

## DungeonControllerLoader

- entities: List<ImageView>
- playerImage: Image
- wallImage: Image
- boulderImage: Image
- exitImage: Image
- closedDoorImage: Image
- openDoorImage: Image floorSwitchImage: Image
- enemylmage: Image
- swordImage: Image
- keylmage: Image
- treasureImage: Image
- bombUnlitImage: Image - invincibilityImage: Image
- + addEntity(Entity, ImageView): void
- + getEntities(): List<ImageView>
- rackPosition(Entity, Node): void
- loadController(): DungeonController
- onLoad(Entity): void
- onLoad(Wall): void onLoad(Boulder): void
- onLoad(Exit): void
- onLoad(FloorSwitch): void
- onLoad(Door): void
- + onLoad(Enemy): void + onLoad(Treasure): void
- + onLoad(Bomb): void
- + onLoad(Sword): void
- + onLoad(Key): void
- onLoad(InvincibilityPotion): void