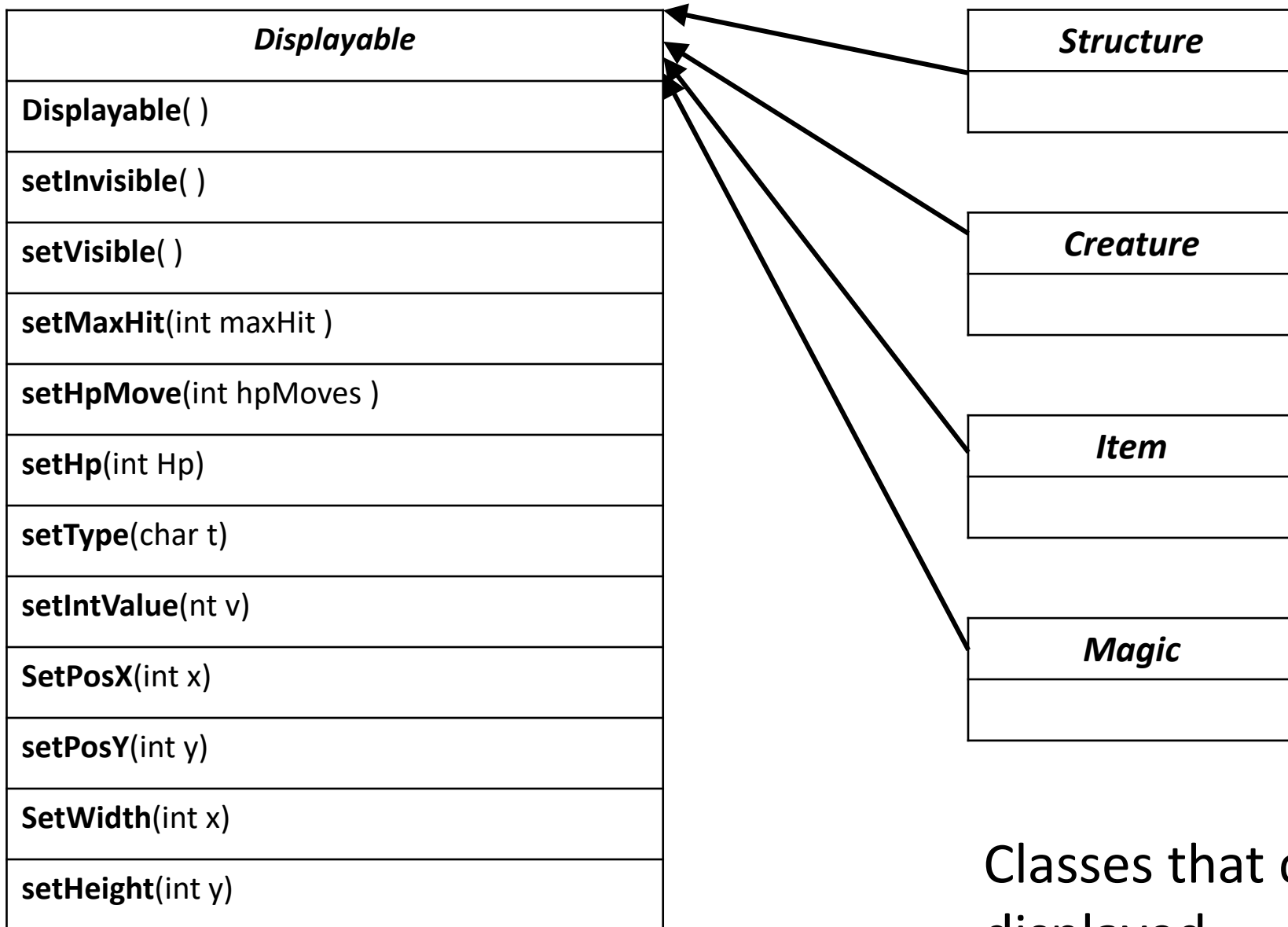


Description of Dungeon classes needed by the parser

Dungeon
getDungeon (string name, int width, int gameHeight)
addRoom (Room)
addCreature (Creature)
addPassage (string name)
addItem (Item)

