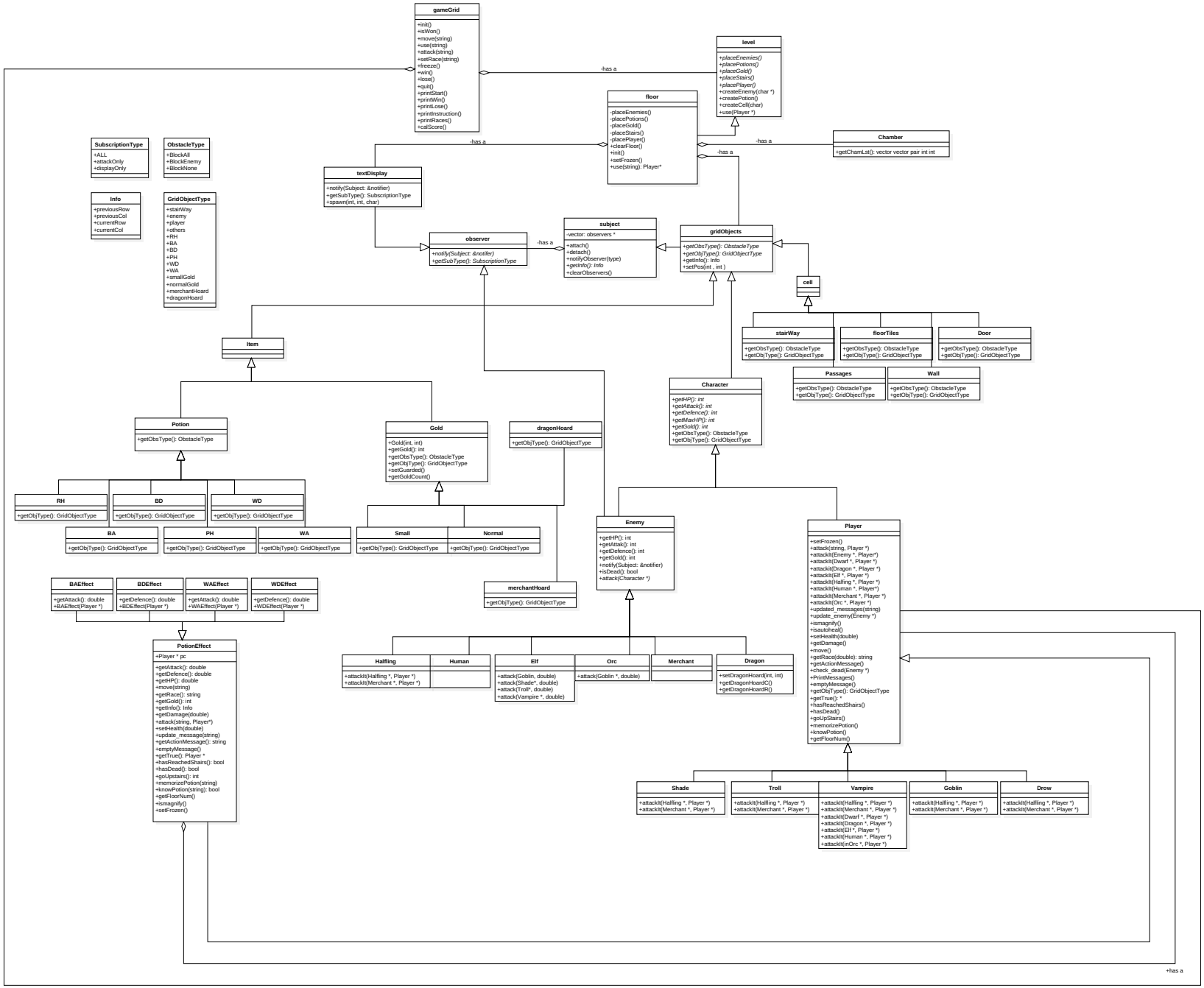
gameGrid
+init()
+isWon()
+move(string)
+use(string)
+attack(string)
+setRace(string)
+freeze()
+win()
+lose()
+quit()
+printStart()
+printWin()
+printLose()
+printInstruction()
+printRaces()
+calScore()
-has a
level
+placeEnemies()
+placePotions()
+placeGold()
+placeStairs()
+placePlayer()
+createEnemy(char *)
+createPotion()
+createCell(char)
+use(Player *)
floor
-placeEnemies()
-placePotions()
-placeGold()
-placeStairs()
-placePlayer()
+clearFloor()
+init()
+setFrozen()
+use(string): Player*
-has a
Chamber
+getChamLst(): vector vector pair int int
-has a
-has a
SubscriptionType
+ALL
+attackOnly
+displayOnly
ObstacleType
+BlockAll
+BlockEnemy
+BlockNone
textDisplay
+notify(Subject: &notifier)
+getSubType(): SubscriptionType
+spawn(int, int, char)
Info
+previousRow
+previousCol
+currentRow
+currentCol
GridObjectType
+stairWay
+enemy
+player
+others
+RH
+BA
+BD
+PH
+WD
+WA
+smallGold
+normalGold
+merchantHoard
+dragonHoard
observer
+notify(Subject: &notifier)
+getSubType(): SubscriptionType
-has a
subject
-vector: observers *
+attach()
+detach()
+notifyObserver(type)
+getInfo(): Info
+clearObservers()
gridObjects
+getObsType(): ObstacleType
+getObjType(): GridObjectType
+getInfo(): Info
+setPos(int , int )
cell
Item
stairWay
+getObsType(): ObstacleType
+getObjType(): GridObjectType
floorTiles
+getObsType(): ObstacleType
+getObjType(): GridObjectType
Door
+getObsType(): ObstacleType
+getObjType(): GridObjectType
Passages
+getObsType(): ObstacleType
+getObjType(): GridObjectType
Wall
+getObsType(): ObstacleType
+getObjType(): GridObjectType
Character
+getHP(): int
+getAttack(): int
+getDefence(): int
+getMaxHP(): int
+getGold(): int
+getObsType(): ObstacleType
+getObjType(): GridObjectType
Potion
+getObsType(): ObstacleType
Gold
+Gold(int, int)
+getGold(): int
+getObsType(): ObstacleType
+getObjType(): GridObjectType
+setGuarded()
+getGoldCount()
dragonHoard
+getObjType(): GridObjectType
RH
+getObjType(): GridObjectType
BD
+getObjType(): GridObjectType
WD
+getObjType(): GridObjectType
BA
+getObjType(): GridObjectType
PH
+getObjType(): GridObjectType
WA
+getObjType(): GridObjectType
Small
+getObjType(): GridObjectType
Normal
+getObjType(): GridObjectType
Enemy
+getHP(): int
