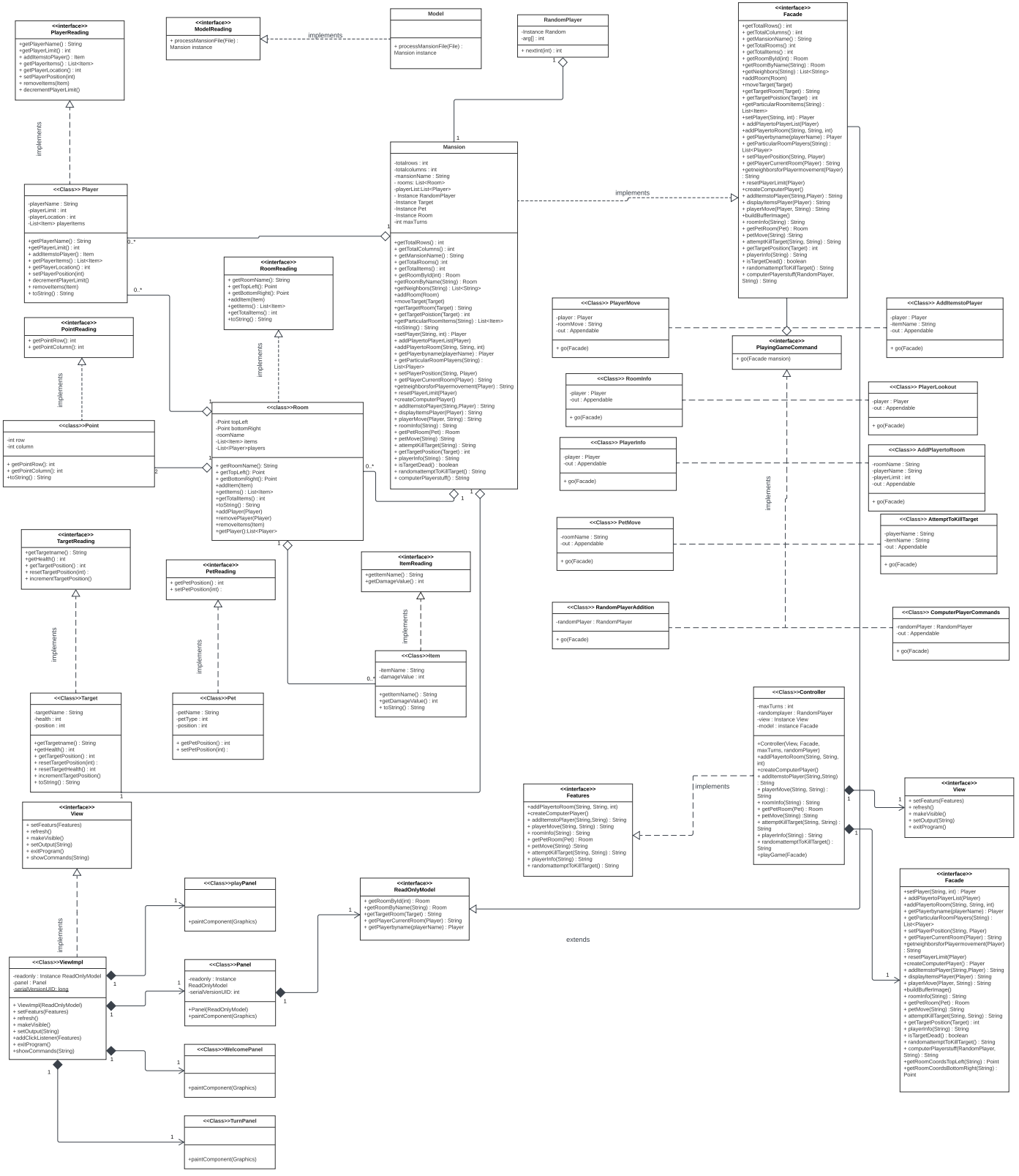
<<interface>>
PlayerReading
+getPlayerName() : String
+getPlayerLimit() : int
+ addItemstoPlayer() : Item
+ getPlayerItems() : List<Item>
+ getPlayerLocation() : int
+ setPlayerPosition(int)
+ removeItems(Item)
+ decrementPlayerLimit()
<<interface>>
ModelReading
+ processMansionFile(File) : Mansion instance
implements
Model
+ processMansionFile(File) : Mansion instance
RandomPlayer
-Instance Random
-arg[] : int
+ nextInt(int) : int
<<interface>>
Facade
+getTotalRows() : int
+ getTotalColumns() : int
+ getMansionName() : String
+ getTotalRooms() :int
+ getTotalItems() : int
+ getRoomById(int) : Room
+getRoomByName(String) : Room
+getNeighbors(String) : List<String>
+addRoom(Room)
+moveTarget(Target)
+getTargetRoom(Target) : String
+ getTargetPosition(Target) : int
+getParticularRoomItems(String) : List<Item>
+setPlayer(String, int) : Player
+ addPlayertoPlayerList(Player)
+addPlayertoRoom(String, String, int)
+ getPlayerbyname(playerName) : Player
+ getParticularRoomPlayers(String) : List<Player>
+ setPlayerPosition(String, Player)
+ getPlayerCurrentRoom(Player) : String
+getneighborsforPlayermovement(Player) : String
+ resetPlayerLimit(Player)
+createComputerPlayer()
+ addItemstoPlayer(String,Player) : String
+ displayItemsPlayer(Player) : String
+ playerMove(Player, String) : String
+buildBufferImage()
+ roomInfo(String) : String
+ getPetRoom(Pet) : Room
+ petMove(String) :String
+ attemptKillTarget(String, String) : String
+ getTargetPosition(Target) : int
+ playerInfo(String) : String
+ isTargetDead() : boolean
+ randomattemptToKillTarget() : String
+ computerPlayerstuff(RandomPlayer, String) : String
<<Class>> Player
-playerName : String
-playerLimit : int
-playerLocation : int
-List<Item> playeritems
+getPlayerName() : String
+getPlayerLimit() : int
+ addItemstoPlayer() : Item
+ getPlayerItems() : List<Item>
+ getPlayerLocation() : int
+ setPlayerPosition(int)
+ decrementPlayerLimit()
+ removeItems(Item)
+ toString() : String
Mansion
-totalrows : int
-totalcolumns : int
-mansionName : String
- rooms: List<Room>
-playerList:List<Player>
- Instance RandomPlayer
-Instance Target
-Instance Pet
-Instance Room
-int maxTurns
+getTotalRows() : int
+ getTotalColumns() : int
+ getMansionName() : String
+ getTotalRooms() :int
+ getTotalItems() : int
+ getRoomById(int) : Room
+getRoomByName(String) : Room
+getNeighbors(String) : List<String>
+addRoom(Room)
+moveTarget(Target)
+getTargetRoom(Target) : String
+ getTargetPosition(Target) : int
+getParticularRoomItems(String) : List<Item>
+toString() : String
+setPlayer(String, int) : Player
+ addPlayertoPlayerList(Player)
+addPlayertoRoom(String, String, int)
+ getPlayerbyname(playerName) : Player
+ getParticularRoomPlayers(String) : List<Player>
+ setPlayerPosition(String, Player)
+ getPlayerCurrentRoom(Player) : String