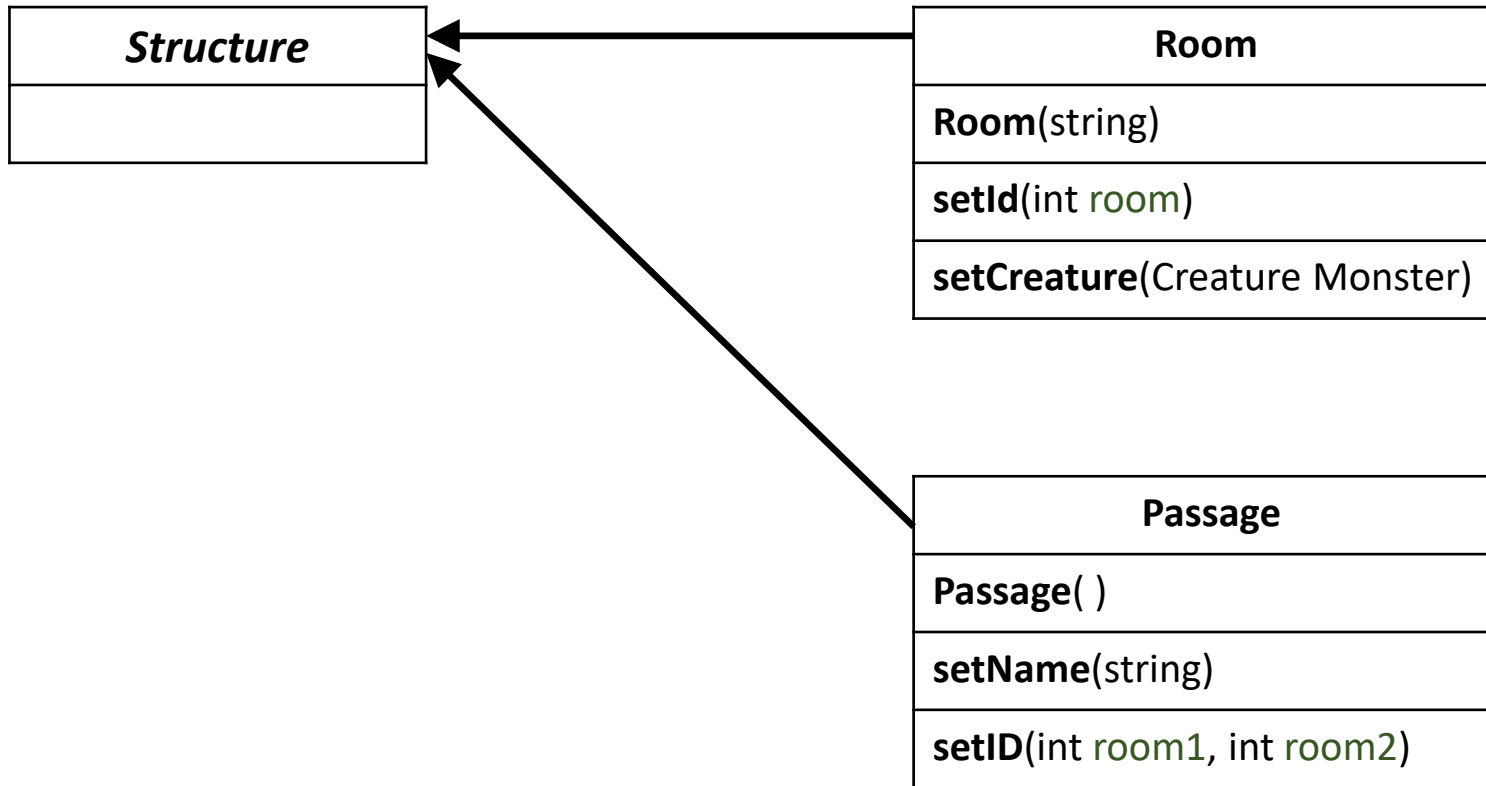
Stand alone classes (for now, at least)

ObjectDisplayGrid
getObjectDisplayGrid (int gameHeight, int width, int topHeight)
setTopMessageHeight (int topHeight);

