		nid
		nid.
	iii he end) v iii he nenCharacterinCqueue) v iii he menCharacterinCqueue) v iii he getCharacterinCqueue) v iii he getCharacterinCqueue) v iii he getCharacterinCqueue) v iii he getCharacterinCqueue) v iii he quejulVeagonToCharacterinCqueue) v iii he quejulVeagonToCharacterinVeagon, PilyerCharacteri v iii he stacelterm(Ittenv) v iii he stacelterm(Ittenv) v iii he stacelterm(Ittenv) v iii he createrinVeagoePulyeeri v iii he createrinVeagoePulyeeri v iii he createrinGqueuePulyeeri v iii he createrinGqueuePulyeeri v iii he createrinGqueueeprilyeeri v iiii he createrinGqueueeprilyeeri v iiii he createrinGqueueeprilyeeri v iiii he createrinGqueu	-
	iii neadCharacterinCucue() iii neadCharacterinCucue() iii walcharacterinCo iii walcharacterinCo iii walcharacterinCo iii kapeyAttackCharacterinCoharac	oid
	Bis getChwactenfo() Verified	oid
		oid
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16		oid
16 stochem(Herm)	iii storeltem(litere) iii storeltem(literem(litere) iii storeltem(literem(li	oid
1	iii takeltem(litem) liit ii diopitem(litem) liit ii diopitem(litem) vuoi ii diopitem(litem) vuoi ii createlinemyo vuoi iii ku createlinemyo vuoi ii ku createlinemyo vuoi ii ku createlinemyo vuoi ii ku createlinemyo vuoi ii ku createlinemyo vuoi iii ku createlinemyo vuoi vuoi kun	oid
16 drogsterrottern	iii is droptenotteno) iii iii oranteificineny () iii iii createificineny () iii ii createificineny () iii iii iii iii iii iii iii iii iii i	oid
® to createEnemy() void ® to createEnemy() void ® to createEnemy() void ® to createEnemperPayer() void ® to createSteelAvely void ® to createSteelAvely void ® to createSteelAvely void ® to createSteelEow() void <td< td=""><td>ill is createEnemy() iii a createEnemy() viii iii a createWhiteMagePlayer() viii iii a createWhiteMagePlayer() viii iii a createEnemeePlayer() viii iii a createEnemeePlayer() viii iii a createEnemeePlayer() viii iii a createEnemeeVlayer() viiii a createEnemeeVlayer()</td><td>em</td></td<>	ill is createEnemy() iii a createEnemy() viii iii a createWhiteMagePlayer() viii iii a createWhiteMagePlayer() viii iii a createEnemeePlayer() viii iii a createEnemeePlayer() viii iii a createEnemeePlayer() viii iii a createEnemeeVlayer() viiii a createEnemeeVlayer()	em
	lis create/Minkfage/Payer() V	oid
16 createSharkMogerFlayer()	% createBlackMagePlayer() v % % createBlackMagePlayer() v % % createBrayer(Player() v % % % % % % % % %	oid
16 createEngineerPlayer()		oid
	® % create/kinght/Rayer() v ® % create hise/Rayer() v ® % create hise/Rayer() v ® % create hise/Rayer() v ® % creates/Kee/Raye() v ® % creates/Kee/Raye() v % % % % % % % % % % % % % % % % % % %	oid
		oid
	in in createBronzeAse() v in in createBronzeAse() v in in createSteelAue() v in in createSteelAue() v in in createSteelAue() v in in createBronzeBow() v	oid
	iii create/ronAxe() v iiii create/stee/Axe() v iiii create/stee/Axe() v iiii create/stee/Axe() v iiii create/stee/Axe() v	oid
16	m a createStee(Axe() v m a createSilverAxe() v m a createSilverAxe() v m a createBronzeBow() v	oid
	m = createSilverAxe() v m = createBronzeBow() v	oid
% createForcateOn()	(m) % createBronzeBow()	oid
		oid
	m (≥ createlronBow() v	oid
% createSiherBowO void		oid
16 createBronzeKnifer void 16 createBronzeSecord void 16 c	im 1 a createSteelBow() v	oid
ille in createionKnife() void ille createionKnife() void ille createionKnife() void ille createionKnife() void ille createionExistentife() void ille in createionExistentife() void ille in createionExistentife() void ille ille createionExistentife() ille crea	(m) ¹= createSilverBow() v	oid
iii a creatsSteetKniler) void iii a creatsSteetKniler iii a creats	(m) ¹a createBronzeKnife() v	oid
ill is createSiherforileg void ill is createSourceSourcity void ill is createSourceSour	i a createlronKnife() v	oid
% create/bronze/sucod)	i a createSteelKnife() v	oid
ill in createlronSuord() void ill in createlscreibrond() total ill in create	(m) ¹= createSilverKnife() v	oid
ili la createSteeSunord) void ili createSteeSunord) void ili createSteeSunord) void ili createSteeSunord) ili createSteeSunosdatti ili createSteeSteeSunosdatti ili createSteeSteeSteeSteeSteeSteeSteeSteeStee	imi '≡ createBronzeSword() v	oid
iii createSiveSword) void iii createSiveSword) void iii createSwordSaff() void ji createSwordSaff() void ji characterFalyerList List-(FlayerCharacter- jiii ltenfect Set-(Illenia jii character- jiii benfect Set-(Illenia jii character- jiii		oid
createNormalStaff() void characterPlyerist List <pre>List <pre>List</pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>	im 1 a createSteelSword() v	oid
CharacterPlayerList List < PlayerCharacter> BitemSet Set < Illems BiteGameFinished boolean Be enemyList List < Enemy> CurrentCharacter ICharacter Character	(m) ¹= createSilverSword() v	oid
B) itemSet Set< Item: B) theGameFinished boolean P) enemyList List <enemy> P) currentCharacter ICharacter</enemy>	(m) ¹= createNormalStaff() v	oid
The Game Finished boolean enemyList List < Enemy> Current Character I Character	CharacterPlayerList List <iplayercharacte< td=""><td>1></td></iplayercharacte<>	1>
p enemyList List <enemy> currentCharacter ICharacter</enemy>	P itemSet Set <iite< td=""><td>m></td></iite<>	m>
P currentCharacter ICharacter	P theGameFinished boole	an
	D enemyList List <enem< td=""><td>y></td></enem<>	y>
P turnsQueue BlockingQueue < ICharacter> ♠	D currentCharacter ICharac	ter
A	P turnsQueue BlockingQueue < ICharacte	r>
	*	

