Class Game

java.lang.Object

Game

```
public class Gameextends Object
```

This class is responsible of managing the current conditions of the game.

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Constructor Summary

Game()
Sets up a run of the navigation program, a "game".

Method Summary

void	**changeLocation**() Changes the current location depending on the button pressed on the GUI.
void	**changeOrientation**(String newOrientation) Changes the current orientation depending on the button pressed on the GUI.
void	**createItems**() This method is responsible for setting up the items and adding them to the item list.
void	**createLocations**() This method is responsible for setting up the locations.
javafx.scene.image.Image	**getCurrentImage**() Retrieves the current view to display depending on the current location and orientation.
ArrayList	**getItemList**() Passes the current item list

`Location`	`getLocation()` Tells the current location in the game
`String`	`getOrientation()` Tells the current orientation in the game
`boolean`	`isForwardPossible()` Tells if there exists a neighbor location in front of the current view

Methods inherited from class java.lang.Object
`clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Constructor Detail

Game

`public Game()`

Sets up a run of the navigation program, a "game".

Method Detail

changeLocation

`public void changeLocation()`

Changes the current location depending on the button pressed on the GUI.

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changeOrientation

`public void changeOrientation(String newOrientation)`

Changes the current orientation depending on the button pressed on the GUI.

Parameters:

`The` - direction passed by the user

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createItems

`public void createItems()`

This method is responsible for setting up the items and adding them to the item list.

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createLocations

`public void createLocations()`

This method is responsible for setting up the locations.

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getCurrentImage

```
public javafx.scene.image.Image getCurrentImage()
```

Retrieves the current view to display depending on the current location and orientation.

Returns:

An image to display.

getItemList

```
public ArrayList getItemList()
```

Passes the current item list

Returns:

The current item list.

getLocation

```
public Location getLocation()
```

Tells the current location in the game

Returns:

The current location in the game

getOrientation

```
public String getOrientation()
```

Tells the current orientation in the game

Returns:

The current orientation in the game

isForwardPossible

```
public boolean isForwardPossible()
```

Tells if there exists a neighbor location in front of the current view

Returns:

A boolean value that tells the GUI if it is possible to go forward.