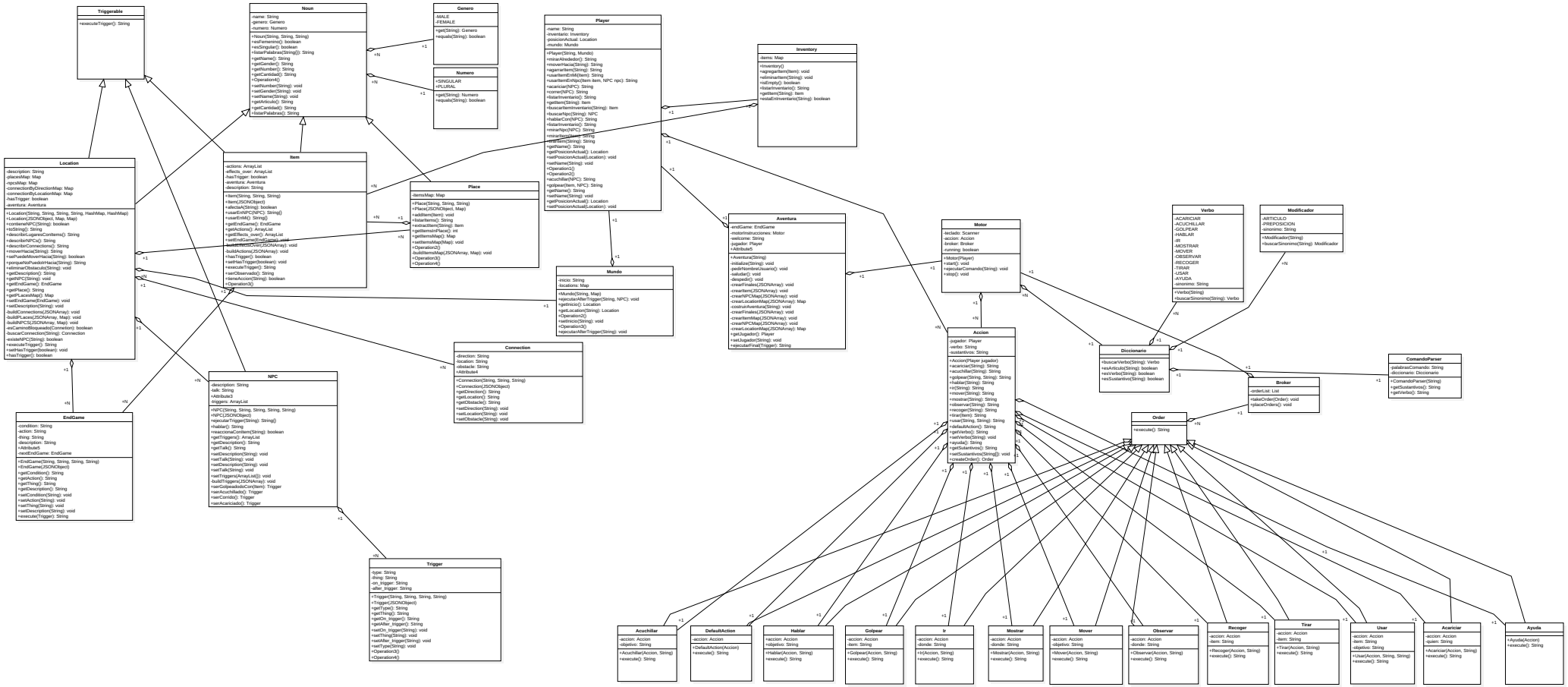
Triggerable
+executeTrigger(): String
Noun
-name: String
-genero: Genero
-numero: Numero
+Noun(String, String, String)
+esFemenino(): boolean
+esSingular(): boolean
+listaPalabras(String[]): String
+getName(): String
+getGender(): String
+getNumber(): String
+getCantidad(): String
+Operation4()
+setNumber(String): void
+setGender(String): void
+setName(String): void
+getArticulo(): String
+getCantidad(): String
+listaPalabras(): String
Genero
-MALE
-FEMALE
+get(String): Genero
+equals(String): boolean
Numero
+SINGULAR
+PLURAL
+get(String): Numero
+equals(String): boolean
Player
-name: String
-inventario: Inventory
-posicionActual: Location
-mundo: Mundo
+Player(String, Mundo)
+mirarAlrededor(): String
+moverHacia(String): String
+agarrarItem(String): String
+usarItemEnMi(Item): String
+usarItemEnNpc(Item item, NPC npc): String
+acariciar(NPC): String
+correo(NPC): String
+listarInventario(): String
+getItem(String): Item
+buscarItemInventario(String): Item
+buscarNpc(String): NPC
+hablarCon(NPC): String
+listarInventario(): String
+mirarNpc(NPC): String
+mirarItem(Item): String
+getItem(String): String
+getName(): String
+getPosicionActual(): Location
+setPosicionActual(Location): void
+setName(String): void
+Operation1()
+Operation2()
+acuchillar(NPC): String
+golpear(Item, NPC): String
+getName(): String
+setName(String): void
+getPosicionActual(): Location
+setPosicionActual(Location): void
Inventory
-items: Map
+Inventory()
+agregarItem(Item): void
+eliminarItem(String): void
+isEmpty(): boolean
+listarInventario(): String
+getItem(String): Item
+estaEnInventario(String): boolean
Location
-description: String
-placesMap: Map
-npcsMap: Map
-connectionByDirectionMap: Map
-connectionByLocationMap: Map
-hasTrigger: boolean
-aventura: Aventura
+Location(String, String, String, String, HashMap, HashMap)
+Location(JSONObject, Map, Map)
+contieneNPC(String): boolean
+toString(): String
+describirLugaresContiene(): String
+describirNPCs(): String
+describirConnections(): String
+moverHacia(String): String
+sePuedeMoverHacia(String): boolean
+porqueNoPuedoIrHacia(String): String
+eliminarObstaculo(String): void
+getDescription(): String
+getNPC(String): void
+getEndGame(): EndGame
+getPlace(): String
+getPlacesMap(): Map
+setEndGame(EndGame): void
+setDescription(String): void
-buildConnections(JSONArray): void
-buildPlaces(JSONArray, Map): void
-buildNPCS(JSONArray, Map): void
-esCaminoBloqueado(Connection): boolean
-buscarConnection(String): Connection
-existeNPC(String): boolean
+executeTrigger(): String
+setHasTrigger(boolean): void
+hasTrigger(): boolean
Item
-actions: ArrayList
-effects_over: ArrayList
-hasTrigger: boolean
-aventura: Aventura
-description: String