+getneighborsforPlayermovement(Player) : String
+ resetPlayerLimit(Player)
+createComputerPlayer()
+ addItemstoPlayer(String,Player) : String
+ displayItemsPlayer(Player) : String
+ playerMove(Player, String) : String
+ roomInfo(String) : String
+ getPetRoom(Pet) : Room
+ petMove(String) :String
+ attemptKillTarget(String, String) : String
+ getTargetPosition(Target) : int
+ playerInfo(String) : String
+ isTargetDead() : boolean
+ randomattemptToKillTarget() : String
+ computerPlayerstuff() : String
<<interface>>
RoomReading
+ getRoomName(): String
+ getTopLeft(): Point
+ getBottomRight(): Point
+addItem(Item)
+getItems() : List<Item>
+getTotalItems() : int
+toString() : String
implements
<<interface>>
PointReading
+ getPointRow(): int
+ getPointColumn(): int
implements
<<class>>Point
-int row
-int column
+ getPointRow(): int
+ getPointColumn(): int
+toString() : String
<<class>>Room
-Point topLeft
-Point bottomRight
-roomName
-List<Item> items
-List<Player>players
+ getRoomName(): String
+ getTopLeft(): Point
+ getBottomRight(): Point
+addItem(Item)
+getItems() : List<Item>
+getTotalItems() : int
+toString() : String
+addPlayer(Player)
+removePlayer(Player)
+removeItems(Item)
+getPlayer():List<Player>
implements
<<Class>> PlayerMove
-player : Player
-roomMove : String
-out : Appendable
+ go(Facade)
<<Class>> AddItemstoPlayer
-player : Player
-itemName : String
-out : Appendable
+ go(Facade)
<<interface>>
PlayingGameCommand
+ go(Facade mansion)
<<Class>> RoomInfo
-player : Player
-out : Appendable
+ go(Facade)
<<Class>> PlayerLookout
-player : Player
-out : Appendable
+ go(Facade)
<<Class>> PlayerInfo
-player : Player
-out : Appendable
+ go(Facade)
<<Class>> AddPlayertoRoom
-roomName : String
-playerName : String
-playerLimit : int
-out : Appendable
+ go(Facade)
implements
<<Class>> PetMove
-roomName : String
-out : Appendable
+ go(Facade)
<<Class>> AttemptToKillTarget
-playerName : String
-itemName : String
-out : Appendable
+ go(Facade)
<<Class>> RandomPlayerAddition
-randomPlayer : RandomPlayer
+ go(Facade)
<<Class>> ComputerPlayerCommands
-randomPlayer : RandomPlayer
-out : Appendable
+ go(Facade)
<<interface>>
TargetReading
+getTargetname() : String
+getHealth() : int
+ getTargetPosition() : int
+ resetTargetPosition(int) :
+ incrementTargetPosition()
<<interface>>
PetReading
+ getPetPosition() : int
+ setPetPosition(int) :
<<interface>>
ItemReading
+getItemName() : String
+getDamageValue() : int
implements
<<Class>>Item
-itemName : String
-damageValue : int
+getItemName() : String
+getDamageValue() : int
+ toString() : String
implements
<<Class>>Target
-targetName : String
-health : int
-position : int
+getTargetname() : String
+getHealth() : int
+ getTargetPosition() : int
+ resetTargetPosition(int) :
+ resetTargetHealth() : int
+ incrementTargetPosition()
+ toString() : String
<<Class>>Pet
-petName : String
