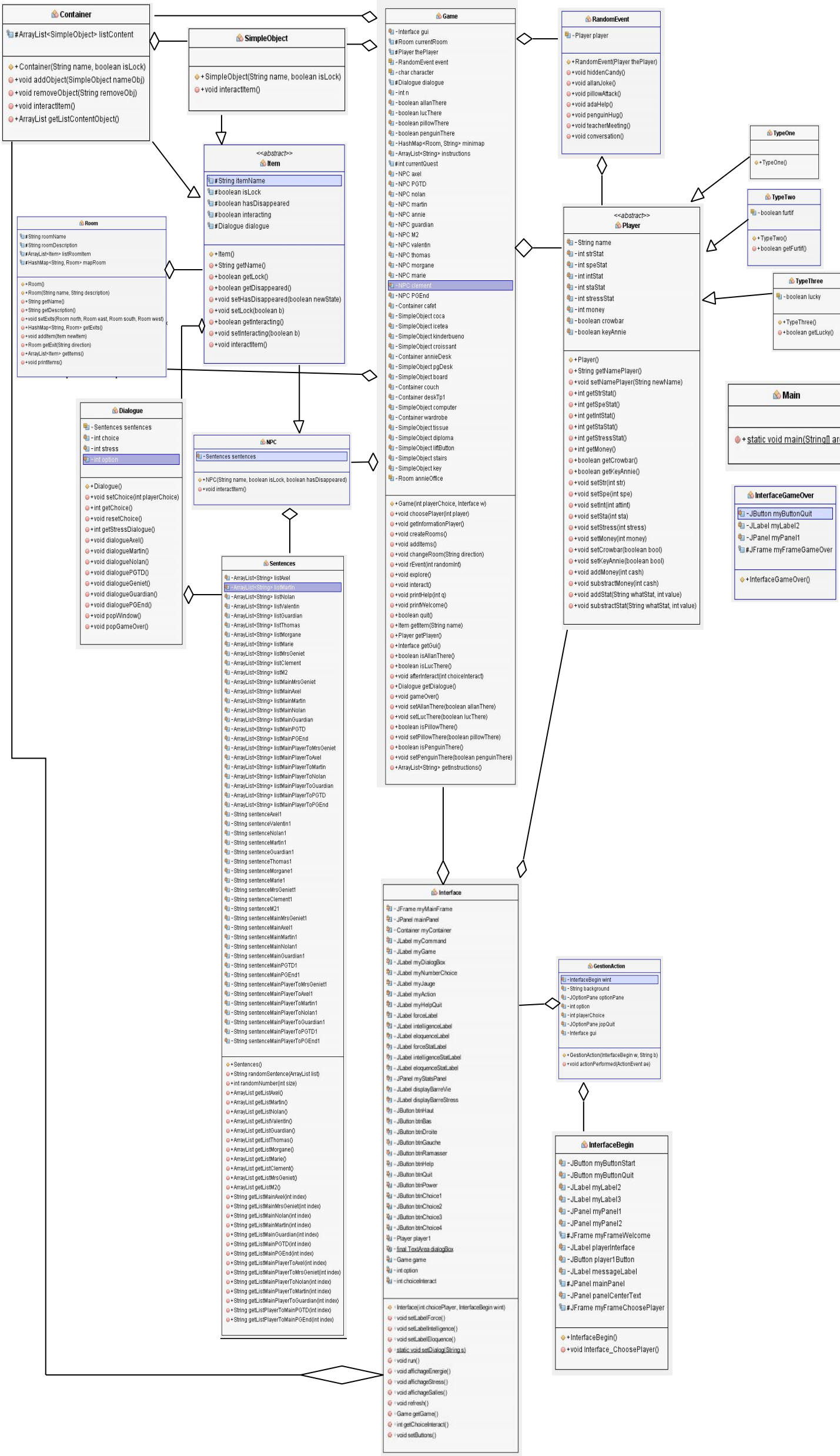
Container
#ArrayList<SimpleObject> listContent
+Container(String name, boolean isLock)
+void addObject(SimpleObject nameObj)
+void removeObject(String removeObj)
+void interactItem()
+ArrayList getListContentObject()
SimpleObject
+SimpleObject(String name, boolean isLock)
+void interactItem()
Game
- Interface gui
#Room currentRoom
#Player thePlayer
- RandomEvent event
- char character
#Dialogue dialogue
- int n
- boolean allanThere
- boolean luxThere
- boolean pillowThere
- boolean penguinThere
- HashMap<Room, String> minimap
- ArrayList<String> instructions
#int currentGuest
- NPC aaa
- NPC POTD
- NPC rolan
- NPC martin
- NPC annie
- NPC guardian
- NPC M2
- NPC valentin
- NPC thomas
- NPC morgane
- NPC maria
- NPC Clement
- NPC POEnd
- Container cafe1
- SimpleObject coca
- SimpleObject icetea
- SimpleObject kindeksuano
- SimpleObject croissant
- Container annieDesk
- SimpleObjectpgDesk
- SimpleObject board
- Container couch
- Container deskTp1
- SimpleObject computer
- Container wardrobe
- SimpleObject tissue
- SimpleObject diploma
- SimpleObject FBButton
- SimpleObject stairs
- SimpleObject key
- Room annexOffice
+Game(int playerChoice, Interface w)
+void choosePlayer(int player)
+void getInformationPlayer()
+void createRooms()
+void addItems()
+void changeRoom(String direction)
+void rEvent(int randomint)
+void eatfood()
+void interact()
+void printHelp(int q)
+void printWelcome()
+boolean quit()
+Item getItem(String name)
+Player getPlayer()
+Interface getGui()
+boolean isAllanThere()
+boolean isLuxThere()
+void afterInteract(int choiceInteract)
+Dialogue getDialogue()
+void gameOver()
+void setAllanThere(boolean allanThere)
+void setLuxThere(boolean luxThere)
+boolean isPillowThere()
+void setPillowThere(boolean pillowThere)
+boolean isPenguinThere()
+void setPenguinThere(boolean penguinThere)
+ArrayList<String> getInstructions()
RandomEvent
- Player player
+RandomEvent(Player thePlayer)
+void hiddenCandy()
+void allanJokes()
+void pillowAttack()
+void adaHelp()
+void penguinHug()
+void teacherMeeting()
+void conversation()
TypeOne
+TypeOne()
TypeTwo
- boolean funtif
+TypeTwo()
+boolean getFunti()
TypeThree
- boolean lucky
+TypeThree()
+boolean getLucky()
<<abstract>>
Player
- String name
- int strStat
- int speStat
- int intStat
- int staStat
- int stressStat
- int money
- boolean crowbar
- boolean keyAnnie
+Player()
+String getNamePlayer()
+void setNamePlayer(String newName)
+int getStrStat()
+int getSpeStat()
+int getIntStat()
+int getStaStat()
+int getStressStat()
+int getMoney()
+boolean getCrowbar()
+boolean getKeyAnnie()
+void setStr(int str)
+void setSpe(int spe)
+void setInt(int intint)
+void setSta(int sta)
+void setStress(int stress)
+void setMoney(int money)
+void setCrowbar(boolean boo)
+void setKeyAnnie(boolean boo)
