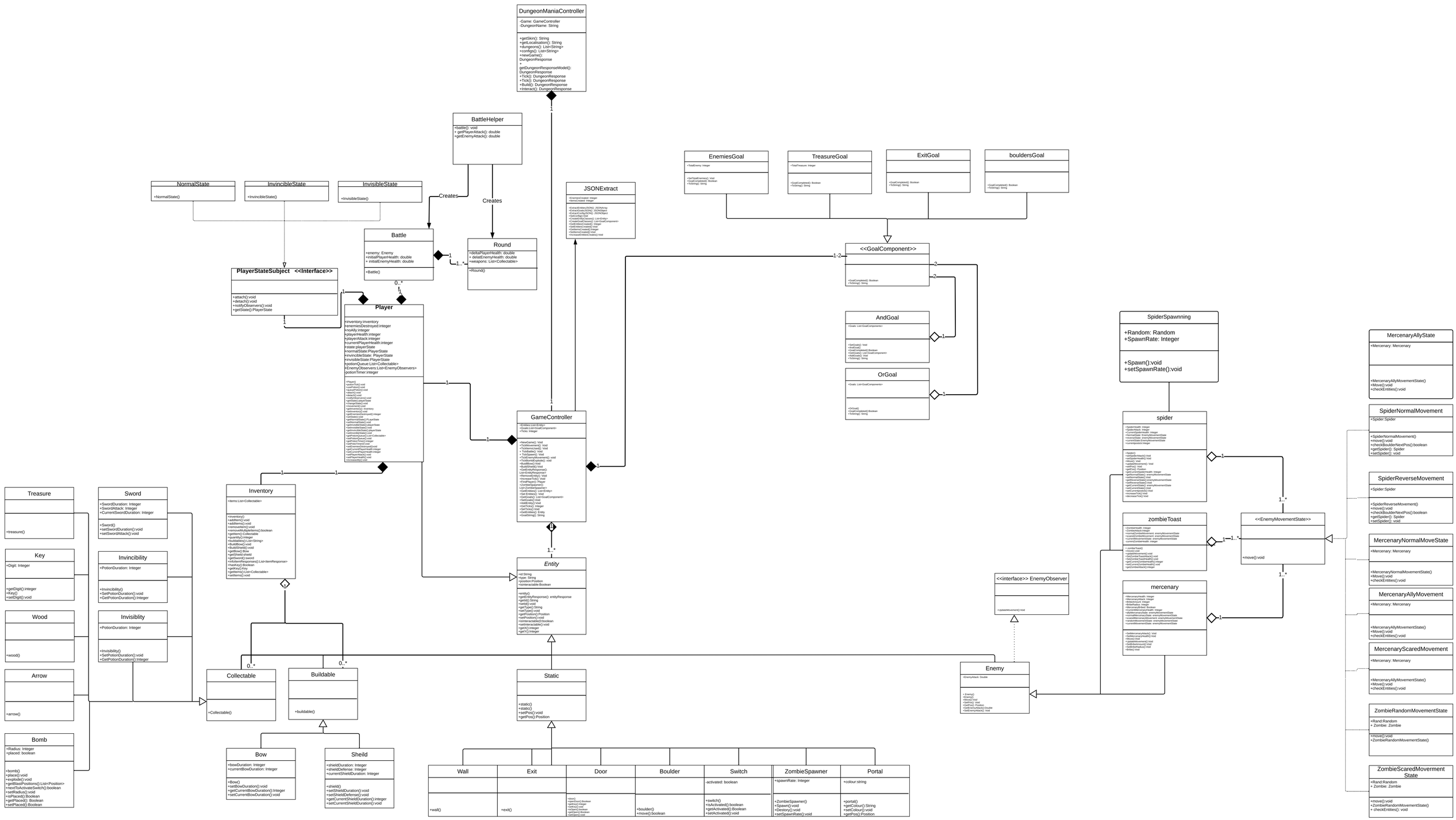
DungeonManiaController
-Game: GameController
-DungeonName: String
+getSkin(): String
+getLocalisation(): String
+dungeons(): List<String>
+configs(): List<String>
+newGame(): DungeonResponse
+ getDungeonResponseModel(): DungeonResponse
+Tick(): DungeonResponse
+Tick(): DungeonResponse
+Build(): DungeonResponse
+Interact(): DungeonResponse
BattleHelper
+battle(): void
+ getPlayerAttack(): double
+getEnemyAttack(): double
Creates
Creates
NormalState
+NormalState()
InvincibleState
+InvincibleState()
InvisibleState
+InvisibleState()
Battle
+enemy: Enemy
+initialPlayerHealth: double
+ initialEnemyHealth: double
+Battle()
Round
+deltaPlayerHealth: double
+ deltaEnemyHealth: double
+weapons: List<Collectable>
+Round()
JSONExtract
+EnemiesCreated: Integer
+ItemsCreated: Integer
+ExtractEntitiesJSONG: JSONArray
+ExtractGoalsJSONG: JSONObject
+ExtractConfigJSONG: JSONObject
+SetConfig():Void
+CreateEntityClasses(): List<Entity>
+CreateGoalClasses(): List<GoalComponent>
+GetEntitiesCreated(): Integer
+SetEntitiesCreated():Void
+GetItemsCreated(): Integer
+SetItemsCreated():Void
+IncreaseEntitiesCreated():Void
EnemiesGoal
+TotalEnemy: Integer
+GetTotalEnemies(): Void
+GoalCompleted(): Boolean
+ToString(): String
TreasureGoal
+TotalTreasure: Integer
+GoalCompleted(): Boolean
+ToString(): String
ExitGoal
+GoalCompleted(): Boolean
+ToString(): String
boulderSGoal
+GoalCompleted(): Boolean
+ToString(): String
<<GoalComponent>>
+GoalCompleted(): Boolean
+ToString(): String
AndGoal
+Goals: List<GoalComponent>
+SetGoals(): Void
+GetGoals()
+GoalCompleted(): Boolean
+SubGoals(): List<GoalComponent>
+GetSubGoals()
+ToString(): String
OrGoal
+Goals: List<GoalComponent>
+OrGoal()
+GoalCompleted(): Boolean
+ToString(): String
PlayerStateSubject <<Interface>>
+attach():void
+detach():void
+notifyObservers():void
+getState():PlayerState
Player
+inventory:inventory
+enemiesDestroyed:integer
+noAlly:integer
+playerHealth:integer
+playerAttack:integer
+currentPlayerHealth:integer
+state:playerState
+normalState:PlayerState
+invincibleState: PlayerState
+invisibleState:PlayerState
+potionQueue:List<Collectable>
+EnemyObservers:List<EnemyObservers>
+potionTimer:integer
+Player()
+getInvTick():void
+usePotion():void
+getPlayer():void
+attach():void
+detach():void
+notifyObservers():void
+getState():playerState
+changeState():void
+getBow():void
+getInventory(): inventory
+getInventory():void
+getEnemiesDestroyed():integer
+setState():void
+getNormalState():PLayerState
+getInvincibleState()
+getInvisibleState():playerState
+getInvisibleState():void
+setInvisibleState():playerState
+setInvisibleState():void
+getPotionQueue():List<Collectable>
+getPotionTimer():integer
+setPotionTimer()::void
+getCurrentDestroyedEnd()
+setCurrentDestroyedEnd():integer
+setCurrentPlayerHealth:integer
+setPlayerAttack():void
+setPlayerHealth():void
+IncreaseAllyEnd():void
