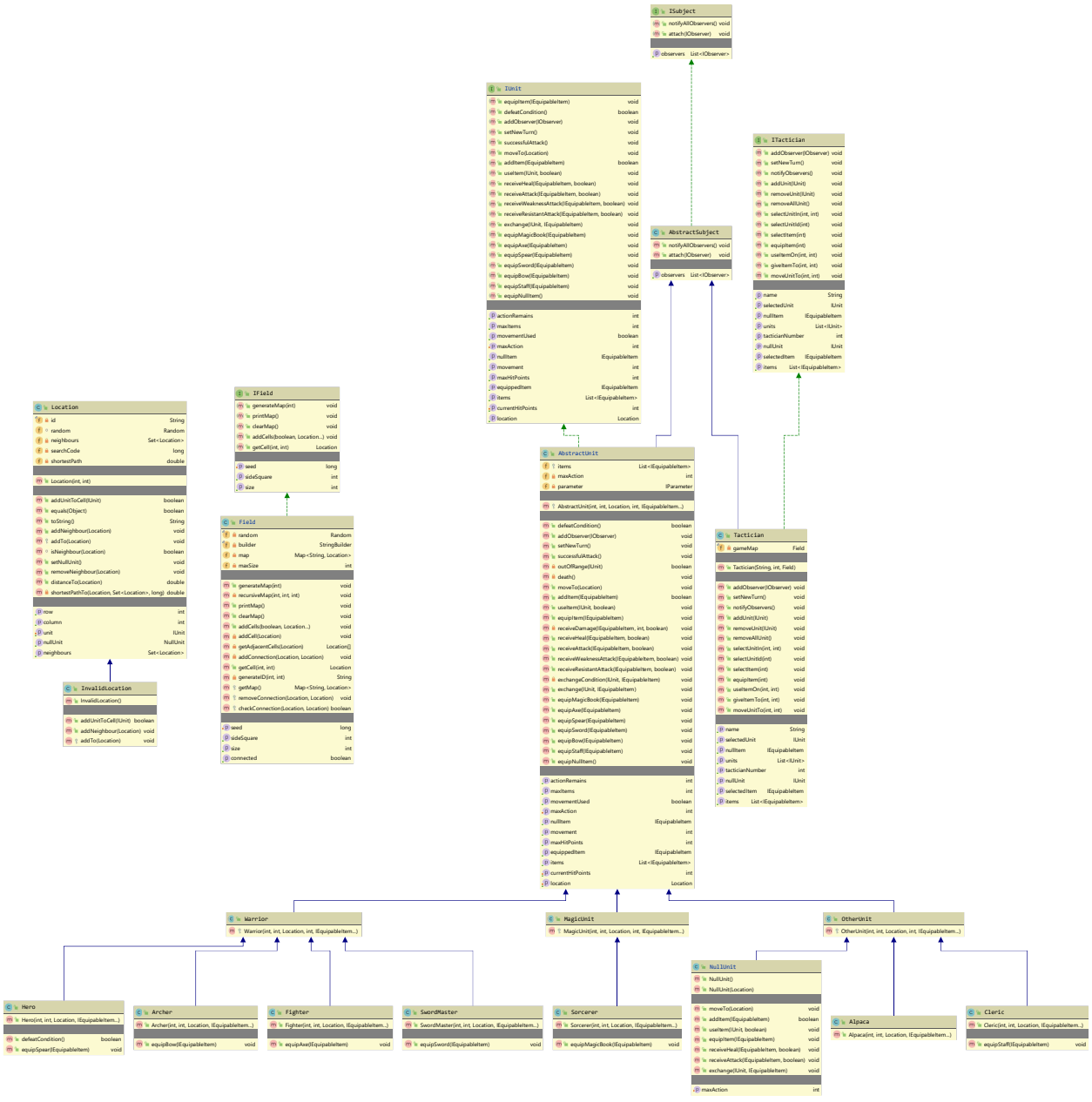
ISubject
notifyAllObservers() void
attach(IObserver) void
observers List<IObserver>
IUnit
equipItem(IEquipableItem) void
defeatCondition() boolean
addObserver(IObserver) void
setNewTurn() void
successfulAttack() void
moveTo(Location) void
addItem(IEquipableItem) boolean
useItem(IUnit, boolean) void
receiveHeal(IEquipableItem, boolean) void
receiveAttack(IEquipableItem, boolean) void
receiveWeaknessAttack(IEquipableItem, boolean) void
receiveResistantAttack(IEquipableItem, boolean) void
exchange(IUnit, IEquipableItem) void
equipMagicBook(IEquipableItem) void
equipAxe(IEquipableItem) void
equipSpear(IEquipableItem) void
equipSword(IEquipableItem) void
equipBow(IEquipableItem) void
equipStaff(IEquipableItem) void
equipNullItem() void
actionRemains int
maxItems int
movementUsed boolean
maxAction int
nullItem IEquipableItem
movement int
maxHitPoints int
equippedItem IEquipableItem
items List<IEquipableItem>
currentHitPoints int
location Location
ITactician
addObserver(IObserver) void
setNewTurn() void
notifyObservers() void
addUnit(IUnit) void
removeUnit(IUnit) void
removeAllUnit() void
selectUnitIn(int, int) void
selectUnitId(int) void
selectItem(int) void
equipItem(int) void
useItemOn(int, int) void
giveItemTo(int, int) void
moveUnitTo(int, int) void
name String
selectedUnit IUnit
nullItem IEquipableItem
units List<IUnit>
tacticianNumber int
nullUnit IUnit
selectedItem IEquipableItem
items List<IEquipableItem>
AbstractSubject
notifyAllObservers() void
attach(IObserver) void
observers List<IObserver>
Location
id String
random Random
neighbours Set<Location>
searchCode long
shortestPath double
Location(int, int)
addUnitToCell(IUnit) boolean
equals(Object) boolean
toString() String
addNeighbour(Location) void
addTo(Location) void
isNeighbour(Location) boolean
setNullUnit() void
removeNeighbour(Location) void
distanceTo(Location) double
shortestPathTo(Location, Set<Location>, long) double
row int
column int
unit IUnit
nullUnit NullUnit
neighbours Set<Location>
InvalidLocation
InvalidLocation()
addUnitToCell(IUnit) boolean
addNeighbour(Location) void
addTo(Location) void
IField
generateMap(int) void
printMap() void
clearMap() void
addCells(boolean, Location...) void
getCell(int, int) Location
seed long
sideSquare int
size int
Field
random Random
builder StringBuilder
map Map<String, Location>
maxSize int
generateMap(int) void
recursiveMap(int, int, int) void
printMap() void
clearMap() void
addCells(boolean, Location...) void
addCell(Location) void
getAdjacentCells(Location) Location[]
addConnection(Location, Location) void
getCell(int, int) Location
generateID(int, int) String
getMap() Map<String, Location>
removeConnection(Location, Location) void
checkConnection(Location, Location) boolean