+void addMoney(int cash)
+void substractMoney(int cash)
+void addStat(String whatStat, int value)
+void substractStat(String whatStat, int value)
Main
+static void main(String[] args)
InterfaceGameOver
- JButton myButtonQuit
- JLabel myLabel2
- JPanel myPanel1
#JFrame myFrameGameOver
+InterfaceGameOver()
Room
#String roomName
#String roomDescription
#ArrayList<Item> listRoomItem
#Hashmap<String, Room> mapRoom
+Room()
+Room(String name, String description)
+String getName()
+String getDescription()
+void setExits(Room north, Room east, Room south, Room west)
+Hashmap<String, Room> getExits()
+void addItem(Item newItem)
+Room getExit(String direction)
+ArrayList<Item> getItem()
+void printItem()
<<abstract>>
Item
#String itemName
#boolean isLock
#boolean hasDisappeared
#boolean interacting
#Dialogue dialogue
+Item()
+String getName()
+boolean getLock()
+boolean getDisappeared()
+void setHasDisappeared(boolean newState)
+void setLock(boolean b)
+boolean getInteracting()
+void setInteracting(boolean b)
+void interactItem()
Dialogue
- Sentences sentences
- int choice
- int stress
- int option
+Dialogue()
+void setChoice(int playerChoice)
+int getChoice()
+void resetChoice()
+int getStressDialogue()
+void dialogueAxel()
+void dialogueMartin()
+void dialogueMaria()
+void dialogueFOTD()
+void dialogueDenis()
+void dialogueGuardian()
+void dialogueFOEnd()
+void popWindow()
+void popGameOver()
NPC
- Sentences sentences
+NPC(String name, boolean isLock, boolean hasDisappeared)
+void interactItem()
Sentences
- ArrayList<String> listAxel
- ArrayList<String> listMartin
- ArrayList<String> listRolan
- ArrayList<String> listValentin
- ArrayList<String> listGuardian
- ArrayList<String> listThomas
- ArrayList<String> listMorgane
- ArrayList<String> listMaria
- ArrayList<String> listMrsDeniel
- ArrayList<String> listClement
- ArrayList<String> listM2
- ArrayList<String> listMainMrsDeniel
- ArrayList<String> listMainAxel
- ArrayList<String> listMainMartin
- ArrayList<String> listMainRolan
- ArrayList<String> listMainGuardian
- ArrayList<String> listMainPOTD
- ArrayList<String> listMainPOEnd
- ArrayList<String> listMainPlayerToMrsDeniel
- ArrayList<String> listMainPlayerToAxel
- ArrayList<String> listMainPlayerToMartin
- ArrayList<String> listMainPlayerToRolan
- ArrayList<String> listMainPlayerToGuardian
- ArrayList<String> listMainPlayerToPOTD
- ArrayList<String> listMainPlayerToPOEnd
- String sentenceAxel1
- String sentenceValentin1
- String sentenceRolan1
- String sentenceMartin1
- String sentenceGuardian1
- String sentenceThomas1
- String sentenceMorgane1
- String sentenceMaria1
- String sentenceMrsDeniel1
- String sentenceClement1
- String sentenceM21
- String sentenceMainMrsDeniel1
- String sentenceMainAxel1
- String sentenceMainMartin1
- String sentenceMainRolan1
- String sentenceMainGuardian1