© 1	GameController	
T ii	endGameHandler	EndGameHandler
e a	fallenCharacterHandler	FallenCharacterHandler
		CharacterReadyInQueueHandler
	random	Random
	playerInventory	Inventory
	tumsQueue	BlockingQueue < ICharacter >
	characters playerCharactersList	List <icharacter> List<iplayercharacter></iplayercharacter></icharacter>
	playerCharactersList enemiesList	List <iplayercharacter></iplayercharacter>
~	weaponFactory	IWeaponFactory
	enemyFactory	IEnemyFactory
	playerFactory	IPlayerCharacterFactory
(f) ii	MAX_PLAYER_CHARACTER_NUM	
f ii	MAX_ENEMY_CHARACTER_NUN	t in
	current_number_of_player_chara	
	current_number_of_enemy_char	acters in
	GameController()	
_	start()	void
_	aCharacterIsWaiting()	void
m 1		void
	nextCharacterInQueue() qetCharacterInfo(IPlayerCharact	void er) void
	getCharacterInfo(Enemy)	er) void
	getCharacterInfo()	void
	waitCharacter()	void
	playerAttackCharacter(ICharacte	r) void
m î	equipWeaponToCharacter(IWea	pon, IPlayerCharacter) void
m 🚡	storeltem(Iltem)	void
m 🚡	takeltem(litem)	llter
	dropitem(litem)	void
_	characterCreationSetUp(ICharac	,
	enemyCreationSetUp(Enemy)	void
	playerCharacterCreationSetUp(I	
	canCreateEnemyPlayer()	boolean
_	canCreateCharacterPlayer() createEnemy()	void
_	createWhiteMagePlayer()	void
	createBlackMagePlayer()	void
	createEngineerPlayer()	void
m 🚡	createKnightPlayer()	void
m 🚡	createThiefPlayer()	void
	createBronzeAxe()	void
	createIronAxe()	void
	createSteelAxe()	void
	createSilverAxe()	void
	createBronzeBow()	void
	createIronBow() createSteelBow()	void void
	createSilverBow()	void
	createBronzeKnife()	void
_	createIronKnife()	void
	createSteelKnife()	void
m 🚡	createSilverKnife()	void
m 🚡	createBronzeSword()	void
	createIronSword()	void
	createSteelSword()	void
	createSilverSword()	void
	createNormalStaff()	void
	aracterPlayerList	List <iplayercharacter></iplayercharacter>
P ite	mSet eGameFinished	Set <iitem></iitem>
-	eGameFinished emyList	boolean List <enemy></enemy>
	emyList rrentCharacter	List <enemy> ICharacter</enemy>

ď c	GameControllerTest	
-		/teArrayOutputStream
-	originalOut by	PrintStream
	controller	GameController
	weaponFactory	
	playerCharacterFactory P	WeaponFactory
	enemyFactory	EnemyFactory
	muteOutput()	void
	unmuteOutput()	void
	setUp()	void
	tearDown()	void
	testStart()	void
	testCheckEndGame()	void
	testEnd()	void
	testGetCharacterInfo()	void
	testPlayerAttackCharacter	
	testWaitCharacter()	yoid void
	equipWeaponToCharacter	
	testStoreItem()	void
_	testGetItemSet()	void
	testTakeItem()	void
	testDropitem()	void
	createEnemyWhenFullEne	
	createEnemy()	void
	checkEmptyParty()	void
	createPlayerWhenFullParty	
	createWhiteMagePlayer()	void
	createBlackMagePlayer()	void
e e	createEngineerPlayer()	void
off n	createKnightPlayer()	void
and a	createThiefPlayer()	void
	createBronzeAxe()	void
e e	createIronAxe()	void
	createSteelAxe()	void
	createSilverAxe()	void
and a	createBronzeBow()	void
off 😘	createIronBow()	void
off 😘	createSteelBow()	void
a	createSilverBow()	void
a	createBronzeKnife()	void
off 🚡	createIronKnife()	void
of 🚡	createSteelKnife()	void
off ኈ	createSilverKnife()	void
a	createBronzeSword()	void
d 🚡	createIronSword()	void
of 🚡	createSteelSword()	void
of 🚡	createSilverSword()	void
m 🔓	createNormalStaff()	void





□ Package listeners