SCALING_FACTOR : int
- RUN_FIRST_CHANCE : int
- FIGHT_OR_RUN_DIE_SIDES : int

+ Monster() : <<ctor>>
+ dealDamage() : int
+ stayToFight() : boolean
+ toString() : String
+ getPoints() : int
- parseInfoFile() : ArrayList<String>
- hitOrMiss(): Boolean

Room

- monster : Monster
- player : Player
- findOrFight : Dice
- isFightingFlag : int
- FIND_OR_FIGHT_CHANCE : int

+ Room(Player) :<<ctor>>
+ fight() : void
+ event() : String
+ getMonsterWithinRoom() : Monster
+ mDamagePlayer() : String
+ pDamageMonster() : String
+ isFighting() : boolean
+ enter() : void
- findOrFight() : void