- String sentenceMainPOTD1
- String sentenceMainPOEnd1
- String sentenceMainPlayerToMrsDeniel1
- String sentenceMainPlayerToAxel1
- String sentenceMainPlayerToMartin1
- String sentenceMainPlayerToRolan1
- String sentenceMainPlayerToGuardian1
- String sentenceMainPlayerToPOTD1
- String sentenceMainPlayerToPOEnd1
+Sentences()
+String randomSentence(ArrayList list)
+int randomNumber(int size)
+ArrayList getListAxel()
+ArrayList getListMartin()
+ArrayList getListRolan()
+ArrayList getListValentin()
+ArrayList getListGuardian()
+ArrayList getListThomas()
+ArrayList getListMorgane()
+ArrayList getListMaria()
+ArrayList getListClement()
+ArrayList getListMrsDeniel()
+ArrayList getListM2()
+String getListMainAxel(int index)
+String getListMainMrsDeniel(int index)
+String getListMainRolan(int index)
+String getListMainMartin(int index)
+String getListMainGuardian(int index)
+String getListMainPOTD(int index)
+String getListMainPOEnd(int index)
+String getListMainPlayerToMrsDeniel(int index)
+String getListMainPlayerToMrsDeniel(int index)
+String getListMainPlayerToRolan(int index)
+String getListMainPlayerToMartin(int index)
+String getListMainPlayerToGuardian(int index)
+String getListPlayerToMainPOTD(int index)
+String getListPlayerToMainPOEnd(int index)
Interface
- JFrame myMainFrame
- JPanel mainPanel
- Container myContainer
- Jubel myCommand
- Jubel myGame
- Jubel myDialogBox
- Jubel myNumberChoice
- Jubel myJauge
- Jubel myAction
- Jubel myHelpQuit
- Jubel forceLabel
- Jubel intelligenceLabel
- Jubel eloquenceLabel
- Jubel forceStatLabel
- Jubel intelligenceStatLabel
- Jubel eloquenceStatLabel
- JPanel myStatsPanel
- Jubel displayBarreVie
- Jubel displayBarreStress
- JButton btnHaut
- JButton btnBas
- JButton btnDroite
- JButton btnGauche
- JButton btnRamasser
- JButton btnHelp
- JButton btnQuit
- JButton btnPower
- JButton btnChoice1
- JButton btnChoice2
- JButton btnChoice3
- JButton btnChoice4
- Player player1
- final TypeNoise dialogBox
- Game game
- int option
- int choiceInteract
+Interface(int choicePlayer, InterfaceBegin winit)
+void setLabelForce()
+void setLabelIntelligence()
+void setLabelEloquence()
+static void setDialog(String s)
+void run()
+void affichageEnergie()
+void affichageStress()
+void affichageStatles()
+void refresh()
+Game getGame()
+int getChoiceInteract()
+void setButtons()
GestionAction
- InterfaceBegin winit
- String background
- JOptionPane optionPane
- int option
- int playerChoice
- JOptionPane popOut
- Interface gui
+GestionAction(InterfaceBegin w, String b)
+void actionPerformed(ActionEvent ae)
InterfaceBegin
- JButton myButtonStart
- JButton myButtonQuit
- JLabel myLabel2
- JLabel myLabel3
- JPanel myPanel1
- JPanel myPanel2
#JFrame myFrameWelcome
- JLabel playerInterface
- JButton player1Button
- JLabel messageLabel
#JPanel mainPanel
