

CharacterAttribs	
getName()	String
getAttackType()	String
getChanceToHit()	double
getAttackSpeed()	int
getDamageMin()	int
getDamageMax()	int
getSymbol()	Character

CharacterAttribsConcrete	
name	String
attackSpeed	int
attackType	String
chanceToHit	double
damageMin	int
damageMax	int
symbol	Character
CharacterAttribsConcrete(String, String, double, int, int, Character)	
getName()	String
getAttackType()	String
getChanceToHit()	double
getAttackSpeed()	int
getDamageMin()	int
getDamageMax()	int
getSymbol()	Character
setDamageMinMax(int, int)	void
setName(String)	void

CAFactory	
map	HashMap<String, CharacterAttribsConcrete>
getAttack(String, String, double, int, int, Character)	CharacterAttribsConcrete

DungeonCharacter	
hitPoints	int
vision	int
CA	CharacterAttribsConcrete
DungeonCharacter(String, int, int, double, int, int, String, Character)	
getSymbol()	Character
getName()	String
getHitPoints()	int
getAttackSpeed()	int
setName(String)	void
addHitPoints(int)	void
subtractHitPoints(int)	void
setDamageMinMax(int, int)	void
isAlive()	boolean
attack(DungeonCharacter)	void

Keyboard	
kb	Scanner
init()	void
readString()	String
readChar()	char
readInt()	int

Hero	
chanceToBlock	double
numTurns	int
attack2	String
MAX_VISION	int
MIN_VISION	int
pos_x	int
pos_y	int
inventory	ArrayList<Item>
Hero(String, int, int, double, int, int, double, String, String)	
giveItem(Item)	void
listInventory()	void
readName()	void
setHP(int)	void
getHP()	int
status()	String
getVision()	int
setVision(int)	void
useItem(int)	void
altAttack(DungeonCharacter)	void
defend()	boolean
subtractHitPoints(int)	void
x()	int
y()	int
setX(int)	void
setY(int)	void
loopCondition(DungeonCharacter)	boolean
battleChoices(DungeonCharacter)	void

Item	
_MAX_STR	int
_MIN_STR	int
name	String
effectPrint	String
symbol	Character
consumable	boolean
Item(String, String, Character, boolean)	
getName()	String
getEffect()	String
getSymbol()	Character
getRandStrength()	int
use(Hero)	boolean
isConsumable()	boolean

HealingPotion	
MAX	int
_MIN	int
HealingPotion()	
use(Hero)	boolean

Sorceress	
MIN_ADD	int
MAX_ADD	int
Sorceress()	
altAttack(DungeonCharacter)	void
loopCondition(DungeonCharacter)	boolean

Thief	
Thief()	
altAttack(DungeonCharacter)	void

Warrior	
Warrior()	
altAttack(DungeonCharacter)	void

HFactory	
THIEF	
WARRIOR	
SORCERESS	
random	Random
make()	Hero
rand()	Hero

WALL	
DOORH	
DOORV	
WALLH	
WALLV	
print()	String

PillarOIOO	
pillars	Iterator<String>
PillarOIOO(String, String, Character)	
createPillars()	Iterator<PillarOIOO>
use(Hero)	boolean

VisionPotion	
VP	
VisionPotion()	
use(Hero)	boolean

Monster	
chanceToHeal	double
minHeal	int
maxHeal	int
Monster(String, int, int, double, double, int, int, int, String)	
heal()	void
subtractHitPoints(int)	void

Room	
obj	Item
tenant	Monster
noItem	boolean
vacant	boolean
printerInfo	WALL[]
hero	boolean
Room(Item)	
Room(Monster)	
Room()	
setMonster(Monster)	void
setItem(Item)	void
noItem()	boolean
isVacant()	boolean
takeItem()	Item
printerInit()	void
setWall(int, WALL)	void
getRow(int)	String
enterRoom()	void
leaveRoom()	void
toStringArr()	String[]
draw()	void
takeMonster()	Monster

Level	
_ROWS	int
_COL	int
_PBLTY	int
map	HashMap<Integer, Room>
init()	void
FORCE_Populate()	void
populateLevel()	void
key(int, int)	Integer
BuildRCX(int, int) HashMap<Integer, Room>	
get(int, int)	Room
enterRoom(int, int)	void
leaveRoom(int, int)	void
drawView()	void
drawRoom(int, int)	void
isVacant(int, int)	boolean
itemInRoom(int, int)	boolean
takeItem(int, int)	Item
getMonster(int, int)	Monster
getMap()	HashMap<Integer, Room>
setMap(HashMap<Integer, Room>)	void

IFactory	
HP	
VP	
random	Random
make()	Item
rand()	Item

MFactory	
OGRE	
SKELETON	
GREMLIN	
random	Random
make()	Monster
rand()	Monster

Dungeon	
SAVE_FILE	String
rand	Random
_CHEAT	int
showFullMap	boolean
theHero	Hero
init()	void
cheatMenu()	void
giveHealthPot()	void
give5HealthPots()	void
giveVisionPot()	void
give5VisionPotions()	void
drawHeroView()	void
gameL.oop()	void
thereIsItem()	boolean
pause()	void
pickUpItem()	void
useItem()	void
playerTakeTurn()	boolean
draw()	void
enterRoom()	void
leaveRoom()	void
checkAndInitFight()	boolean
movePlayer()	void
spawnPlayer()	void
chooseHero()	Hero
playAgain()	boolean
battle(Hero, Monster)	boolean
saveGame()	void
loadGame()	void

DungeonAdventure	
main(String[])	void