-petType : int
-position : int
+ getPetPosition() : int
+ setPetPosition(int) :
<<Class>>Controller
-maxTurns : int
-randomplayer : RandomPlayer
-view : Instance View
-model : instance Facade
+Controller(View, Facade, maxTurns, randomPlayer)
+addPlayertoRoom(String, String, int)
+createComputerPlayer()
+ addItemstoPlayer(String,String) : String
+ playerMove(String, String) : String
+ roomInfo(String) : String
+ getPetRoom(Pet) : Room
+ petMove(String) :String
+ attemptKillTarget(String, String) : String
+ playerInfo(String) : String
+ randomattemptToKillTarget() : String
+playGame(Facade)
implements
<<interface>>
Features
+addPlayertoRoom(String, String, int)
+createComputerPlayer()
+ addItemstoPlayer(String,String) : String
+ playerMove(String, String) : String
+ roomInfo(String) : String
+ getPetRoom(Pet) : Room
+ petMove(String) :String
+ attemptKillTarget(String, String) : String
+ playerInfo(String) : String
+ randomattemptToKillTarget() : String
<<interface>>
View
+ setFeatures(Features)
+ refresh()
+ makeVisible()
+ setOutput(String)
+ exitProgram()
<<interface>>
View
+ setFeatures(Features)
+ refresh()
+ makeVisible()
+ setOutput(String)
+ exitProgram()
+ showCommands(String)
<<interface>>
Facade
+setPlayer(String, int) : Player
+ addPlayertoPlayerList(Player)
+addPlayertoRoom(String, String, int)
+ getPlayerbyname(playerName) : Player
+ getParticularRoomPlayers(String) : List<Player>
+ setPlayerPosition(String, Player)
+ getPlayerCurrentRoom(Player) : String
+getneighborsforPlayermovement(Player) : String
+ resetPlayerLimit(Player)
+createComputerPlayer() : Player
+ addItemstoPlayer(String,Player) : String
+ displayItemsPlayer(Player) : String
+ playerMove(Player, String) : String
+buildBufferImage()
+ roomInfo(String) : String
+ getPetRoom(Pet) : Room
+ petMove(String) :String
+ attemptKillTarget(String, String) : String
+ getTargetPosition(Target) : int
+ playerInfo(String) : String
+ isTargetDead() : boolean
+ randomattemptToKillTarget() : String
+ computerPlayerstuff(RandomPlayer, String) : String
+getRoomCoordsTopLeft(String) : Point
+getRoomCoordsBottomRight(String) : Point
<<Class>>playPanel
+paintComponent(Graphics)
<<interface>>
ReadOnlyModel
+ getRoomById(int) : Room
+getRoomByName(String) : Room
+getTargetRoom(Target) : String
+ getPlayerCurrentRoom(Player) : String
+ getPlayerbyname(playerName) : Player
extends
implements
<<Class>>ViewImpl
-readonly : Instance ReadOnlyModel
-panel : Panel
-serialVersionUID: long
+ ViewImpl(ReadOnlyModel)
+ setFeatures(Features)
+ refresh()
+ makeVisible()
+ setOutput(String)
+addClickListener(Features)
+ exitProgram()
+showCommands(String)
<<Class>>Panel
-readonly : Instance ReadOnlyModel
-serialVersionUID: int
+Panel(ReadOnlyModel)
+paintComponent(Graphics)
<<Class>>WelcomePanel
+paintComponent(Graphics)
<<Class>>TurnPanel
+paintComponent(Graphics)