- JPanel panelCenterText
#JFrame myFrameChoosePlayer
+InterfaceBegin()
+void Interface_ChoosePlayer()


Container
#ArrayList<SimpleObject> listContent
+Container(String name, boolean isLock)
+void addObject(SimpleObject nameObj)
+void removeObject(String removeObj)
+void interactItem()
+ArrayList getListContentObject()
SimpleObject
+SimpleObject(String name, boolean isLock)
+void interactItem()
Game
-Interface gui
#Room currentRoom
#Player thePlayer
-RandomEvent event
-char character
#Dialogue dialogue
-int n
-boolean allanThere
-boolean lucThere
-boolean pillowThere
-boolean penguinThere
-HashMap<Room, String> minimap
-ArrayList<String> instructions
#int currentQuest
-NPC axel
-NPC PGTD
-NPC nolan
-NPC martin
-NPC annie
-NPC guardian
-NPC M2
-NPC valentin
-NPC thomas
-NPC morgane
-NPC marie
-NPC clement
-NPC PGEnd
-Container cafet
-SimpleObject coca
-SimpleObject icetea
-SimpleObject kinderbueno
-SimpleObject croissant
-Container annieDesk
-SimpleObject pgDesk
-SimpleObject board
-Container couch
-Container deskTp1
-SimpleObject computer
-Container wardrobe
-SimpleObject tissue
-SimpleObject diploma
-SimpleObject liftButton
-SimpleObject stairs
-SimpleObject key
-Room annieOffice
+Game(int playerChoice, Interface w)
+void choosePlayer(int player)
+void getInformationPlayer()
+void createRooms()
+void addItems()
+void changeRoom(String direction)
+void rEvent(int randomInt)
+void explore()
+void interact()
+void printHelp(int q)
+void printWelcome()
+boolean quit()
+Item getItem(String name)
+Player getPlayer()
+Interface getGui()
+boolean isAllanThere()
+boolean isLucThere()
+void afterInteract(int choiceInteract)
+Dialogue getDialogue()
+void gameOver()
+void setAllanThere(boolean allanThere)
+void setLucThere(boolean lucThere)
+boolean isPillowThere()
+void setPillowThere(boolean pillowThere)
+boolean isPenguinThere()
+void setPenguinThere(boolean penguinThere)
+ArrayList<String> getInstructions()
RandomEvent
-Player player
+RandomEvent(Player thePlayer)
+void hiddenCandy()
+void allanJoke()
+void pillowAttack()
+void adaHelp()
+void penguinHug()
+void teacherMeeting()
+void conversation()
TypeOne
+TypeOne()
TypeTwo
-boolean furtif
+TypeTwo()
+boolean getFurtif()
TypeThree
-boolean lucky
+TypeThree()
+boolean getLucky()
<<abstract>>
Item
#String itemName
#boolean isLock
#boolean hasDisappeared
#boolean interacting
#Dialogue dialogue
+Item()
+String getName()
+boolean getLock()
+boolean getDisappeared()
+void setHasDisappeared(boolean newState)
+void setLock(boolean b)
+boolean getInteracting()
+void setInteracting(boolean b)
+void interactItem()
<<abstract>>
Player
-String name
-int strStat
-int speStat
-int intStat
-int staStat
-int stressStat
-int money
-boolean crowbar
-boolean keyAnnie
+Player()
+String getNamePlayer()
+void setNamePlayer(String newName)
+int getStrStat()
