

C

Character

-String name

-int xLoc

-int yLoc

+Character()

+Character(String, int, int)

+setName(String)

+getName() : String

+setXLoc(int)

+getXLoc() : int

+setYLoc(int)

+getYLoc() : int

+moveNorth()

+moveSouth()

+moveEast()

+moveWest()

C

LittleZeldaGame

-Location[][] map

-String direction

-boolean isPlayingGame

-Scanner input

-Player mainPlayer

-NonPlayableCharacter hestu

-NonPlayableCharacter bokoblin

-NonPlayableCharacter korok

-Interactiveltem chest

+start()

+createBlankMap()

+fillOutMap()

+gameLogic()

+runIntro()

+help()

+checkForCliffs() : boolean

+mapRandomInt(int,int) : int

+seeSurroundings()

C

LittleZelda

+main(String[]) : void

C

Player

-int health

-ArrayList<String> satchellItems

+Player()

+Player(String)

+setHealth(int)

+getInventory() : String

+getHealth() : int

+checkIfInSatchel(String) : boolean

+removeFromSatchel(String) : boolean

+checkStatus() : String

+addHealth(int)

+subtractHealth(int)

+addToSatchel(String)

C

Location

-String name

-String description

-ArrayList<String> items

-boolean hasNPC

-boolean hasInteractiveltem

-boolean hasItem

-NonPlayableCharacter npc

-Interactiveltem interactiveltem

+Location(String, String)

+getName() : String

+setName(String)

+getDescription() : String

+setDescription(String)

+setItems(ArrayList<String>)

+getItems() : ArrayList<String>

+getNonPlayableCharacter() : NonPlayableCharacter

+setNonPlayableCharacter(NonPlayableCharacter)

+getInteractiveltem() : Interactiveltem

+setInteractiveltem(Interactiveltem)

+getHasNPC() : boolean

+setHasNPC(boolean)

+getHasInteractiveltem() : boolean

+setHasInteractiveltem(boolean)

+getHasItem() : boolean

+setHasItem(boolean)

+checkIfItemExists(String) : boolean

+addItem(String)

+removeItem(String) : boolean

+getItemsString() : String

+getNonPlayableCharacterString() : String

+getInteractiveltemString() : String

+toString() : String

C

NonPlayableCharacter

-String mood

-String matchingItem

+NonPlayableCharacter()

+NonPlayableCharacter(String, String)

+setMood(String)

+getMood() : String

+setMatchingItem(String)

+getMatchingItem() : String

+checkIfIsMatch(String) : boolean

C

Interactiveltem

-String name

-String description

-String matchingItem

+Interactiveltem()

+Interactiveltem(String, String, String)

+setName(String)

+getName() : String

+setDescription(String)

+getDescription() : String

+setMatchingItem(String)

+getMatchingItem() : String

+checkIfIsMatch(String) : boolean

mainPlayer

map  
4x4

hestu, bokoblin, korok

npc

interactiveltem

chest