GameController
+EntitiesList<Entity>
+Goals:List<GoalComponent>
+Ticks: Integer
+NewGame(): Void
+ TickItemsUsed(): Void
+ TickItemsUsed(): Void
+ TickBattle(): Void
+ TickSpawn(): Void
+TickEnemyMovement(): void
+ TickPlayerMovement(): void
+BuildBow():Void
+BuildShield():Void
+GetEntityResponse(): List<EntityResponse>
+RemoveEntity(): Void
+ IncreaseTick(): Void
+FindPlayer(): Player
+GetZombieSpawner(): List<ZombieSpawner>
+GetEntities(): List<Entity>
+ GetTick(): Integer
+ GetGoals(): List<GoalComponent>
+SetGoals():Void
+AddEnd():Void
+GetTicks(): Integer
+ GetEnd(): Integer
+GetEntities(): Entity
+GoalString(): String
Entity
+Id:String
+type: String
+position:Position
+isinteractable:Boolean
+entity()
+getEntityResponse(): entityResponse
+getId():String
+setId():void
+getType():String
+setType():void
+getPosition():Position
+setPosition():void
+isInteractable():boolean
+setInteractable():void
+getX():integer
+getY():integer
Treasure
+treasure()
Key
+Digit: Integer
+getDigit():integer
+Key()
+setDigit():void
Wood
+wood()
Arrow
+arrow()
Bomb
+Radius: Integer
+placed: boolean
+bomb()
+place():void
+explode():void
+getBlastPositions():List<Position>
+nextToActivateSwitch():boolean
+setRadius():void
+isPlaced():Boolean
+getPlaced(): Boolean
+setPlaced():Boolean
Sword
+SwordDuration: Integer
+SwordAttack: Integer
+CurrentSwordDuration: Integer
+Sword()
+setSwordDuration():void
+setSwordAttack():void
Invincibility
+PotionDuration: Integer
+Invincibility()
+SetPotionDuration():void
+GetPotionDuration():Integer
Invisiblity
+PotionDuration: Integer
+Invisibility()
+SetPotionDuration():void
+GetPotionDuration():Integer
Inventory
+Items:List<Collectable>
+inventory()
+addItems():void
+addItems():void
+removeItem():void
+removeMultipleItems():boolean
+getItem(): Collectable
+getItem(): Collectable
+Buildables():List<String>
+BuildBow():void
+BuildShield():void
+getBow():Bow
+getShield:shield
+getItemCount():int
+getItemResponse():List<ItemResponse>
+hasKey():Boolean
+getKey():Key
+getItems():List<Collectable>
+setItems():void
Collectable
+Collectable()
Buildable
+buildable()
Bow
+bowDuration: Integer
+currentBowDuration: Integer
+Bow()
+setBowDuration():void
+getCurrentBowDuration():Integer
+setCurrentBowDuration():void
Sheild
+shieldDuration: Integer
+shieldDefense: Integer
+currentShieldDuration: Integer
+shield()
+setShieldDuration():void
+setShieldDefense():void
+getCurrentShieldDuration():integer
+setCurrentShieldDuration():void
Static
+static()
+static()
+setPos():void
+getPos():Position
Wall
+wall()
Exit
+exit()
Door
+door()
+openDoor():Boolean
+getKey():Integer
+getId():Int
+isOpen():boolean
+getOpen():Boolean
+setOpen():void
Boulder
+boulder()
+move():boolean
Switch
-activated: boolean
+switch()
+isActivated():boolean
+getActivated():Boolean
+setActivated():void
ZombieSpawner
+spawnRate: Integer
+ZombieSpawner()
+Spawn():void
+Destory():void
+setSpawnRate():void
Portal
