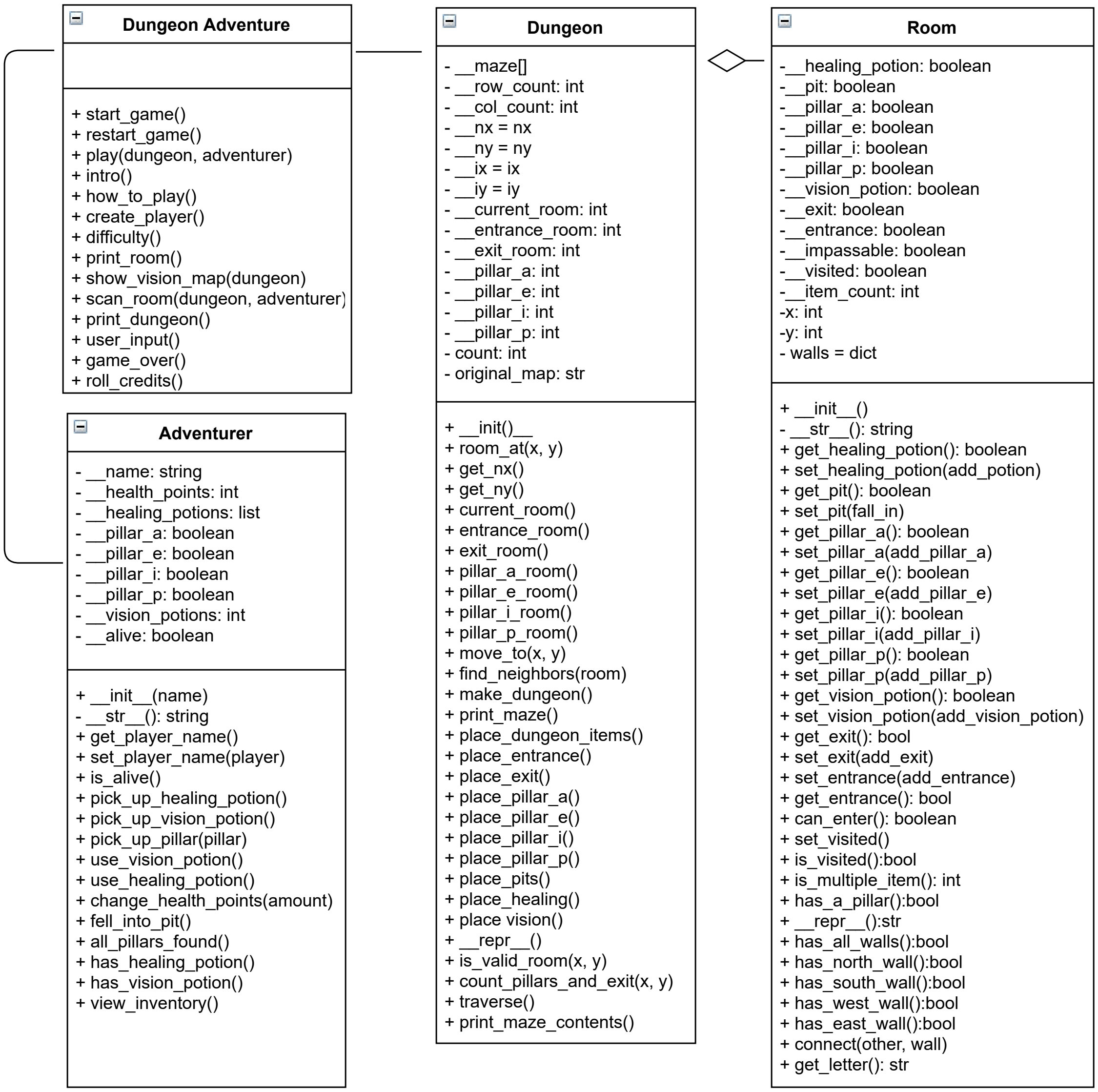

Dungeon Adventure

```
+ start_game()
+ restart_game()
+ play(dungeon, adventurer)
+ intro()
+ how_to_play()
+ create_player()
+ difficulty()
+ print_room()
+ show_vision_map(dungeon)
+ scan_room(dungeon, adventurer)
+ print_dungeon()
+ user_input()
+ game_over()
+ roll_credits()
```

Adventurer

```
- __name: string
- __health_points: int
- __healing_potions: list
- __pillar_a: boolean
- __pillar_e: boolean
- __pillar_i: boolean
- __pillar_p: boolean
- __vision_potions: int
- __alive: boolean
```

```
+ __init__(name)
- __str__(): string
+ get_player_name()
+ set_player_name(player)
+ is_alive()
+ pick_up_healing_potion()
+ pick_up_vision_potion()
+ pick_up_pillar(pillar)
+ use_vision_potion()
+ use_healing_potion()
+ change_health_points(amount)
+ fell_into_pit()
+ all_pillars_found()
+ has_healing_potion()
+ has_vision_potion()
+ view_inventory()
```

Dungeon

```
- __maze[]
- __row_count: int
- __col_count: int
- __nx = nx
- __ny = ny
- __ix = ix
- __iy = iy
- __current_room: int
- __entrance_room: int
- __exit_room: int
- __pillar_a: int
- __pillar_e: int
- __pillar_i: int
- __pillar_p: int
- count: int
- original_map: str
```

```
+ __init()__
+ room_at(x, y)
+ get_nx()
+ get_ny()
+ current_room()
+ entrance_room()
+ exit_room()
+ pillar_a_room()
+ pillar_e_room()
+ pillar_i_room()
+ pillar_p_room()
+ move_to(x, y)
+ find_neighbors(room)
+ make_dungeon()
+ print_maze()
+ place_dungeon_items()
+ place_entrance()
+ place_exit()
+ place_pillar_a()
+ place_pillar_e()
+ place_pillar_i()
+ place_pillar_p()
+ place_pits()
+ place_healing()
+ place vision()
+ __repr__()
+ is_valid_room(x, y)
+ count_pillars_and_exit(x, y)
+ traverse()
+ print_maze_contents()
```

Room

```
-__healing_potion: boolean
-__pit: boolean
-__pillar_a: boolean
-__pillar_e: boolean
-__pillar_i: boolean
-__pillar_p: boolean
-__vision_potion: boolean
-__exit: boolean
-__entrance: boolean
-__impassable: boolean
-__visited: boolean
-__item_count: int
-x: int
-y: int
- walls = dict
```

```
+ __init__()
- __str__(): string
+ get_healing_potion(): boolean
+ set_healing_potion(add_potion)
+ get_pit(): boolean
+ set_pit(fall_in)
+ get_pillar_a(): boolean
+ set_pillar_a(add_pillar_a)
+ get_pillar_e(): boolean
+ set_pillar_e(add_pillar_e)
+ get_pillar_i(): boolean
+ set_pillar_i(add_pillar_i)
+ get_pillar_p(): boolean
+ set_pillar_p(add_pillar_p)
+ get_vision_potion(): boolean
+ set_vision_potion(add_vision_potion)
+ get_exit(): bool
+ set_exit(add_exit)
+ set_entrance(add_entrance)
+ get_entrance(): bool
+ can_enter(): boolean
+ set_visited()
+ is_visited():bool
+ is_multiple_item(): int
+ has_a_pillar():bool
+ __repr__():str
+ has_all_walls():bool
+ has_north_wall():bool
+ has_south_wall():bool
+ has_west_wall():bool
+ has_east_wall():bool
+ connect(other, wall)
+ get_letter(): str
```