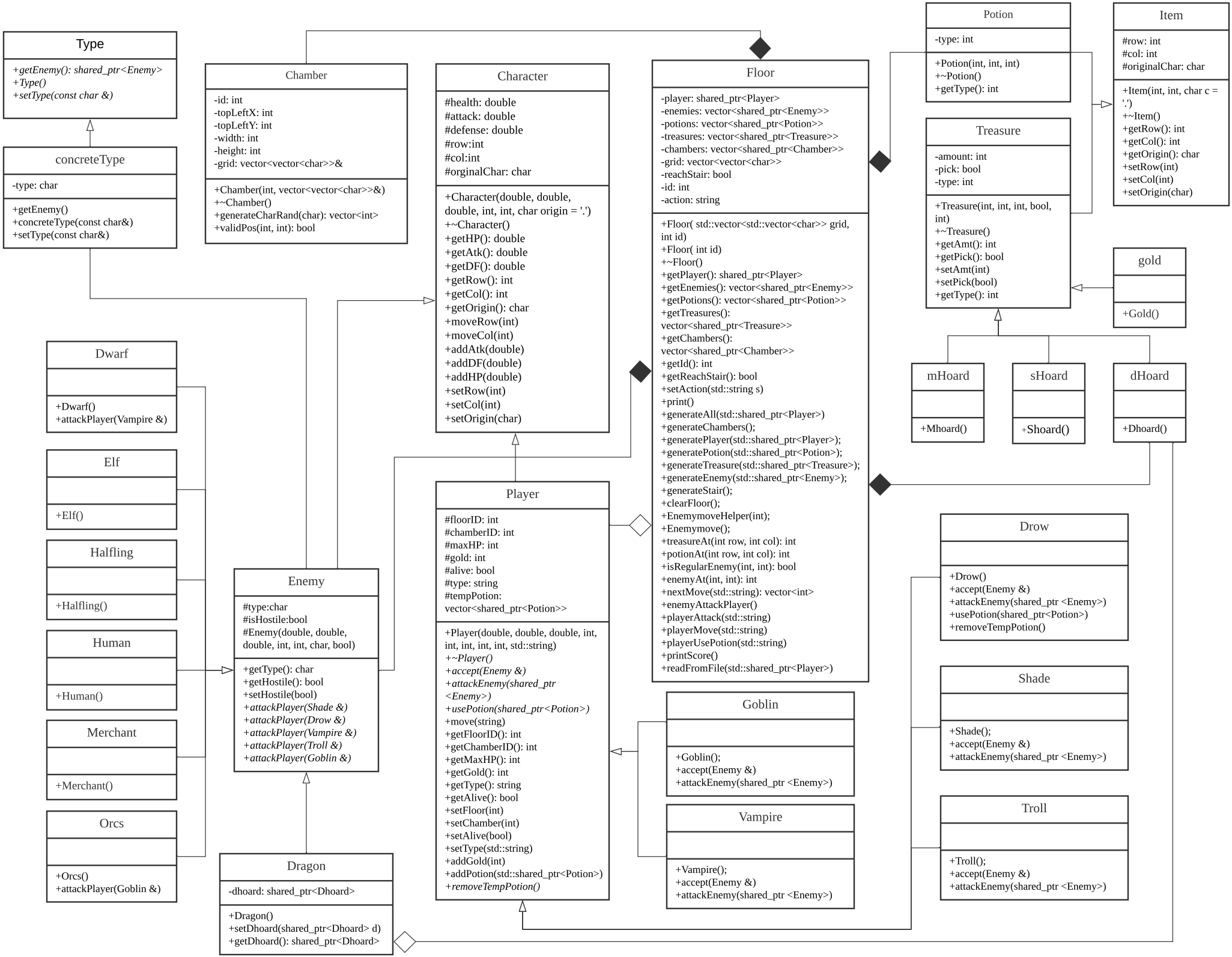
Type
+getEnemy(): shared_ptr<Enemy>
+Type()
+setType(const char &)
concreteType
-type: char
+getEnemy()
+concreteType(const char&)
+setType(const char&)
Chamber
-id: int
-topLeftX: int
-topLeftY: int
-width: int
-height: int
-grid: vector<vector<char>>&
+Chamber(int, vector<vector<char>>&)
+~Chamber()
+generateCharRand(char): vector<int>
+validPos(int, int): bool
Character
#health: double
#attack: double
#defense: double
#row:int
#col:int
#orginalChar: char
+Character(double, double, double, int, int, char origin = '.')