+getAttak(): int
+getDefence(): int
+getGold(): int
+notifySubject: &notifier)
+isDead(): bool
+attack(Character *)
Player
+setFrozen()
+attack(string, Player *)
+attackIt(Enemy *, Player*)
+attackIt(Dwarf *, Player *)
+attackIt(Dragon *, Player *)
+attackIt(Elf *, Player *)
+attackIt(Halfling *, Player *)
+attackIt(Human *, Player*)
+attackIt(Merchant *, Player *)
+attackIt(Orc *, Player *)
+updated_messages(string)
+update_enemy(Enemy *)
+ismagnify()
+isautoheal()
+setHealth(double)
+getDamage()
+move()
+getRace(double): string
+getActionMessage()
+check_dead(Enemy *)
+PrintMessages()
+emptyMessage()
+getObjType(): GridObjectType
+getTrue(): *
+hasReachedShairs()
+hasDead()
+goUpStairs()
+memorizePotion()
+knowPotion()
+getFloorNum()
BAEffect
+getAttack(): double
+BAEffect(Player *)
BDEffect
+getDefence(): double
+BDEffect(Player *)
WAEffect
+getAttack(): double
+WAEffect(Player *)
WDEffect
+getDefence(): double
+WDEffect(Player *)
merchantHoard
+getObjType(): GridObjectType
PotionEffect
+Player * pc
+getAttack(): double
+getDefence(): double
+getHP(): double
+move(string)
+getRace(): string
+getGold(): int
+getInfo(): Info
+getDamage(double)
+attack(string, Player*)
+setHealth(double)
+update_message(string)
+getActionMessage(): string
+emptyMessage()
+getTrue(): Player *
+hasReachedShairs(): bool
+hasDead(): bool
+goUpstairs(): int
+memorizePotion(string)
+knowPotion(string): bool
+getFloorNum()
+ismagnify()
+setFrozen()
Halfling
+attackIt(Halfling *, Player *)
+attackIt(Merchant *, Player *)
Human
Elf
+attack(Goblin, double)
+attack(Shade*, double)
+attack(Troll*, double)
+attack(Vampire *, double)
Orc
+attack(Goblin *, double)
Merchant
Dragon
+setDragonHoard(int, int)
+getDragonHoardC()
+getDragonHoardR()
Shade
+attackIt(Halfling *, Player *)
+attackIt(Merchant *, Player *)
Troll
+attackIt(Halfling *, Player *)
+attackIt(Merchant *, Player *)
Vampire
+attackIt(Halfling *, Player *)
+attackIt(Merchant *, Player *)
+attackIt(Dwarf *, Player *)
+attackIt(Dragon *, Player *)
+attackIt(Elf *, Player *)
+attackIt(Human *, Player *)
+attackIt(mOrc *, Player *)
Goblin
+attackIt(Halfling *, Player *)
+attackIt(Merchant *, Player *)
Drow
+attackIt(Halfling *, Player *)
+attackIt(Merchant *, Player *)
+has a