B ≃ IGameController		GameControllerTes
@ 'a setUp)	void	
® 'n next()	void	∰ à originalOut
(f) (in previ) (fi) in moveCursorRight()	void void	f controller
@ ≥ moveCurrorsgre()	void	f playerCharacterFactory
m 's start)	void	€ enemyFactory
m 'a end()	void	m · muteOutput()
@ in nextCharacterInQueue()	void	@ + unmuteOutput)
m 'a resetIndesPointedByCurson()	void	m · setUp()
m is updateCursorSpritePosition() m is updateAliveCharacters()	void	m + tearDown()
(f) 's updateAliveCharacters() (fi) 's aCharacter(sWaiting()	void	off is testControllerSetUp() off is cursorTest()
m is thereAreCharacter(Waiting)	Void hydran	m cursorress)
m infinerryTurn()	boolean	M is testCheckEndGame()
m in getSpriteCharacterCx(int)	double	mil' ≥ textEnd()
® 's getSpriteCharacterCy(int)	double	∰'s testCharacterNumbers()
⊕ updateCharacterSpritesInformatic	m() void	(6 is testWaitCharacter)
(6 's waitCharacter()	void	
(f) attackCharacter()Character)	void	@ equipWeaponToCharacte
	on, IPlayerCharacter) void void	m (testStore(term) m (testSet(termSet))
m 's storeltern(litern) m 's takeltern(litern)	void	off is testSetSemSet()
m 's dropitem(litem)	unid	off in testDrop(term)
m is create(nemy)	void	off is testGetWeaponList()
m 's createWhiteMagePlayer()	void	m createEnemyWhenFullEn
® 's create®lackMagePlayer()	void	off in createEnemy()
[®] 's createEngineerPlayer()	void	m & checkEmptyParty()
m 's createKnightPlayer()	void	∰'s createPlayerWhenFullPar
(% in createThiefPlayer()	void	d ⊆ createWhiteMagePlayer(
m '≥ InlCunorSprite(CunorSprite)	void iteGroup(1, double, double) void	® 's create@lackMagePlayer()
[®] ⅓ linkCharacterSprites(CharacterSpring ⅓ createBronzeAse))	iteGroup(], double, double) void	d 's createEngineerFlayer() d 's createKnightPlayer()
W (= create(ronAse()	void	m createRrightPlayer)
(N is createSteelAse()	void	inkCursorSpriteTest()
= createSherAse()	void	m create@ronzeAce()
(% create@ronze@ow()	void	m (a create(ronAse))
n '≥ createlronSow()	void	(M 'a createStee(Aue()
% createSteelSow()	void	d 'a createSilverAse()
m '≥ createSilverSow()	void	off is create@ronze@ow()
m in createllronzeKnifel) m in createlronKnifel)	void	(f) is createlronSow()
M is create/concuse)	void	m ⊆ createStee(Bow) m ∈ createSilverBow()
m in createSherKnife()	void void	off is createSoversow)
m 's create@ronzeSword)	void	off is create(ronKnife)
(% createlronSword)	void	od 'a createSteelKnife()
m 'a createSteelSword)	void	off is createSilverKnife()
m is createSilverSword)	void	off is create@ronzeSword()
® 's createNormalStaff()	void	@ in createlronSword()
P characterPlayerList	List	® is createSteelSword()
p itemSet P weaponList	Set <etern> List<fweapon></fweapon></etern>	m (in createSilverSword) m (in createNorma(Staff)
P indexPointedByCursor	Lancinwagons	III ii createvornastarij
Penemilist	List-Enemy	
P phaseOptions	String[]	
P maxEnemyCharacterNum	int	
P maxPlayerCharacterNum	int	
(i) theGame/Inished	boolean	
P enemyCharactersInfo	String[]	
© currentGamePhase	IGamePhase	
PaliwCharactersList	List	
P playerCharactersInfo	String String	
	String]	
P totalNumberOfCharacters P currentCharacter	ICharacter	

t	0
ByteArrayOutputStream	
PrintStream	
GameController	- 4
WeaponFactory	9
PlayerCharacterFactory	
EnemyFactory	
void	
void	
void	C 9
void	10
void	m :
void	m :
void	
void	
void	.Ba
void	.00
void	.Be
rr) void	
erTest() void	
void	
void	
void	
void	
void	
emyParty() void	
void	
void	
ty0 void	
void	
void void	
void	
void void	
void	
****	1

🦸 - InventoryTest		© ≒ EnemyIA	
8 inventoryCest Inv	entory	⊕ gameController IGameController	trol
itemTest1	Item	m is Enemy(A()GameController)	
