

Normal Level

```
-----  
  
-----  
+ createPlayer()  
+ createEverythingBasically  
+ create(char value, int xcoord, int ycoord) // creates  
  /// everything from items to characters, useful for creating  
  /// floor from file..  
+  
+  
+
```

Level can fill map by randomly generating
Right now Im not sure where cell might
go. I was thinking in Level .. but could be
game .. then most work will be done in
game .

Then ..Game class will fill a
Map<int,Cell> floor, by using level to
randomly generate gameObjects (items,
characters)

Map<int,Cell> , here is what i think map should look like, were each entry is a Cell

```
0000 ....          ....7800  
  
.  
.  
.  
  
0029....          ....7829
```

Cell

```
-----  
Cell * blockradiusPlayer  
Cell * blockradiusEnemy  
Char value // original value  
int chamberValue  
-----
```

```
+  
+  
+  
+  
+  
+
```

I was thinking something like this.. where cell has
blockradius of both player and enemies specific
value.. i.e enemy won't care about a door. or
hallway

chamberValue for spawning reasons , would be
hard coded. as specs call for this practically.

Both enemy and Player will hold a reference to the
current cell its in...