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| **Level** |
| * character : Character * map: [[Cell]] * enemies : [Enemy] * startTime : int * preloadTime : int |
| * Level(constructInfo : [String]) * runLevel() : [String] * runTurn() : void * inputMove() : String * draw() : void * reset() : void * time() : int * save() : void |

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| **Character** |
| * coords : [int] * collected : [Collectable] |
| * Character(coords : [int], collected : [Collectable]) * countEnergy() : int * checkCollected(Collectable) : Boolean * draw() : void |

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| ***Cell (Abstract)*** |
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| * Cell() * doAction() : void (empty) * draw() : void (empty) |

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| ***Hazard (Abstract)*** |
| * reqCollectable : Collectable * character : Character |
| * Hazard(character : Character) * doAction() : void * draw(): void (empty) |

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| **Acid** |
| * reqCollectable: Collectable * character : Character |
| * Acid(reqCollectable : Collectable, character : Character) * doAction() : void * draw() : void |

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| **Wires** |
| * reqCollectable: Collectable * character : Character |
| * Wires(reqCollectable : Collectable, character : Character) * doAction() : void * draw() : void |

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| ***Door (Abstract)*** |
| * openState : Boolean * character : Character |
| * Door(character : Character) * doAction() : void * draw() : void (empty) * doorCheck() : Boolean (empty) |

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| **ColouredDoor** |
| * openState : Boolean * character : Character * colour : String * keyMatch : KeyCard |
| * ColouredDoor(character : Character, colour : String, keyMatch : KeyCard) * doAction() : void * draw() : void * doorCheck() : Boolean |

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| **PoweredDoor** |
| * openState : Boolean * character : Character * reqEnergy : int |
| * PoweredDoor(character : Character, reqEnergy : int) * doAction() : void * draw() : void * doorCheck() : Boolean |

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| **Wall** |
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| * Wall() * doAction() : void * draw() : void |

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| **Goal** |
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| * Goal() * doAction() : void * draw() : void |

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| **Floor** |
| * collSlot : Collectable * character : Character |
| * Floor(collectable : Collectable, character : Character) * doAction() : void * draw() : void * collPresent() : Boolean |

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| **Teleporter** |
| * teleMatch : Teleporter * coords : [int] * character : Character |
| * Teleporter(coords : [int], character : Character, pairCoords : [int]) * Teleporter(coords : [int], character : Character, teleMatch : Teleporter) * setTeleMatch(teleMatch : Teleporter) : void * doAction() : void * draw() : void |