+colour:string
+portal()
+getColour():String
+setColour():void
+getPos():Position
<<interface>> EnemyObserver
+UpdateMovement():Void
Enemy
+EnemyAttack: Double
+ Enemy()
+Enemy()
+Move():Void
+Move():void
+GetPos(): Position
+GetEnemyAttack():Double
+SetEnemyAttack(): Void
SpiderSpawnning
+Random: Random
+SpawnRate: Integer
+Spawn():void
+setSpawnRate():void
spider
+SpiderHealth: Integer
+SpiderAttack: Integer
+CurrentSpiderHealth: Integer
+NormalState: EnemyMovementState
+invisibleState:EnemyMovementState
+currentState:EnemyMovementState
+currentposition:Integer
+Spider()
+setSpiderAttack():void
+setSpiderHealth():Void
+move():void
+updateMovement(): Void
+getPos(): Void
+setPos():Void
+getCurrentSpiderHealth: Integer
+getNormalState(): enemyMovementState
+getInvisibleState()
+getReverseState():enemyMovementState
+getReverseState():Void
+getCurrentState(): enemyMovementState
+setCurrentState(): void
+setCurrentposition(): Void
+increaseTick(): void
+decreaseTick():void
zombieToast
+ZombieHealth: Integer
+ZombieAttack:Integer
+currentMovementstate: enemyMovementState
+currentZombieMovement: enemyMovementState
+currentMovementstate: enemyMovementState
+currentZombieHealth: integer
+ zombieToast()
+move()
+updateMovement():void
+SetZombieToastAttack():void
+SetZombieToastHealth():void
+getCurrentZombieHealth():integer
+setCurrentZombieHealth():void
+getZombieAttack():integer
<<EnemyMovementState>>
+move():void
mercenary
+MercenaryHealth: Integer
+MercenaryAttack: Integer
+BribeAmount: Integer
+BribeRadius: Integer
+mercenaryAlive: boolean
+CurrentMercenaryHealth: Integer
+allyMercenaryState: enemyMovementState
+currentMercenaryMovement: enemyMovementstate
+nearestMercenaryMovement: enemyMovementstate
+randomMovementState: enemyMovementstate
+currentMovementState: enemyMovementstate
+GetMercenaryAttack(): Void
+GetMercenaryHealth():Void
+move():void
+UpdateMovement():Void
+GetBribeAmount():Void
+GetBribeRadius():Void
+Bribe():void
MercenaryAllyState
+Mercenary: Mercenary
+MercenaryAllyMovementState()
+Move():void
+checkEntities():void
SpiderNormalMovement
+Spider:Spider
+SpiderNormalMovement()
+move():void
+checkBoulderNextPos():boolean
+getSpider(): Spider
+setSpider(): void
SpiderReverseMovement
+Spider:Spider
+SpiderReverseMovement()
+move():void
+checkBoulderNextPos():boolean
+getSpider(): Spider
+setSpider(): void
MercenaryNormalMoveState
+Mercenary: Mercenary
+MercenaryNormalMovementState()
+Move():void
+checkEntities():void
MercenaryAllyMovement
+Mercenary: Mercenary
+MercenaryAllyMovementState()
+Move():void
+checkEntities():void
MercenaryScaredMovement
+Mercenary: Mercenary
+MercenaryAllyMovementState()
+Move():void
+checkEntities():void
ZombieRandomMovementState
+Rand:Random
+ Zombie: Zombie
+move():void
+ZombieRandomMovementState()
ZombieScaredMoverment State
+Rand:Random
+ Zombie: Zombie
+move():void
+ZombieRandomMovementState()
+ checkEntities(): void