+Item(String, String, String)
+Item(JSONObject)
+afectaA(String): boolean
+usarEnNPC(NPC): String[]
+usarEnMi(): String[]
+getEndGame(): EndGame
+getActions(): ArrayList
+getEffects_over(): ArrayList
+setEndGame(EndGame): void
-buildEffectsOver(JSONArray): void
-buildActions(JSONArray): void
+hasTrigger(): boolean
+setHasTrigger(boolean): void
+executeTrigger(): String
+setObservado(): String
+tieneAccion(String): boolean
+Operation3()
Place
-itemsMap: Map
+Place(String, String, String)
+Place(JSONObject, Map)
+addItem(Item): void
+listarItems(): String
+extraerItem(String): Item
+getItemsInPlace(): int
+getItemsMap(): Map
+setItemsMap(Map): void
+Operation2()
-buildItemsMap(JSONArray, Map): void
+Operation3()
+Operation4()
Mundo
-inicio: String
-locations: Map
+Mundo(String, Map)
+ejecutarAlterTrigger(String, NPC): void
+getInicio(): Location
+getLocation(String): Location
+Operation2()
+setInicio(String): void
+Operation3()
+ejecutarAlterTrigger(String): void
Aventura
-endGame: EndGame
-motorInstrucciones: Motor
-welcome: String
-jugador: Player
+Attribute5
+Aventura(String)
-inicializar(String): void
-pedirNombreUsuario(): void
-saludar(): void
-despedir(): void
-crearFinales(JSONArray): void
-crearItem(JSONArray): void
-crearNPCMap(JSONArray): void
-crearLocationMap(JSONArray): Map
-construirAventura(String): void
-crearFinales(JSONArray): void
-crearItemMap(JSONArray): void
-crearNPCMap(JSONArray): void
-crearLocationMap(JSONArray): Map
+getJugador(): Player
+setJugador(String): void
+ejecutarFinalTrigger(): String
Motor
-leciado: Scanner
-accion: Accion
-broker: Broker
-running: boolean
+Motor(Player)
+start(): void
+ejecutarComando(String): void
+stop(): void
Verbo
-ACARICIAR
-ACUCHILLAR
-GOLPEAR
-HABLAR
-IR
-MOSTRAR
-MOVER
-OBSERVAR
-RECOGER
-TIRAR
-USAR
-AYUDA
-sinonimo: String
+Verbo(String)
+buscarSinonimo(String): Verbo
Modificador
-ARTICULO
-PREPOSICION
-sinonimo: String
+Modificador(String)
+buscarSinonimo(String): Modificador
Accion
-jugador: Player
-verbo: String
-sustantivos: String
+Accion(Player jugador)
+acariciar(String): String
+acuchillar(String): String
+golpear(String, String): String
+hablar(String): String
+ir(String): String
+mover(String): String
+mostrar(String): String
+observar(String): String
+recoger(String): String
+tirar(Item): String
+usar(String, String): String
+defaultAction(): String
+getVerbo(): String
+setVerbo(String): void
+ayuda(): String
+getSustantivos(): String
+setSustantivos(String[]): void
+createOrder(): Order
Diccionario
+buscarVerbo(String): Verbo
+esArticulo(String): boolean
+esVerbo(String): boolean
+esSustantivo(String): boolean
Broker
-orderList: List
+takeOrder(Order): void
+placeOrders(): void
ComandoParser
-palabrasComando: String
-diccionario: Diccionario
