Game

-scene: Scene
-level: Level
-currentFloor: Floor
-currentPosition: int[]
-newPosition: int[]
currentFloorNumber: int
player: Player
gameOver: boolean

+setupGame()
+progressGame(n: int)
+setupScene(n: int)

Player

-player: Hero
-floor: int
-roomPosition: int[]
-currentRoom: Room

+viewEquipped(): Pane
+setType(type: int)
+getFloor(): int
+setFloor(n: int)
+getRoomPosition(): int[]
+setRoomPosition(n: int[])
+setRoom(room: Room)
+getCharacter(): character

Dungeon Crawler

+main(args: String[])
+start(primaryStage: stage)

Utility

-statName: String[]
-characterTypes: String[][]
-itemTypes: String[][]

+random(max: int): int
+random(min: int, max: int): int
+getCharacterName(a: int, b: int): String
+getItemName(a: int, b: int): String
+getStatName(a: int): String
+setupTilePane(image: Image, height: int, width: int): TilePane
+setupButton(bLabel: String): StackPane
+setupImage(directory: String): ImageView
+setupImage(image: Image): ImageView