UML Class Diagram

Player — complete
health: int, decreaseHealth();, getHealth();, die();, addItemToInventory(item);, removeItemFromInventory(item);, hasItemInInventory(boolean);

Main — complete
Location: Hashtable, userInput: Scanner, userResponse: String, attackMethod: String, stillPlaying: Boolean, inventory: ArrayList; itemLocation: Hashtable main();

BookRoom — complete
attributes/operations from Room, tryScan & leftRoom: Boolean, candle & note: item, swipeCard(), interact();

DemonRoom — complete
attributes/operations from Room, sawIntro: boolean, isDefeated: boolean, javaelithHealth: int, possibleSaltDamage & possibleSpearDamage & possibleFireDamage & possibleHolyEffect & possibleCandleDamage & possibleDamagetoPlayer: Lists, saltLeft & holyWaterLeft: int, random Random, attack();

Item — complete
name: String, description: String, getName();, getDescription();

Dungeon — complete
attributes from Room, operations from Room

Room — complete
exit(), look(), north(), south, east(), west(), up(), down(), pickUp(item), drop(item)

SurveillanceRoom — complete
attributes/operations from Room, watches int, watch();

CultRoom — complete
attributes/operations from Room, isDefeated: boolean, cultMembersHealth: int, possibleHolyEffect: List, possibleDamageToFoe: List, possibleDamageToPlayer: List, holyWaterLeft: int, attack()

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

FightRoom — complete
attributes/operations from Room, isDefeated: boolean, cultMemberHealth: int, random: Random, possibleDamageToFoe: List, possibleDamageToPlayer: List, spear: item, attack()

RocksRoom — complete
attributes/operations from Room, climbedRocks & turnedNorth boolean, skull item, climbedRocks();

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

SuppliesRoom — complete
attributes/operations from Room, salt & matches & bottle item