itemTest2	Item	m 's propertyChange(PropertyChangeEvent)	VC
itemTest3	Item	m 'm action()	ve
itemTest4	Item		
setUp()	void		
store(tem()	void		
take(tem()	void		
dropitem()	void		
is test[mptiness)	void		
testGetWeaponList0	void		

| DIT Package Tistemers | DIT Package phases | reg odd odd

f f		nner	String
f) f)		1	
f) f)	_		
f f	4	GameController	
t	٠	endGameHandler fallenCharacterHandler characterReachInQuayeHandler Ch	EndGameHander FallenCharacterHandler
	•	fallenCharacterHandler	
ti	۰	nextTurnEvent currentGernePhase	PropertyChangeSupport IGamePhase
5)	٠		IGamePhase
Ð	*	random	Random
5)	٠	playerInventory	Inventory
Ð	۰	tumsQueue	BlockingQueue
Ð	۰	characters	List
f)	ė	playerCharactersList	List PlayerCharacter
f		enemiesList	List <enemy></enemy>
f	۵	aliveCharacterSprites	List < CharacterSpriteGroup>
Ð	á	aliveCharacterSprites characterSprites	List+CharacterSpriteGroup>
f	٠	cursorSprite	CursoSprite
f	à	weaponFactory	[WeaponFactory
f	è	enemyFactory	EnemyFactory
F	ī	playerfactory	PlayerCharacterFactory
F	è	MAX, PLAYER, CHARACTER, NUM	int
n	ā	MAX_ENEMY_CHARACTER_NUM	int
F	ī	current_number_of_player_characters	int
n	Ĭ	current_number_of_enemy_characters	int
-	2	Garnel Controllerii	***
	~	GarreController() setUp()	void
	Ĭ	ned()	void
		next() pnev()	void
Š	4		vaid
ľ	Ĭ	moveCursorRight() moveCursorLeft()	void
			void void
		start()	void
n	*	end()	
n	3	nextCharacterinQueue()	void
n	3	resetIndexPointedByCurson)	void
n	9	updateCursorSpritePosition()	void
n	œ.	updateAliveCharacters()	void
n	â	getCharacterInfo()PlayerCharacter)	String
n	۵	getCharacterinfo(Enemy)	String
n	9	aCharacter(sWaiting()	void
T	'n	thereAreCharactersWaiting()	boolean
n	ŵ	inEnerryTurn()	boolean
n	ŝ	getTumsQueue()	BlockingQueue Character
n	9	getSpriteCharacterCx(int)	double
n	9	getSpriteCharacterCy(int)	double
n	2	updateCharacterSpritesInformation()	void
n	4	waitCharacter()	void
n	9	attackCharacter(Character)	void
n	4	equipWeaponToCharacter(TWeapon,	PlayerCharacter) void
n	٥	store(tern(litern)	unid
'n		takeltern(litern)	Item
	Ĭ	dropitem(Item)	litem void
ď	Ĭ	about the first tell he is the	void
4	Ĭ	characterCreationSetUp()Character) enemyCreationSetUp(Enemy)	void void Character) void
'n	Ĭ	enemy.reationserup(unemy) playerCharacterCreationSetUp(IPlayer	Character) void
9	Ĭ	canCreateEnerryPlayer()	character) void boolean
ĺ	Ĭ	canCreateEnerryPlayer() canCreateCharacterPlayer()	boolean
í		CaracrameCharacteryrayer)	boolean
	Ĭ	createEnerry() createWhiteMagePlayer()	void void
ľ		Creare-sterrage-rayer)	void void
		createBlackMagePlayer()	
1	*	createEngineerPlayer()	void
n	3	createKnightPlayer()	void
n	*	createThiefPlayer()	void
n	34	linkCunorSprite(CunorSprite)	void
n	9	linkCharacterSprites(CharacterSpriteG	roup(], double, double) vaid
n	9	createBronzeAse()	void void
n	9	create(ronAse()	void
n	9	createStee(Ase()	void
n	'n	createSiherAxe()	void
n	ŵ	createBronzeBow()	void
n	ŵ	createlronBow()	void
n	ŵ	createSteelSow()	void
n	ŵ	createSherBow()	void
n	ŵ	createBronzeKnife()	void
ò	ŵ	create(ronKnife)	void
	'n	createSteelCnife()	void
TI	ú	createSilverKnife()	void
TI	ŝ	createBronzeSword()	void
n		createlronSword)	void void
0	9		void
000	9	createStee(Sword)	
3 3 3 3	'n	createStee(Sword)	void
00000	3	createSteelSword) createSilverSword)	
2 2 2 2 2 2	000	createSteelSword) createSteerSword) createNormalStaff()	void
00000	G G G	createSteetSword) createSilverSword) createNormalStaff) aracteSilverList	void List-(PlayerCharacter>
000000000000000000000000000000000000000	on on other	createSteelSword) createSherSword) createNormalStaff) aractesPlayerList erSet	void List Set