+int getSpeStat()
+int getIntStat()
+int getStaStat()
+int getStressStat()
+int getMoney()
+boolean getCrowbar()
+boolean getKeyAnnie()
+void setStr(int str)
+void setSpe(int spe)
+void setInt(int attint)
+void setSta(int sta)
+void setStress(int stress)
+void setMoney(int money)
+void setCrowbar(boolean bool)
+void setKeyAnnie(boolean bool)
+void addMoney(int cash)
+void substractMoney(int cash)
+void addStat(String whatStat, int value)
+void substractStat(String whatStat, int value)
Room
#String roomName
#String roomDescription
#ArrayList<Item> listRoomItem
#HashMap<String, Room> mapRoom
+Room()
+Room(String name, String description)
+String getName()
+String getDescription()
+void setExits(Room north, Room east, Room south, Room west)
+HashMap<String, Room> getExits()
+void addItem(Item newItem)
+Room getExit(String direction)
+ArrayList<Item> getItems()
+void printItems()
Main
+static void main(String[] ar
Dialogue
-Sentences sentences
-int choice
-int stress
-int option
+Dialogue()
+void setChoice(int playerChoice)
+int getChoice()
+void resetChoice()
+int getStressDialogue()
+void dialogueAxel()
+void dialogueMartin()
+void dialogueNolan()
+void dialoguePGTD()
+void dialogueGeniet()
+void dialogueGuardian()
+void dialoguePGEnd()
+void popWindow()
+void popGameOver()
NPC
-Sentences sentences
+NPC(String name, boolean isLock, boolean hasDisappeared)
+void interactItem()
InterfaceGameOver
-JButton myButtonQuit
-JLabel myLabel2
-JPanel myPanel1
#JFrame myFrameGameOver
+InterfaceGameOver()
Sentences
-ArrayList<String> listAxel
-ArrayList<String> listMartin
-ArrayList<String> listNolan
-ArrayList<String> listValentin
-ArrayList<String> listGuardian
-ArrayList<String> listThomas
-ArrayList<String> listMorgane
-ArrayList<String> listMarie
-ArrayList<String> listMrsGeniet
-ArrayList<String> listClement
-ArrayList<String> listM2
-ArrayList<String> listMainMrsGeniet
-ArrayList<String> listMainAxel
-ArrayList<String> listMainMartin
-ArrayList<String> listMainNolan
-ArrayList<String> listMainGuardian
-ArrayList<String> listMainPGTD
-ArrayList<String> listMainPGEnd
-ArrayList<String> listMainPlayerToMrsGeniet
-ArrayList<String> listMainPlayerToAxel
-ArrayList<String> listMainPlayerToMartin
-ArrayList<String> listMainPlayerToNolan
-ArrayList<String> listMainPlayerToGuardian
-ArrayList<String> listMainPlayerToPGTD
-ArrayList<String> listMainPlayerToPGEnd
-String sentenceAxel1
-String sentenceValentin1
-String sentenceNolan1
-String sentenceMartin1
-String sentenceGuardian1
-String sentenceThomas1
-String sentenceMorgane1
-String sentenceMarie1
-String sentenceMrsGeniet1
-String sentenceClement1
-String sentenceM21
-String sentenceMainMrsGeniet1
-String sentenceMainAxel1
-String sentenceMainMartin1
-String sentenceMainNolan1
-String sentenceMainGuardian1
-String sentenceMainPGTD1
