













+ getWidth(): int
+ setWidth(int): void
+ setPlayer(Player): void
+ getPlayer: Player
+ addEntity(Entity): void
+ removeEntity(Entity): void
+ returnTerrain(int x, int y): Terrain
+ returnItem(int,int): Item
+ returnEntity(int, int): Entity
+ incrementBombTimer(): void
+ allTreasuresCollected(): boolean
+ reachedExit(): boolean
+ allEnemiesKilled(): boolean
+ allFloorSwitchesOn(): boolean
+ getEnemies(): ArrayList<Enemy>
+ getGoal(): Goal
+ setGoal(Goal): void