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

complete Dungeon

attributes from Room, operations from Room

Main complete

Location: Hashtable. userInput: Scanner. userResponse: String. attackMethod: String. stillPlaying: Boolean, inventory: ArrayList: itemLocation: Hashtable main():

exit(), look(), north(),

south, east(), west(),

up(), down(),

pickUp(item),

drop(item)

Room

BookRoom attributes/operations from

Room, tryScan & leftRoom: Boolean, candle & note: item, swipeCard(), interact();

complete

complete

SurveillanceRoom attributes/operations from Room, watches int. watch():

DemonRoom

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

CultRoom

- attributes from Room
- operations from Room

complete

PuddleRoom

name: String,

getName();,

description: String,

getDescription();

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

complete

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

possibleDamageToPlayer: List, spear: item, attack()

complete

complete

RocksRoom

attributes/operations from Room. climbedRocks & turnedNorth boolean. skull item. climbRocks():

PuzzleRoom

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

complete

complete

In progress

SuppliesRoom

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