

1. Changes I made:

1) Added a class named Player.

The method player contains:

Wall getWall() //Get the wall which the player face to.

void resetRoom(Room room) // Change the room where the player is located.

void setDirection(String direction) // Change the direction of the player.

String getDirection() //Get the direction of the player.

Room getCurrentRoom() //Get the room where the player is located.

void pickItems(Item item) //Add items to the set of items held by the player.

public Set<Item> haveItems() //Get the collection of items the player is holding.

void putItems(Item it) //Remove items to the set of items held by the player.

2) Added a class named Wall.

The method player contains:

void setExists(Wall neighbor) // Define an exit from this wall.

void setPath(Wall neighbor) // Define a path from this wall.

Image getWallImage() // Get the image of the wall.

Wall getExistWall(int i) // Get the image of the wall.

Wall getPathWall(int i) // Get the path walls of the current wall.

boolean haveExit() //Test wall has exits.

boolean havePath() //Test wall has paths.

Room getCurrentroom() //Test wall has exits.

3) Removed the deleteItem() in the item class, added the getItemImage() to get the image of item.

4) Put deleteItems (or methods with related functions) into the player and room classes to remove the items they own.

Also added a way to place items in the Room class.

5) Class Controller

Divide moveItems() into two parts: pickItems(Item item);putItems(Item item).

Added method of changing position.

Model structure :

