

ViewerHelper		
term	TerminalInterface	
foreground	int	
background	int	
view	TerminalViewInterface	
viewer	StringViewer	
helpView	TerminalViewInterface	
helpViewer	StringViewer	
title	String	
helpMessage	String	
ViewerHelper(TerminalInterface, String, String)		
setColor(int, int)	void	
setMessageColor(int, int)	void	
setColor(String, String)	void	
run()	void	
handleCodepoint(int)	int	
handleMouseEvent(BlackenMouseEvent)	boolean	
handleWindowEvent(BlackenWindowEvent)	boolean	
handleResizeEvent()	void	
centerOnLine(int, String)	void	
displayFrame()	void	

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Dungeon		
LOGGER	Logger	
term	CursesLikeAPI	
quit	boolean	
grid	Grid<Integer>	
rand	Random	
nextLocation	int	
MAP_START	Positionable	
MAP_END	Positionable	
upperLeft	Positionable	
player	Positionable	
underPlayer	Integer	
dirtyMsg	boolean	
dirtyStatus	boolean	
message	String	
noisePlane	float	
config	Map<String, Integer>	
passable	Set<Integer>	
roomWalls	Set<Integer>	
representations	List<Map<Integer, Representation>>	
represent	int	
helpMessage	String	
Dungeon()		
addRepresentations()	void	
makeMap()	void	
showMap()	void	
loop()	boolean	
updateMessage(boolean)	void	
updateStatus()	void	
refreshScreen()	void	
doAction(int, int)	boolean	
movePlayerBy(int, int)	void	
recenterMap()	void	
init(TerminalInterface, ColorPalette)	void	
main(String[])	void	
quit()	void	
centerOnLine(int, String)	void	
alignRight(int, String)	void	
splash()	void	
showLegalNotices()	void	
showFontLicense()	void	
showHelp()	void	
showMyLicense()	void	

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Representation		
codepoints	List<Integer>	
colors	List<List<Integer>>	
add(Integer, Integer)	void	
add(Integer, Integer...)	void	
add(Integer, int, int)	void	
add(Integer, Iterator<Integer>)	void	
get(float)	Integer[]	
getColors(int)	List<Integer>	
getColors(double)	List<Integer>	
getColor(double)	Integer	
getCodePoint(double)	Integer	
getCodePoint(int)	Integer	
size()	int	
empty	boolean	