000000000000000000000000000000000000000	Shi	createSteeCsword) createSileeSword) createSileeSword) createSileeSword aracteSileeSword erdset sponList	void List PlayerCharacter Set Item List Weapon
	S S S S S S S S S S S S S S S S S S S	createStectSucord) createSilverSucord) createSilverSucord) createSilverSucord seacheFlayerList enSet supportList forSilverSucord	void List-(PlayerCharacter> Set-(Etem- List-(Weapon> short
	on on the last	createStretSucord) createStretSucord) createNoemaStatift createNoemaStatift anachePlayerList enSet seponList desPointedByCursor errol in	void List Set FWeapons short List
	the second	createSuberSword) createSuberSword) createSuberSword) aractesFlayeclat enSet supontiat desPointedByCursor enry(lat	void List-dPlayerCharacters Set-diterro- List-dWapons- short List-dinerry- String[]
	the second of th	createSizerSocrd) createSizerSocrd) createSizerSocrd) aractecFlayerList endet suponList denPointedByCursor enryList susCiptions	void List-(PlayerCharacter> Set-(Item> List-(Weapon> short List-Enemy> Sating) into
	the second of th	createSereSecred) createNeereSereII createNeeresSereII aracterFlayerList empondat denPointedByCanor empidat asseCptions asseCptions asseCptions	void List-dPlayerCharacter> Set-diterno- List-dPlayerCharacter> List-dPlayerCharacter> short List-dEnemy> String() int
	the second of th	create/ace/functd) create/ace/functd) create/ace/functd) create/ace/functd) create/ace/functd) create/ace/functd) create/functd) create/functd) create/functd) create/functd) create/functd) create/functde/functd) create/functde/functde/functd/functde/func	void List-(PlayerCharacter> Set-(Item> List-(Weapon> short List-Enemy> Sating) into
	the second of th	create/ace/functd) create/ace/functd) create/ace/functd) create/ace/functd) create/ace/functd) create/ace/functd) create/functd) create/functd) create/functd) create/functd) create/functd) create/functde/functd) create/functde/functde/functd/functde/func	void List dPlayerCharacter> Set < Theres List of Wilsons hort List < Energy String[int int boolean
	the second of th	creations/coverd) create/coverd/cover	void List-dPlayerCharacters Set < Item- List-dPlayerCharacters short List-dPlayerCharacters String[] int int boolean String[]
	the second of th	creations/coverd) create/coverd/cover	void List-IPIaymCharacter Set-Ellere Set-Ellere List-Fiffeepon- short List-Enemy- Seing[] int int boolean Seing[] IGamePhase
	the second of th	creations/coverd) create/coverd/cover	void List-dPlayerCharacters Set-elleum- List-tPlayerCharacters List-tPlayerCharacters List-tLeury- Stringil List List-tLeury- Stringil List List-tLeury- List-tLe
	the second of th	creations/coverd) create/coverd/cover	void List-IPIayeCharacter Set-Eltere List-IPIayeCharacter List-IPIayenon- short List-Cheracy int int boolean String[IGamePhase List-Character- Scrips Strings Strings Strings Strings Strings Strings Strings Strings Strings
	the second of th	creations/coverd) create/coverd/cover	vold List-(Playse/Character- Set-Citemo- List-(Playsepo- List-(Playsepo- short) List-(Enemy- String) int int boolean String) [I GamPile List-(Character- String) String) String
	the term in or phonometric or all phonometric	create/ace/functd) create/ace/functd) create/ace/functd) create/ace/functd) create/ace/functd) create/ace/functd) create/functd) create/functd) create/functd) create/functd) create/functd) create/functde/functd) create/functde/functde/functd/functde/func	void List-IPIayeCharacter Set-Eltere List-IPIayeCharacter List-IPIayenon- short List-Cheracy int int boolean String[IGamePhase List-Character- Scrips Strings Strings Strings Strings Strings Strings Strings Strings Strings