Level

-Floor[] floors

-setupFloor()
+getFloor(n: int): Floor
+getFloors(): Floor[]

Floor

-type: int
-rooms: Room[][]
-start: int[]
-exit: int[]
-amtOfRooms: int

-generateLayout(x: int, y: int): int[][]
-setupLayout(n: int)
+getRoom(x: int, y: int): Room
+getType(): int
+getStart(): int[]
+getExit(): int[]
+getLayout(): int[][]

Room

-type: int
-subtype: int
-position: int[]
-layout: int[][]
-characters: ArrayList<Character>
-availableDirections: boolean[]

-setupRoom()
+getType(): int
+getDescription(): String