Class []

+ Maze m
+ Player p
+ Weapon w
+ PImage bg

+ void setup()
+ void draw()
+ void keyPressed()
+ void keyReleased()

Class Maze

+ Square[][] grid
+ Square current
+ Stack<Square> stack

+ Maze(int, int)
+ void draw()
+ String mazeString()
+ void mazeify()
+ void merge()

Class Square

+ int r
+ int c
+ boolean isVisited
+ boolean[] walls

+ Square
pickNeighbor(Square[][])
+ void cDraw (Player)
+ void draw()

Class BHRoom

+ float currentFrame
+ int t
+ fireball[] projectiles

+ BHRoom(int r, int c)
+ void draw()

Class HealingRoom

+ boolean earned

+ HealingRoom(int r, int c)
+ void draw()
+ void increaseHealth()

Class ShopRoom

+ Weapon sword
+ Weapon staff
+ Weapon axe

+ ShopRoom(int r, int c)
+ void draw()
+ void keyPressed()

Class fireball

+ int direction
+ PImage[] fireballgif
+ float x, y, dx, dy;
+ float y
+ float dx
+ float dy
+ float currentFrame

+ fireball()
+ void draw()
+ void update()
+ void damage()

Class Player

+ int health
+ int points
+ int attack
+ int r
+ int c
+ Square pos
+ Square[][] grid
+ int x
+ int y
+ int dx
+ int dy
+ Weapon weapon
+ int cooldown
+ int t

+ Player(Square[][] grid)
+ boolean moveSq(int kp)
+ void draw()
+ void update()
+ void status()
+ void dash()

Class Weapon

+ int attack
+ PImage img
+ int xOff
+ PImage ptr
+ boolean selected

+ Weapon(PImage i, int atk, int x)
+ void draw()
+ void drawShop(int x, int y)