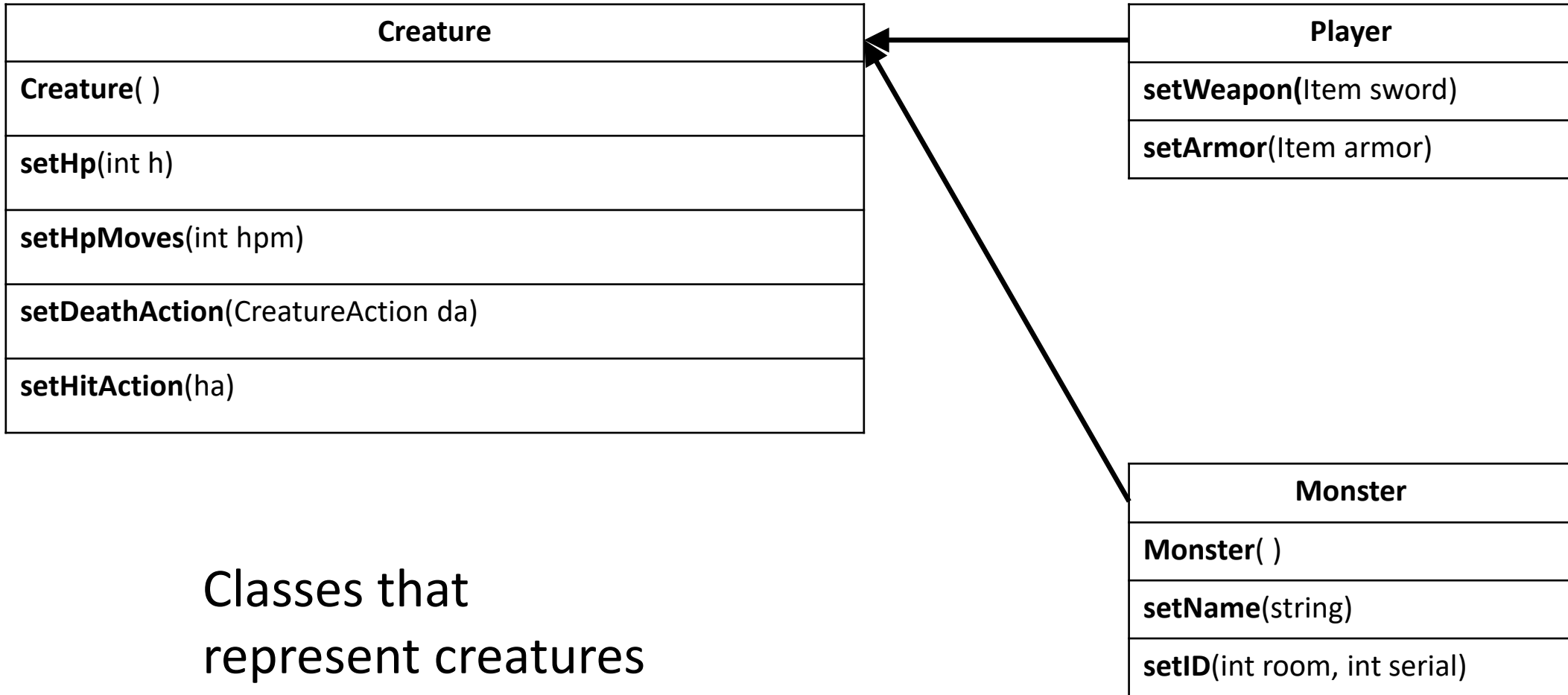


The *Displayable* base class and immediate subclasses. All objects that are displayable on the game inherit, directly or indirectly, from *Displayable*.