-String sentenceMainPGEnd1
-String sentenceMainPlayerToMrsGeniet1
-String sentenceMainPlayerToAxel1
-String sentenceMainPlayerToMartin1
-String sentenceMainPlayerToNolan1
-String sentenceMainPlayerToGuardian1
-String sentenceMainPlayerToPGTD1
-String sentenceMainPlayerToPGEnd1
+Sentences()
+String randomSentence(ArrayList list)
+int randomNumber(int size)
+ArrayList getListAxel()
+ArrayList getListMartin()
+ArrayList getListNolan()
+ArrayList getListValentin()
+ArrayList getListGuardian()
+ArrayList getListThomas()
+ArrayList getListMorgane()
+ArrayList getListMarie()
+ArrayList getListClement()
+ArrayList getListMrsGeniet()
+ArrayList getListM2()
+String getListMainAxel(int index)
+String getListMainMrsGeniet(int index)
+String getListMainNolan(int index)
+String getListMainMartin(int index)
+String getListMainGuardian(int index)
+String getListMainPGTD(int index)
+String getListMainPGEnd(int index)
+String getListMainPlayerToAxel(int index)
+String getListMainPlayerToMrsGeniet(int index)
+String getListMainPlayerToNolan(int index)
+String getListMainPlayerToMartin(int index)
+String getListMainPlayerToGuardian(int index)
+String getListPlayerToMainPGTD(int index)
+String getListPlayerToMainPGEnd(int index)
Interface
-JFrame myMainFrame
-JPanel mainPanel
-Container myContainer
-JLabel myCommand
-JLabel myGame
-JLabel myDialogBox
-JLabel myNumberChoice
-JLabel myJauge
-JLabel myAction
-JLabel myHelpQuit
-JLabel forceLabel
-JLabel intelligenceLabel
-JLabel eloquenceLabel
-JLabel forceStatLabel
-JLabel intelligenceStatLabel
-JLabel eloquenceStatLabel
-JPanel myStatsPanel
-JLabel displayBarreVie
-JLabel displayBarreStress
-JButton btnHaut
-JButton btnBas
-JButton btnDroite
-JButton btnGauche
-JButton btnRamasser
-JButton btnHelp
-JButton btnQuit
-JButton btnPower
-JButton btnChoice1
-JButton btnChoice2
-JButton btnChoice3
-JButton btnChoice4
-Player player1
-final TextArea dialogBox
-Game game
-int option
-int choiceInteract
+Interface(int choicePlayer, InterfaceBegin wint)
+void setLabelForce()
+void setLabelIntelligence()
+void setLabelEloquence()
+static void setDialog(String s)
+void run()
+void affichageEnergie()
+void affichageStress()
+void affichageSailles()
+void refresh()
+Game getGame()
+int getChoiceInteract()
+void setButtons()
GestionAction
-InterfaceBegin wint
-String background
-JOptionPane optionPane
-int option
-int playerChoice
-JOptionPane jopQuit
-Interface gui
+GestionAction(InterfaceBegin w, String b)
+void actionPerformed(ActionEvent ae)
InterfaceBegin
-JButton myButtonStart
-JButton myButtonQuit
-JLabel myLabel2
-JLabel myLabel3
-JPanel myPanel1
-JPanel myPanel2
#JFrame myFrameWelcome
-JLabel playerInterface
-JButton player1Button
-JLabel messageLabel
#JPanel mainPanel
-JPanel panelCenterText
#JFrame myFrameChoosePlayer
+InterfaceBegin()
+void Interface_ChoosePlayer()