seed long
sideSquare int
size int
connected boolean
AbstractUnit
items List<IEquipableItem>
maxAction int
parameter IParameter
AbstractUnit(int, int, Location, int, IEquipableItem...)
defeatCondition() boolean
addObserver(IObserver) void
setNewTurn() void
successfulAttack() void
outOfRange(IUnit) boolean
death() void
moveTo(Location) void
addItem(IEquipableItem) boolean
useItem(IUnit, boolean) void
equipItem(IEquipableItem) void
receiveDamage(IEquipableItem, int, boolean) void
receiveHeal(IEquipableItem, boolean) void
receiveAttack(IEquipableItem, boolean) void
receiveWeaknessAttack(IEquipableItem, boolean) void
receiveResistantAttack(IEquipableItem, boolean) void
exchangeCondition(IUnit, IEquipableItem) void
exchange(IUnit, IEquipableItem) void
equipMagicBook(IEquipableItem) void
equipAxe(IEquipableItem) void
equipSpear(IEquipableItem) void
equipSword(IEquipableItem) void
equipBow(IEquipableItem) void
equipStaff(IEquipableItem) void
equipNullItem() void
actionRemains int
maxItems int
movementUsed boolean
maxAction int
nullItem IEquipableItem
movement int
maxHitPoints int
equippedItem IEquipableItem
items List<IEquipableItem>
currentHitPoints int
location Location
Tactician
gameMap Field
Tactician(String, int, Field)
addObserver(IObserver) void
setNewTurn() void
notifyObservers() void
addUnit(IUnit) void
removeUnit(IUnit) void
removeAllUnit() void
selectUnitIn(int, int) void
selectUnitId(int) void
selectItem(int) void
equipItem(int) void
useItemOn(int, int) void
giveItemTo(int, int) void
moveUnitTo(int, int) void
name String
selectedUnit IUnit
nullItem IEquipableItem
units List<IUnit>
tacticianNumber int
nullUnit IUnit
selectedItem IEquipableItem
items List<IEquipableItem>
Warrior
Warrior(int, int, Location, int, IEquipableItem...)
MagicUnit
MagicUnit(int, int, Location, int, IEquipableItem...)
OtherUnit
OtherUnit(int, int, Location, int, IEquipableItem...)
Hero
Hero(int, int, Location, IEquipableItem...)
defeatCondition() boolean
equipSpear(IEquipableItem) void
Archer
Archer(int, int, Location, IEquipableItem...)
equipBow(IEquipableItem) void
Fighter
Fighter(int, int, Location, IEquipableItem...)
equipAxe(IEquipableItem) void
SwordMaster
SwordMaster(int, int, Location, IEquipableItem...)
equipSword(IEquipableItem) void
Sorcerer
Sorcerer(int, int, Location, IEquipableItem...)
equipMagicBook(IEquipableItem) void
NullUnit
NullUnit()
NullUnit(Location)
moveTo(Location) void
addItem(IEquipableItem) boolean
useItem(IUnit, boolean) void
equipItem(IEquipableItem) void
receiveHeal(IEquipableItem, boolean) void
receiveAttack(IEquipableItem, boolean) void
exchange(IUnit, IEquipableItem) void
maxAction int
Alpaca
Alpaca(int, int, Location, IEquipableItem...)
Cleric
Cleric(int, int, Location, IEquipableItem...)
equipStaff(IEquipableItem) void