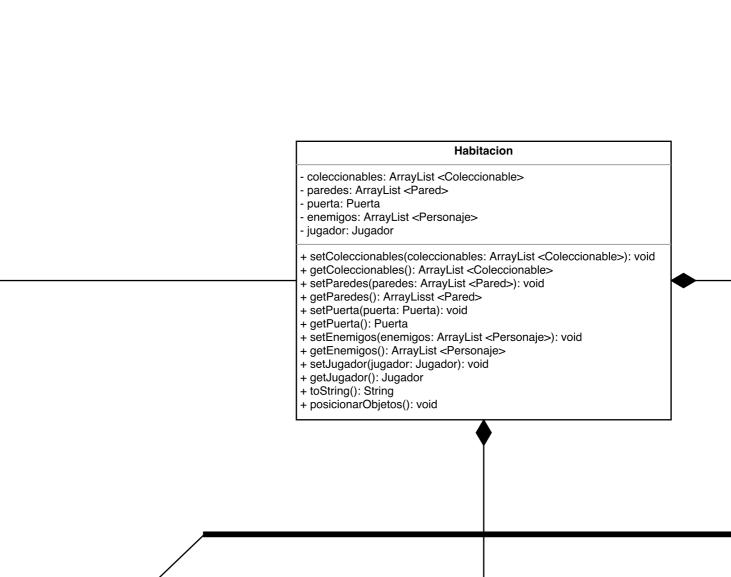
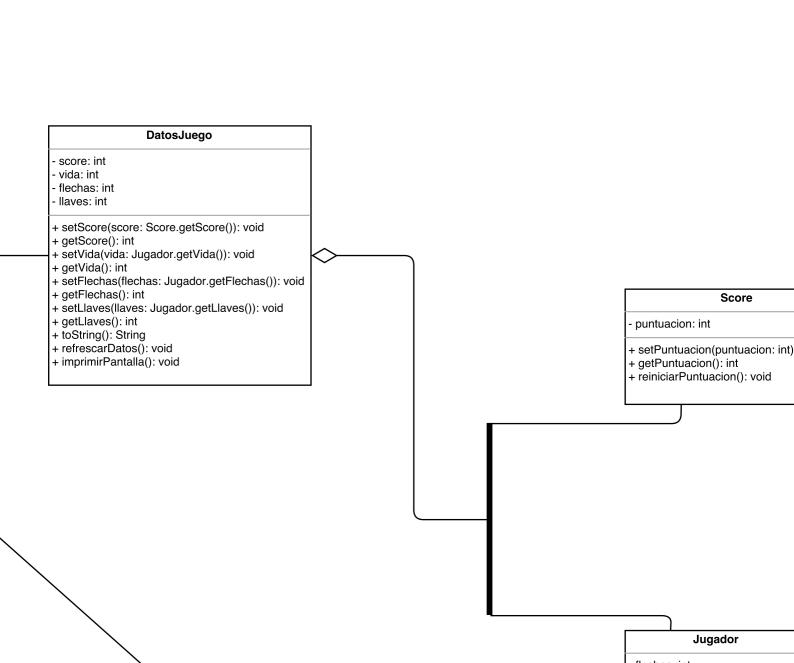
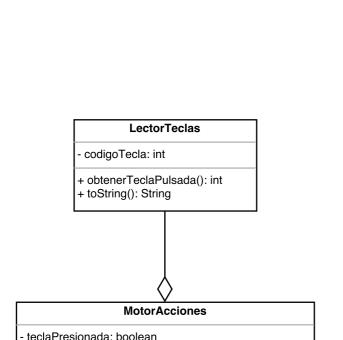
MainJuego

- niveles: ArrayList <Habitacion> - fin: boolean

+ setNiveles(niveles: ArrayList <Habitacion>): void
+ getNiveles(): ArrayList <Habitacion>
+ setFin(fin: boolean): void
+ isFin(): boolean
+ toString(): String
+ iniciarJuego(): void
+ pausar, luggo(): void + pausarJuego(): void + reiniciarJuego(): void