+ComandoParser(String)
+getSustantivos(): String
+getVerbo(): String
Order
+execute(): String
EndGame
-condition: String
-action: String
-thing: String
-description: String
+Attribute5
-nextEndGame: EndGame
+EndGame(String, String, String, String)
+EndGame(JSONObject)
+getCondition(): String
+getAction(): String
+getThing(): String
+getDescription(): String
+setCondition(String): void
+setAction(String): void
+setThing(String): void
+setDescription(String): void
+executeTrigger(): String
NPC
-description: String
-talk: String
+Attribute3
-triggers: ArrayList
+NPC(String, String, String, String, String)
+NPC(JSONObject)
+ejecutarTrigger(String): String[]
+hablar(): String
+reaccionaCon(Item(String): boolean
+getTriggers(): ArrayList
+getDescription(): String
+getTalk(): String
+setDescription(String): void
+setTalk(String): void
+setDescription(String): void
+setTalk(String): void
+setTriggers(ArrayList[]): void
-buildTriggers(JSONArray): void
+serGolpeadoDeCon(Item): Trigger
+serAcuchillado(): Trigger
+serCorrido(): Trigger
+serAcariciado(): Trigger
Connection
-direction: String
-location: String
-obstacle: String
+Attribute4
+Connection(String, String, String)
+Connection(JSONObject)
+getDirection(): String
+getLocation(): String
+getObstacle(): String
+setDirection(String): void
+setLocation(String): void
+setObstacle(String): void
Trigger
-type: String
-thing: String
-on_trigger: String
-after_trigger: String
+Trigger(String, String, String, String)
+Trigger(JSONObject)
+getType(): String
+getThing(): String
+getOn_trigger(): String
+getAfter_trigger(): String
+setOn_trigger(String): void
+setThing(String): void
+setAfter_trigger(String): void
+setType(String): void
+Operation3()
+Operation4()
Acuchillar
-accion: Accion
-objetivo: String
+Acuchillar(Accion, String)
+execute(): String
DefaultAction
-accion: Accion
+DefaultAction(Accion)
+execute(): String
Hablar
+accion: Accion
+objetivo: String
+Hablar(Accion, String)
+execute(): String
Golpear
-accion: Accion
-item: String
+Golpear(Accion, String)
+execute(): String
Ir
-accion: Accion
-donde: String
+Ir(Accion, String)
+execute(): String
Mostrar
-accion: Accion
-donde: String
+Mostrar(Accion, String)
+execute(): String
Mover
-accion: Accion
-objetivo: String
+Mover(Accion, String)
+execute(): String
Observar
-accion: Accion
-donde: String
+Observar(Accion, String)
+execute(): String
Recoger
-accion: Accion
-item: String
+Recoger(Accion, String)
+execute(): String
Tirar
-accion: Accion
-item: String
+Tirar(Accion, String)
+execute(): String
Usar
-accion: Accion
-item: String
-objetivo: String
+Usar(Accion, String, String)
+execute(): String
Acariciar
-accion: Accion
-quien: String
+Acariciar(Accion, String)
+execute(): String
Ayuda
+Ayuda(Accion)
+execute(): String