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All Classes | All Packages

A

addItemInRoom(Item) - Method in class `ass3.mygame.Room`

Method to add item into room

addItemInventory(Item) - Method in class `ass3.mygame.Player`

Add an item to player's inventory

`ass3.mygame` - package `ass3.mygame`

C

Command - Class in `ass3.mygame`

The Command class is a combination of two strings.

Command(String, String) - Constructor for class `ass3.mygame.Command`

Constructor of Command class.

CommandWords - Class in `ass3.mygame`

List of valid command words.

CommandWords() - Constructor for class `ass3.mygame.CommandWords`

Constructor of CommandWords class.

createItems() - Method in class `ass3.mygame.ItemCreation`

Method to create items: `excaliburSword`, `key`, `frontGateKey`, `armor`.

G

Game - Class in `ass3.mygame`

The Game class contains the logic of the game.

Game() - Constructor for class `ass3.mygame.Game`

Constructor of Game class.

getAllItems() - Method in class `ass3.mygame.Room`

Method to get all items name using `listOfItems()`

getCommand() - Method in class `ass3.mygame.Parser`

getCommandWord() - Method in class `ass3.mygame.Command`

Return the command word (the first word) of this command.

getCurrentRoom() - Method in class `ass3.mygame.Game`

Method to get the current room

getDescription() - Method in class `ass3.mygame.Item`

The method `getDescription`.

getExit(String) - Method in class `ass3.mygame.Room`

Return the room that is reached if we go from this room in direction "direction".

getItem(String) - Method in class `ass3.mygame.ItemCreation`

Method to get item

getLockedStatus() - Method in class `ass3.mygame.Room`

Method `getLockedStatus` to get the lock status.

getLongDescription() - Method in class `ass3.mygame.Room`

Return a description of the room in the example form: You are at the kitchen.

getName() - Method in class `ass3.mygame.Item`

The method `getName`.

getName() - Method in class `ass3.mygame.Room`

Method to get name of the room from the object.

getPlayerItem(String) - Method in class `ass3.mygame.Player`

The method to get item from player's inventory.

getPower() - Method in class `ass3.mygame.Item`

The method `getPower`.

getRoom(String) - Method in class `ass3.mygame.RoomCreation`

Method to get room object from the room list using room name.

getRoomItem(String) - Method in class `ass3.mygame.Room`

Method `getRoomItem` to get the item object by the item name.

getSecondWord() - Method in class `ass3.mygame.Command`

Return the second command word of this command.

getShortDescription() - Method in class `ass3.mygame.Room`

Method to get description of the room.

H

hasSecondWord() - Method in class `ass3.mygame.Command`

Return the presence of the second command word.

I

isCommand(String) - Method in class `ass3.mygame.CommandWords`

Check whether a given String is a valid command word.

isUnknown() - Method in class `ass3.mygame.Command`

Return the validity of the commandWord.

Item - Class in `ass3.mygame`

The Item class contains information about the item

Item(String, String, double) - Constructor for class `ass3.mygame.Item`

Constructor of Item class.

Item(String, String, int) - Constructor for class `ass3.mygame.Item`

Constructor of Item class.

ItemCreation - Class in `ass3.mygame`

The ItemCreation class creates all items in game and stores them in an ArrayList of Item

ItemCreation() - Constructor for class `ass3.mygame.ItemCreation`

Constructor of ItemCreation, initialize the ArrayList `allItemsInGame` and run method `createItems`

M

main(String[]) - Static method in class `ass3.mygame.MyGame`

The main method.

MyGame - Class in `ass3.mygame`

The game starts here, the main method is in this class.

MyGame() - Constructor for class `ass3.mygame.MyGame`

P

Parser - Class in [ass3.mygame](#)

This class is part of the "World of Zuul" application.

Parser() - Constructor for class [ass3.mygame.Parser](#)

Create a parser to read from the terminal window.

play() - Method in class [ass3.mygame.Game](#)

Main play routine.

Player - Class in [ass3.mygame](#)

The Player class stores information about the player, including items in inventory.

Player() - Constructor for class [ass3.mygame.Player](#)

Constructor of Player, initialise ArrayList of playerItem

printAllInventory() - Method in class [ass3.mygame.Player](#)

The method to print all inventory items

processCommand(Command) - Method in class [ass3.mygame.Game](#)

Given a command, process (that is: execute) the command.

R

removeItemInRoom(Item) - Method in class [ass3.mygame.Room](#)

Method to remove item from room

removeItemInventory(Item) - Method in class [ass3.mygame.Player](#)

Remove an item from player's inventory

Room - Class in [ass3.mygame](#)

The Room class stores information about the room.

Room(String, String, boolean) - Constructor for class [ass3.mygame.Room](#)

Constructor of the Room class.

RoomCreation - Class in [ass3.mygame](#)

RoomCreation class stores list of rooms in game.

RoomCreation() - Constructor for class [ass3.mygame.RoomCreation](#)

Constructor of RoomCreation, initialise the ArrayList of item and run `createRooms()`.

S

setExit(String, Room) - Method in class [ass3.mygame.Room](#)

Define an exit from this room.

setLockedStatus(boolean) - Method in class [ass3.mygame.Room](#)

Method to set the value for lock status.

showAll() - Method in class [ass3.mygame.CommandWords](#)

Print all valid commands to System.out.

showCommands() - Method in class [ass3.mygame.Parser](#)

Print out a list of valid command words.

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All Classes | All Packages

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