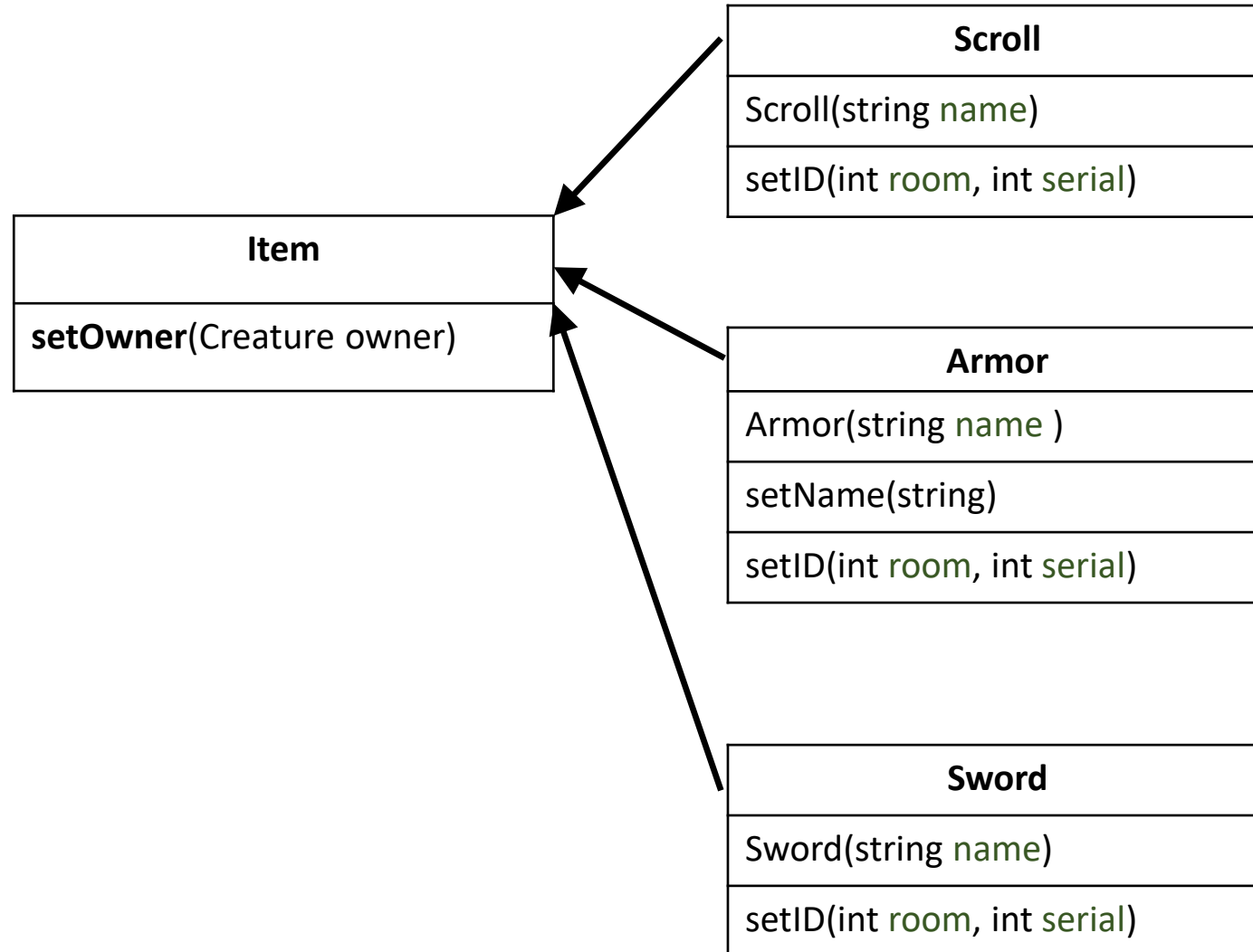
Classes that can be displayed



Classes that
represent structures



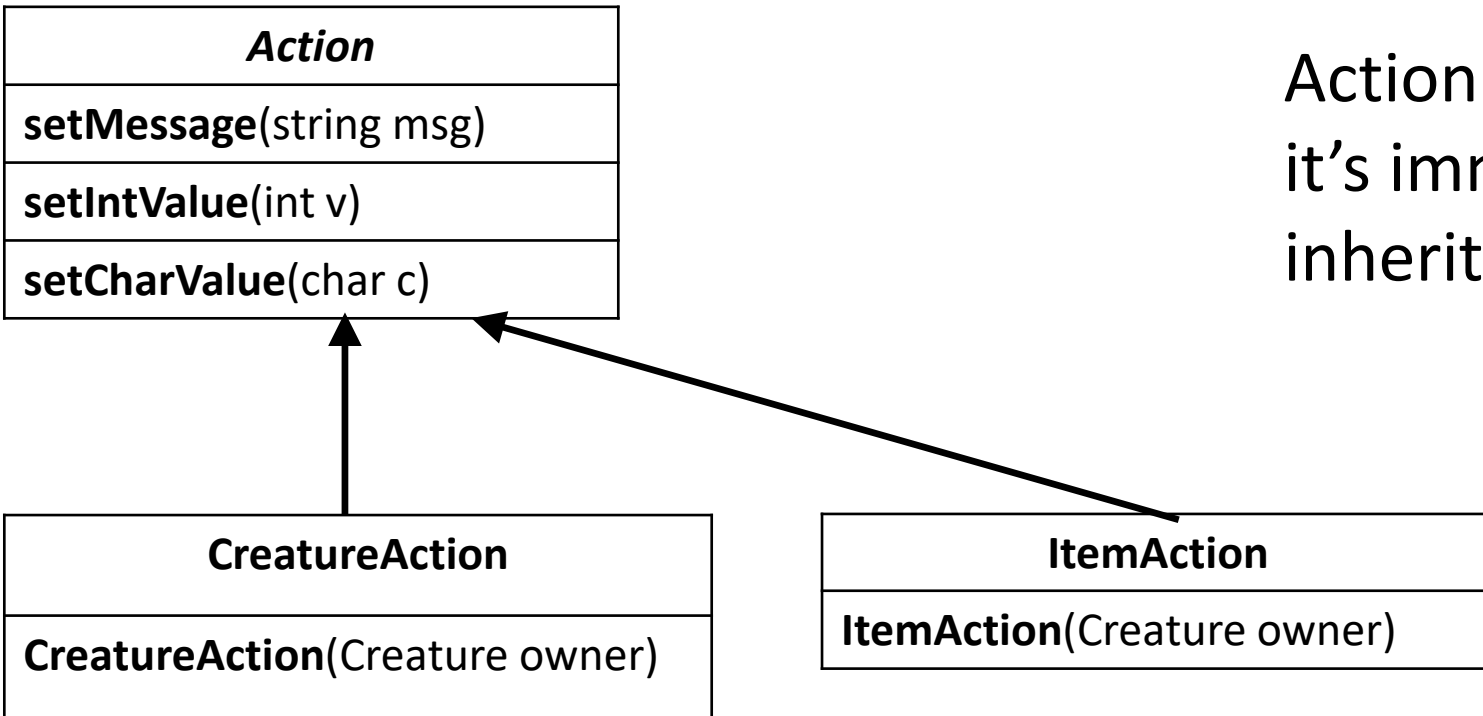