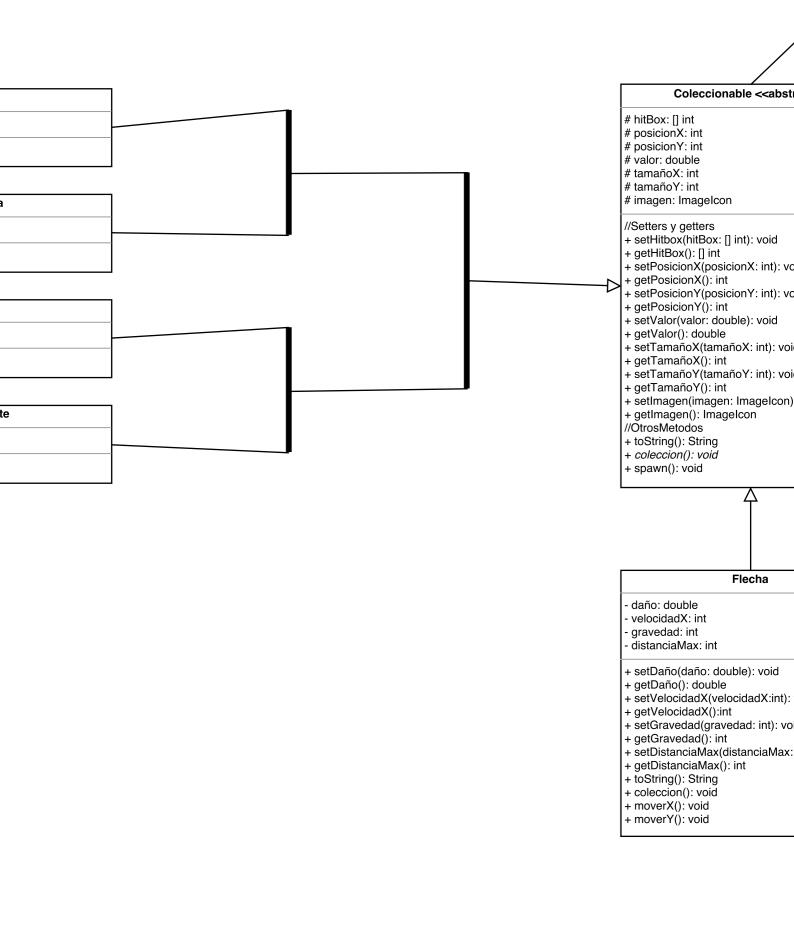


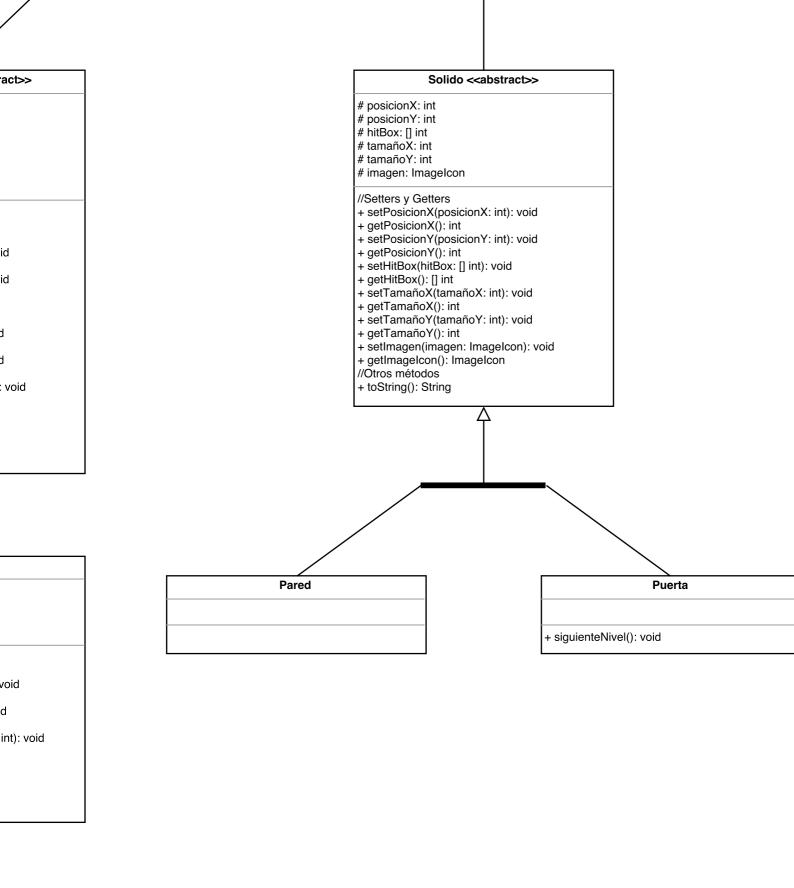


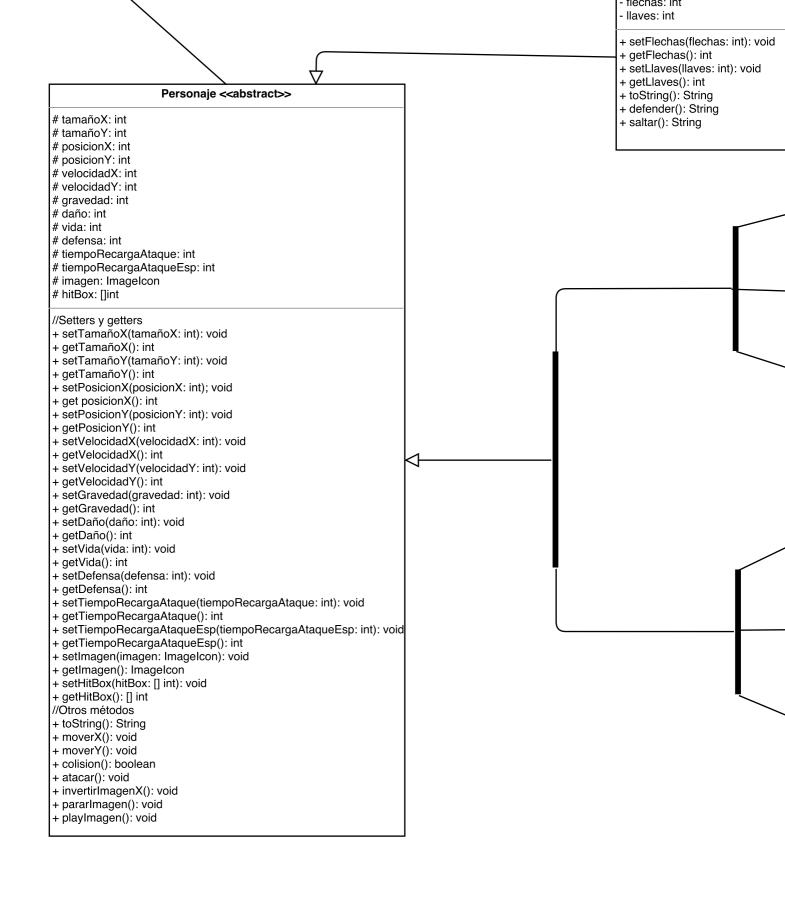


: void

	Cofre
+ coleccion(): void	
	Moneda
+ coleccion(): void	
	Llave
+ coleccion(): void	
	Chocola
+ coleccion(): void	







	+ setTeclaPresionada(teclaPresionada: boolean): void + isTeclaPresionada(): boolean + lanzarAccion(codigoTecla: int): void				
_ [Momia				
	Slime				
[-	+ saltar(): void				
	GusanoGigante				
	Araña				
Γ	ArañaGigante				
-	arañasGeneradas				
	+ setArañasGeneradas(arañasGeneradas): void + getArañasGeneradas(): int				
-	+ toString(): String + generarAraña(): void				
L					
\ [Murcielago				
_ 					