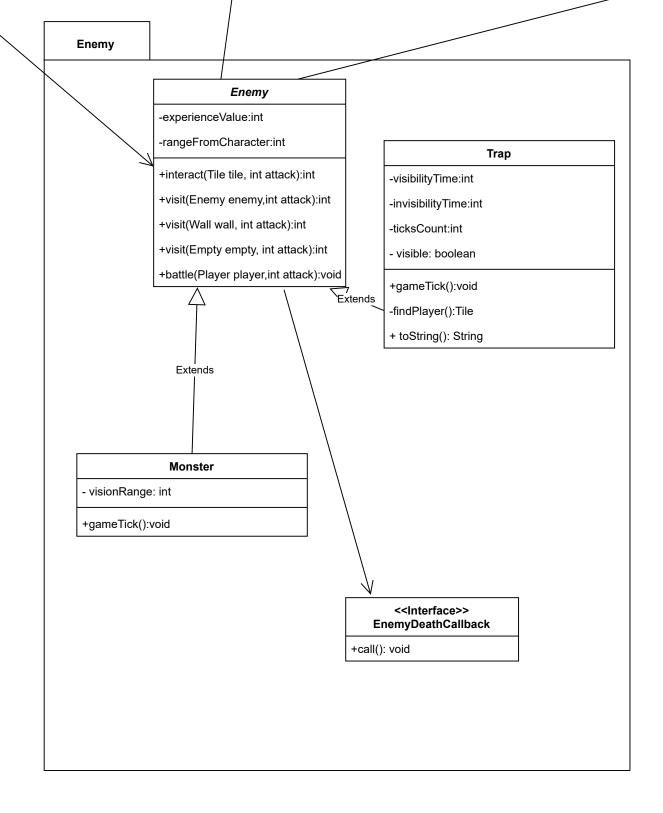
## LevelManager GameManager + main(args: String[]): void LevelInitializer + parseLevel(levelData : List<String>, characters : List<Player>, ldx : int): LevelManager + createCharacters(): List<Player> + typeEnemy(char enemy): Enemy LevelManager cmdPrinter - board: Tile[][] + sendMessage(message: String): void - character: Player - enemies: List<Enemy> - playerPosition: Position <<Interface>> - cmdPrinter: MessageHandler MessageHandler +addEnemy(Enemy enemy):void + sendMessage(message: String): void +sizeEnemies():int +removeEnemy(Enemy enemy):void +playLevel():boolean +enemyGameTick():void +printBoard(): String +enemiesLeft():boolean

|  |   |  | Postro  |
|--|---|--|---|
|  | _, <u> </u>   | Player   | Rogue   |
| Warrior  | + experience  | e: int   | - cost: int                                       |
| -remainingCooldown: int  | + level: int  |  | - currentEnergy: int                              |
| -abilityCooldown: int  | + useAbility:   | boolean  | +levelUp():void                                   |
| +specialAbility():void   | + levelUp():  | void   | +describe():void                                  |
| +levelUp():void  | Extends +visit(Wall v   | vall, int attack):int  | +specialAbility():void                            |
| -getEnemiesWithinRange:List <tile></tile>  | +visit(Playe  | r player, int attack):int  | -getEnemiesWithinRange():List <til< td=""></til<> |
| +gameTick():void   | +visit(Enem   | y enemy,int attack):int  | +gameTick():void                                  |
| + describe(): String   | + describe()  | : String   | Extends   |
|  | # specialAbi  | ility():void   |   |
|  | + goUp(): vo  | pid  |   |
|  | + goDown()  | : void   |   |
|  | + goRight():  | void   |   |
|  | + goLeft(): v   | roid   |   |
|  | + interact(Ti   | le tile,int attack):int  |   |
|  | +addExperie   | ence(int exp):void   |   |
|  | +onKill(Ene   | my enemy):void   |   |
|  | + battle(Ene  | emy enemy,int attack):vo   |   |
|  | +onDeath():   | void   |   |
|  |   |  | < <interface>&gt; PlayerDeathCallback</interface> |
|  | extends   | 4  | +call(): void                                     |
| Hunter   |   | Extends  |   |
| - range: int   |   |  |   |
| -arrowsCount: int  |   |  |   |
| tialsa Cauntuint   |   | Mage   |   |
| - ticksCount: int  | - manaPoo   |  |   |
| - ticksCount: int<br>+levelUp():void   |   | 1: III   |   |
|  | -manaCos  |  | 1   |
| +levelUp():void<br>+specialAbility():void<br>-getEnemyWithinRange():Tile                     | -currentMa  | ana: int   |   |
| +levelUp():void<br>+specialAbility():void<br>-getEnemyWithinRange():Tile<br>+gameTick():void | -currentMa  | ana: int<br>er: int  |   |
| +levelUp():void<br>+specialAbility():void<br>-getEnemyWithinRange():Tile                     | -currentMa<br>-spellPowe<br>- hitsCoun  | ana: int<br>er: int<br>t: int  |   |
| +levelUp():void<br>+specialAbility():void<br>-getEnemyWithinRange():Tile<br>+gameTick():void | -currentMa  | ana: int<br>er: int<br>t: int  |   |
| +levelUp():void<br>+specialAbility():void<br>-getEnemyWithinRange():Tile<br>+gameTick():void | -currentMa -spellPowe - hitsCoun - abilityRa +levelUp()                       | ana: int er: int t: int nge: int   |   |
| +levelUp():void<br>+specialAbility():void<br>-getEnemyWithinRange():Tile<br>+gameTick():void | -currentMa -spellPowe - hitsCoun - abilityRa +levelUp() +specialAl            | ana: int er: int t: int nge: int :void bility():void   |   |
| +levelUp():void<br>+specialAbility():void<br>-getEnemyWithinRange():Tile<br>+gameTick():void | -currentMa -spellPowe - hitsCoun - abilityRai +levelUp() +specialAl -getEnemi | ana: int er: int t: int nge: int :void bility():void esWithinRange():List <tile< td=""><td>&gt;&gt;</td></tile<> | >>  |
| +levelUp():void<br>+specialAbility():void<br>-getEnemyWithinRange():Tile<br>+gameTick():void | -currentMa -spellPowe - hitsCoun - abilityRa +levelUp() +specialAl            | ana: int er: int t: int nge: int :void bility():void esWithinRange():List <tile< td=""><td>3&gt;</td></tile<>    | 3>  |



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