Items



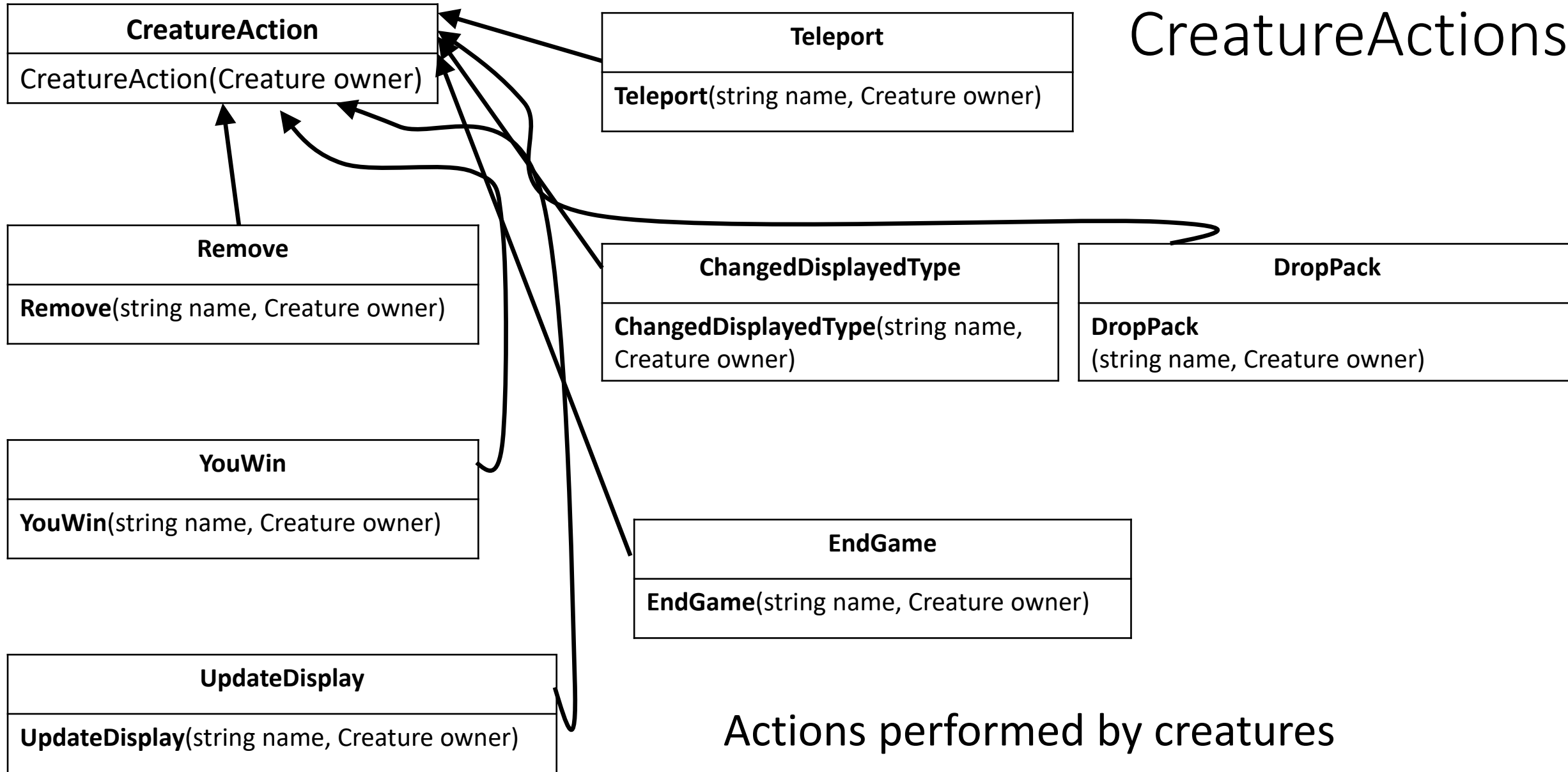
Classes that
represent items

Action

Action classes and
it's immediate
inheritors

