

IGameController	
start()	void
aCharacterIsWaiting()	void
end()	void
nextCharacterInQueue()	void
getCharacterInfo()	void
waitCharacter()	void
playerAttackCharacter(Character)	void
equipWeaponToCharacter(Weapon, IPlayerCharacter)	void
storeItem(Item)	void
takeItem(Item)	Item
dropItem(Item)	void
createEnemy()	void
createWhiteMagePlayer()	void
createBlackMagePlayer()	void
createEngineerPlayer()	void
createKnightPlayer()	void
createThiefPlayer()	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
characterPlayerList	List<IPlayerCharacter>
itemSet	Set<Item>
theGameFinished	boolean
enemyList	List<Enemy>
currentCharacter	ICharacter
turnsQueue	BlockingQueue<ICharacter>

GameController	
endGameHandler	EndGameHandler
fallenCharacterHandler	FallenCharacterHandler
characterReadyInQueueHandler	CharacterReadyInQueueHandler
random	Random
playerInventory	Inventory
turnsQueue	BlockingQueue<ICharacter>
characters	List<ICharacter>
playerCharactersList	List<IPlayerCharacter>
enemiesList	List<Enemy>
weaponFactory	WeaponFactory
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
GameController()	
start()	void
aCharacterIsWaiting()	void
end()	void
nextCharacterInQueue()	void
getCharacterInfo(IPlayerCharacter)	void
getCharacterInfo(IEnemy)	void
waitCharacter()	void
playerAttackCharacter(ICharacter)	void
equipWeaponToCharacter(IWeapon, IPlayerCharacter)	void
storeItem(Item)	void
takeItem(Item)	Item
dropItem(Item)	void
characterCreationSetUp(ICharacter)	void
enemyCreationSetUp(IEnemy)	void
playerCharacterCreationSetUp(IPlayerCharacter)	void
canCreateEnemyPlayer()	boolean
canCreateCharacterPlayer()	boolean
createEnemy()	void
createWhiteMagePlayer()	void
createBlackMagePlayer()	void
createEngineerPlayer()	void
createKnightPlayer()	void
createThiefPlayer()	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
characterPlayerList	List<IPlayerCharacter>
itemSet	Set<Item>
theGameFinished	boolean
enemyList	List<Enemy>
currentCharacter	ICharacter
turnsQueue	BlockingQueue<ICharacter>

GameControllerTest	
outputStream	ByteArrayOutputStream
originalOut	PrintStream
controller	GameController
weaponFactory	WeaponFactory
playerCharacterFactory	PlayerCharacterFactory
enemyFactory	EnemyFactory
muteOutput()	void
unmuteOutput()	void
setUp()	void
tearDown()	void
testStart()	void
testCheckEndGame()	void
testEnd()	void
testGetCharacterInfo()	void
testPlayerAttackCharacter()	void
testWaitCharacter()	void
equipWeaponToCharacterTest()	void
testStoreItem()	void
testGetItemGet()	void
testTakeItem()	void
testDropItem()	void
createEnemyWhenFullEnemyParty()	void
createEnemy()	void
checkEmptyParty()	void
createPlayerWhenFullParty()	void
createWhiteMagePlayer()	void
createBlackMagePlayer()	void
createEngineerPlayer()	void
createKnightPlayer()	void
createThiefPlayer()	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

IInventory	
storeItem(Item)	void
takeItem(Item)	Item
dropItem(Item)	void
itemSet	Set<Item>
empty	boolean

Inventory	
inventory	Map<Item, Integer>
storeItem(Item)	void
takeItem(Item)	Item
dropItem(Item)	void
itemSet	Set<Item>
empty	boolean

InventoryTest	
inventoryTest	Inventory
itemTest1	Item
itemTest2	Item
itemTest3	Item
itemTest4	Item
setUp()	void
storeItem()	void
takeItem()	void
dropItem()	void
testEmptiness()	void

Package listeners	
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