IGameController

Methods:
- setUp() : void
- next() : void
- prev() : void
- moveCursorRight() : void
- moveCursorLeft() : void
- start() : void
- end() : void
- nextCharacterInQueue() : void
- resetIndexPointedByCursor() : void
- updateCursorSpritePosition() : void
- updateAliveCharacters() : void
- aCharacterIsWaiting() : boolean
- thereAreCharactersWaiting() : boolean
- inEnemyTurn() : boolean
- getSpriteCharacterCx(int) : double
- getSpriteCharacterCy(int) : double
- updateCharacterSpriteInformation() : void
- waitCharacter() : void
- attackCharacter(ICharacter) : void
- equipWeaponToCharacter(Weapon, IPlayerCharacter) : void
- storeItem(Item) : void
- takeItem(Item) : IItem
- dropItem(Item) : void
- createEnemy() : void
- createWhiteMagePlayer() : void
- createBlackMagePlayer() : void
- createEngineerPlayer() : void
- createKnightPlayer() : void
- createThiefPlayer() : void
- linkCursorSprite(CursorSprite) : void
- linkCharacterSprites(CharacterSpriteGroup[], double, double) : void
- createBronzeAxe() : void
- createIronAxe() : void
- createSteelAxe() : void
- createSilverAxe() : void
- createBronzeBow() : void
- createIronBow() : void
- createSteelBow() : void
- createSilverBow() : void
- createBronzeKnife() : void
- createIronKnife() : void
- createSteelKnife() : void
- createSilverKnife() : void
- createBronzeSword() : void
- createIronSword() : void
- createSteelSword() : void
- createSilverSword() : void
- createNormalStaff() : void

Fields:
- characterPlayerList : List<IPlayerCharacter>
- itemSet : Set<Item>
- weaponList : List<IWeapon>
- indexPointedByCursor : short
- enemyList : List<Enemy>
- phaseOptions : String[]
- maxEnemyCharacterNum : int
- maxPlayerCharacterNum : int
- theGameFinished : boolean
- enemyCharactersInfo : String[]
- currentGamePhase : IGamePhase
- aliveCharactersList : List<ICharacter>
- phaseInfo : String[]
- playerCharactersInfo : String[]
- totalNumberOfCharacters : int
- currentCharacter : ICharacter
- winner : String

GameControllerTest

Fields:
- outputStream : ByteArrayOutputStream
- originalOut : PrintStream
- controller : GameController
- weaponFactory : WeaponFactory
- playerCharacterFactory : PlayerCharacterFactory
- enemyFactory : EnemyFactory

Methods:
- muteOutput() : void
- unmuteOutput() : void
- setUp() : void
- tearDown() : void
- testControllerSetUp() : void
- cursorTest() : void
- testStart() : void
- testEnd() : void
- testCheckEndGame() : void
- testCharacterNumbers() : void
- testWaitCharacter() : void
- testPlayerAttackCharacter() : void
- equipWeaponToCharacterTest() : void
- testStoreItem() : void
- testGetItemSet() : void
- testTakeItem() : void
- testDropItem() : void
- testGetWeaponList() : void
- createEnemyWhenFullEnemyParty() : void
- createEnemy() : void
- checkEmptyParty() : void
- createPlayerWhenFullParty() : void
- createWhiteMagePlayer() : void
- createBlackMagePlayer() : void
- createEngineerPlayer() : void
- createKnightPlayer() : void
- createThiefPlayer() : void
- linkCursorSpriteTest() : void
- createBronzeAxe() : void
- createIronAxe() : void
- createSteelAxe() : void
- createSilverAxe() : void
- createBronzeBow() : void
- createIronBow() : void
- createSteelBow() : void
- createBronzeKnife() : void
- createIronKnife() : void
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- createBronzeSword() : void
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- createSilverSword() : void
- createNormalStaff() : void

IInventory

Methods:
- storeItem(Item) : void
- takeItem(Item) : Item
- dropItem(Item) : void
- itemSet : Set<Item>
- weaponList : List<IWeapon>
- empty : boolean

Inventory

Fields:
- inventory : Map<Item, Integer>

Methods:
- storeItem(Item) : void
- takeItem(Item) : Item
- dropItem(Item) : void
- itemSet : Set<Item>
- weaponList : List<IWeapon>
- empty : boolean

InventoryTest

Fields:
- inventoryTest : Inventory
- itemTest1 : Item
- itemTest2 : Item
- itemTest3 : Item
- itemTest4 : Item

Methods:
- setUp() : void
- storeItem() : void
- takeItem() : void
- dropItem() : void
- testEmptiness() : void
- testGetWeaponList() : void

EnemyIA

Fields:
- gameController : IGameController

Methods:
- EnemyIA(IGameController)
- propertyChange(PropertyChangeEvent) : void
- action() : void

Package listeners

Package phases

GameController

Fields:
- endGameHandler : EndGameHandler
- fallenCharacterHandler : FallenCharacterHandler
- characterReadyInQueueHandler : CharacterReadyInQueueHandler
- nextTurnEvent : PropertyChangeSupport
- currentGamePhase : IGamePhase
- random : Random
- playerInventory : Inventory
- turnsQueue : BlockingQueue<ICharacter>
- characters : List<ICharacter>
- playerCharactersList : List<IPlayerCharacter>
- enemiesList : List<Enemy>
- aliveCharacterSprites : List<CharacterSpriteGroup>
- characterSprites : List<CharacterSpriteGroup>
- cursorSprite : CursorSprite
- weaponFactory : IWeaponFactory
- enemyFactory : IEnemyFactory
- playerFactory : IPlayerCharacterFactory
- MAX_PLAYER_CHARACTER_NUM : int
- MAX_ENEMY_CHARACTER_NUM : int
- current_number_of_player_characters : int
- current_number_of_enemy_characters : int

Methods:
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- start() : void
- end() : void
- nextCharacterInQueue() : void
- resetIndexPointedByCursor() : void
- updateCursorSpritePosition() : void
- updateAliveCharacters() : void
- getCharacterInfo(IPlayerCharacter) : String
- getCharacterInfo(Enemy) : String
- aCharacterIsWaiting() : void
- thereAreCharactersWaiting() : boolean
- inEnemyTurn() : boolean
- getTurnsQueue() : BlockingQueue<ICharacter>
- getSpriteCharacterCx(int) : double
- getSpriteCharacterCy(int) : double
- updateCharacterSpriteInformation() : void
- waitCharacter() : void
- attackCharacter(ICharacter) : void
- equipWeaponToCharacter(Weapon, IPlayerCharacter) : void
- storeItem(Item) : void
- takeItem(Item) : IItem
- dropItem(Item) : void
- characterCreationSetUp(Character) : void
- enemyCreationSetUp(Enemy) : void
- playerCharacterCreationSetUp(IPlayerCharacter) : void
- canCreateEnemyPlayer() : boolean
- canCreateCharacterPlayer() : boolean
- createEnemy() : void
- createWhiteMagePlayer() : void
- createBlackMagePlayer() : void
- createEngineerPlayer() : void
- createKnightPlayer() : void
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- maxPlayerCharacterNum : int
- theGameFinished : boolean
- enemyCharactersInfo : String[]
- currentGamePhase : IGamePhase
- aliveCharactersList : List<ICharacter>
- phaseInfo : String
- playerCharactersInfo : String[]
- totalNumberOfCharacters : int
- currentCharacter : ICharacter
- winner : String