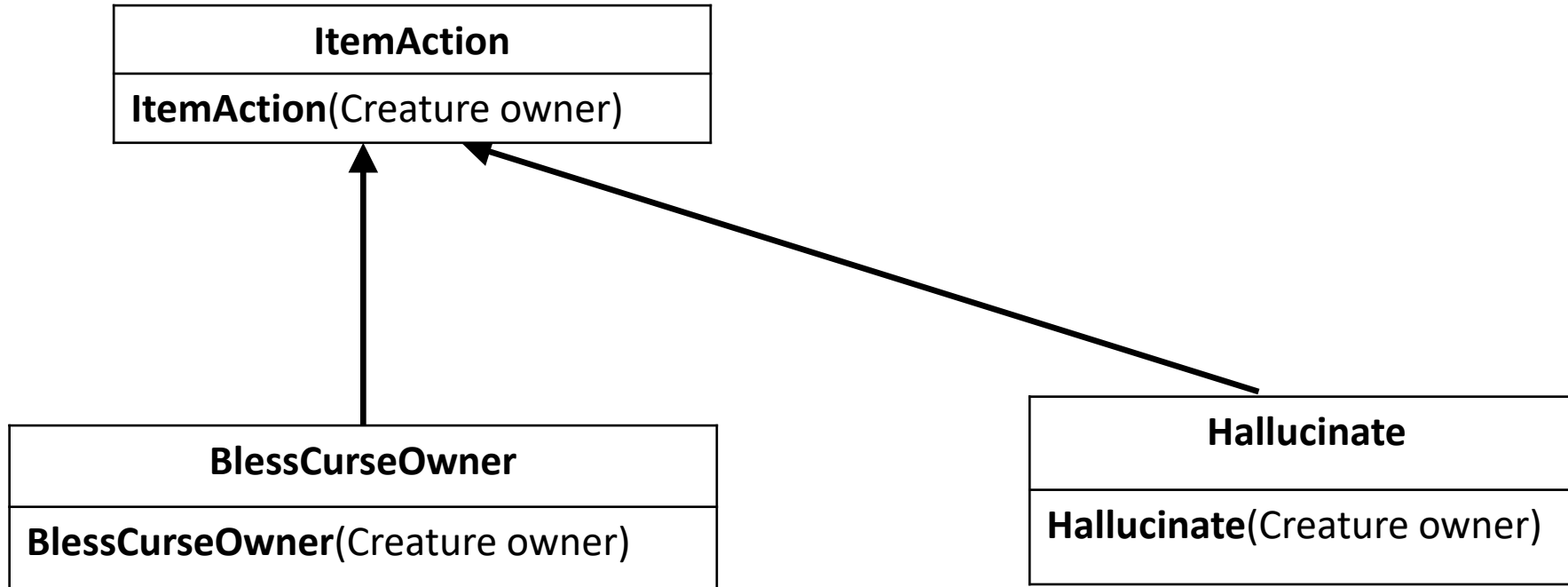


CreatureActions



Actions performed by creatures

ItemActions



Actions performed by items