complete Player health: int, decreaseHealth();, getHealth();, die();, addItemToInventory(item);, removeItemFromInventory(item);, hasItemInInventory(boolean); complete Item Dungeon name: String, attributes from description: String,

complete

exit(), look(), north(), south, east(), west(), up(), down(), pickUp(item),

Main

main():

Location: Hashtable.

userInput: Scanner.

userResponse: String.

attackMethod: String.

stillPlaving: Boolean.

inventory: ArrayList;

itemLocation: Hashtable

Room complete

complete

complete

drop(item)

complete

PuddleRoom

getName();,

getDescription();

attributes/operations from Room, accessCard & cultRobe item. turnedEast & filledBottle boolean. fillBottle(item);

complete FightRoom

Room, operations

from Room

attributes/operations from Room, isDefeated: boolean. cultMemberHealth: int, random: Random.

possibleDamageToFoe: List, possibleDamageToPlayer: List, spear: item, attack()

RocksRoom

attributes/operations from Room, climbedRocks & turnedNorth boolean, skull item. climbedRocks();

PuzzleRoom

SurveillanceRoom

from Room, watches int.

attributes/operations

watch():

complete

complete

BookRoom

attributes/operations from

Boolean, candle & note:

Room, tryScan & leftRoom:

item, swipeCard(), interact();

attributes/operations from Room, solved boolean, scanner scanner, interact();

complete

SuppliesRoom

CultRoom

attributes/operations from Room, salt & matches & bottle item