+~Character()
+getHP(): double
+getAtk(): double
+getDF(): double
+getRow(): int
+getCol(): int
+getOrigin(): char
+moveRow(int)
+moveCol(int)
+addAtk(double)
+addDF(double)
+addHP(double)
+setRow(int)
+setCol(int)
+setOrigin(char)
Floor
-player: shared_ptr<Player>
-enemies: vector<shared_ptr<Enemy>>
-potions: vector<shared_ptr<Potion>>
-treasures: vector<shared_ptr<Treasure>>
-chambers: vector<shared_ptr<Chamber>>
-grid: vector<vector<char>>
-reachStair: bool
-id: int
-action: string
+Floor(std::vector<std::vector<char>> grid, int id)
+Floor(int id)
+~Floor()
+getPlayer(): shared_ptr<Player>
+getEnemies(): vector<shared_ptr<Enemy>>
+getPotions(): vector<shared_ptr<Potion>>
+getTreasures(): vector<shared_ptr<Treasure>>
+getChambers(): vector<shared_ptr<Chamber>>
+getId(): int
+getReachStair(): bool
+setAction(std::string s)
+print()
+generateAll(std::shared_ptr<Player>)
+generateChambers();
+generatePlayer(std::shared_ptr<Player>);
+generatePotion(std::shared_ptr<Potion>);
+generateTreasure(std::shared_ptr<Treasure>);
+generateEnemy(std::shared_ptr<Enemy>);
+generateStair();
+clearFloor();
+EnemymoveHelper(int);
+Enemymove();
+treasureAt(int row, int col): int
+potionAt(int row, int col): int
+isRegularEnemy(int, int): bool
+enemyAt(int, int): int
+nextMove(std::string): vector<int>
+enemyAttackPlayer()
+playerAttack(std::string)
+playerMove(std::string)
+playerUsePotion(std::string)
+printScore()
+readFromFile(std::shared_ptr<Player>)
Potion
-type: int
+Potion(int, int, int)
+~Potion()
+getType(): int
Item
#row: int
#col: int
#originalChar: char
+Item(int, int, char c = '.')
+~Item()
+getRow(): int
+getCol(): int
+getOrigin(): char
+setRow(int)
+setCol(int)
+setOrigin(char)
Treasure
-amount: int
-pick: bool
-type: int
+Treasure(int, int, int, bool, int)
+~Treasure()
+getAmt(): int
+getPick(): bool
+setAmt(int)
+setPick(bool)
+getType(): int
gold
+Gold()
mHoard
+Mhoard()
sHoard
+Shoard()
dHoard
+Dhoard()
Dwarf
+Dwarf()
+attackPlayer(Vampire &)
Elf
+Elf()
Halfling
+Halfling()
Human
+Human()
Merchant
+Merchant()
Orcs
+Orcs()
+attackPlayer(Goblin &)
Enemy
#type:char
#isHostile:bool
#Enemy(double, double, double, int, int, char, bool)
+getType(): char
+getHostile(): bool
+setHostile(bool)
+attackPlayer(Shade &)
+attackPlayer(Drow &)
+attackPlayer(Vampire &)
+attackPlayer(Troll &)
+attackPlayer(Goblin &)
Player
#floorID: int
#chamberID: int
#maxHP: int
#gold: int
#alive: bool
#type: string
#tempPotion: vector<shared_ptr<Potion>>
+Player(double, double, double, int, int, int, int, int, std::string)
+~Player()
+accept(Enemy &)
+attackEnemy(shared_ptr <Enemy>)
+usePotion(shared_ptr<Potion>)
+move(string)
+getFloorID(): int
+getChamberID(): int
+getMaxHP(): int
+getGold(): int
+getType(): string
+getAlive(): bool
+setFloor(int)
+setChamber(int)
+setAlive(bool)
+setType(std::string)
+addGold(int)
+addPotion(std::shared_ptr<Potion>)
+removeTempPotion()
Goblin
+Goblin();
+accept(Enemy &)
+attackEnemy(shared_ptr <Enemy>)
Vampire
+Vampire();
+accept(Enemy &)
+attackEnemy(shared_ptr <Enemy>)
Drow
+Drow()
+accept(Enemy &)
+attackEnemy(shared_ptr <Enemy>)
+usePotion(shared_ptr<Potion>)
+removeTempPotion()
Shade
+Shade();
+accept(Enemy &)
+attackEnemy(shared_ptr <Enemy>)
Troll
+Troll();
+accept(Enemy &)
+attackEnemy(shared_ptr <Enemy>)
Dragon
-dhoard: shared_ptr<Dhoard>
+Dragon()
+setDhoard(shared_ptr<Dhoard> d)
+getDhoard(): shared_ptr<Dhoard>