

IgameState		
isInitializing()	boolean	
isActive()	boolean	
isFinished()	boolean	
setInitializing()	void	
setActive()	void	
setFinished()	void	
startWaitTurns()	void	
startGame()	void	
endTurn()	void	
addToQueue()	void	
startTurn()	void	
removeDeadCharacter(ICharacter, int)	void	
setWinner()	void	
addBlackMageToPlayer(String)	void	
addWhiteMageToPlayer(String)	void	
addEngineerToPlayer(String)	void	
addThiefToPlayer(String)	void	
addKnightToPlayer(String)	void	
addEnemyToCPU(String)	void	
addBowToInventory()	void	
addSwordToInventory(String)	void	
addSwordToInventory()	void	
addAxeToInventory()	void	
addAxeToInventory(String)	void	
addStaffToInventory()	void	
addStaffToInventory(String)	void	
addKnifeToInventory()	void	
addKnifeToInventory(String)	void	
equipSelectedWeaponToSelectedCharacter()	void	
unequipSelectedCharacter()	void	
removeSelectedCharacterFromParty()	void	
removeSelectedWeaponFromInventory()	void	
activeCharacterNormalAttackSelectedCharacter()	void	
setSelectedWeaponFactoryWeight(int)	void	
setSelectedWeaponFactoryName(String)	void	
setSelectedWeaponFactoryPower(int)	void	
setSelectedWeaponFactoryMagicPower(int)	void	
setSelectedCharacterFactoryHP(int)	void	
setSelectedCharacterFactoryDP(int)	void	
setSelectedCharacterFactoryMana(int)	void	
setSelectedCharacterFactoryWeight(int)	void	
setSelectedCharacterFactoryPower(int)	void	
selectCharacterFactory(int)	void	
selectWeaponFactory(int)	void	

GameState		
gc	GameController	
GameState(GameController)		
isInitializing()	boolean	
isActive()	boolean	
isFinished()	boolean	
setInitializing()	void	
setActive()	void	
setFinished()	void	
startGame()	void	
initializeGame()	void	
startWaitTurns()	void	
endTurn()	void	
addToQueue()	void	
startTurn()	void	
removeDeadCharacter(ICharacter, int)	void	
setWinner()	void	
addBlackMageToPlayer(String)	void	
addWhiteMageToPlayer(String)	void	
addEngineerToPlayer(String)	void	
addThiefToPlayer(String)	void	
addKnightToPlayer(String)	void	
addEnemyToCPU(String)	void	
addBowToInventory()	void	
addSwordToInventory(String)	void	
addSwordToInventory()	void	
addAxeToInventory()	void	
addAxeToInventory(String)	void	
addStaffToInventory()	void	
addStaffToInventory(String)	void	
addKnifeToInventory()	void	
addKnifeToInventory(String)	void	
equipSelectedWeaponToSelectedCharacter()	void	
unequipSelectedCharacter()	void	
removeSelectedCharacterFromParty()	void	
removeSelectedWeaponFromInventory()	void	
activeCharacterNormalAttackSelectedCharacter()	void	
setSelectedWeaponFactoryWeight(int)	void	
setSelectedWeaponFactoryName(String)	void	
setSelectedWeaponFactoryPower(int)	void	
setSelectedWeaponFactoryMagicPower(int)	void	
setSelectedCharacterFactoryHP(int)	void	
setSelectedCharacterFactoryDP(int)	void	
setSelectedCharacterFactoryMana(int)	void	
setSelectedCharacterFactoryWeight(int)	void	
setSelectedCharacterFactoryPower(int)	void	
selectCharacterFactory(int)	void	
selectWeaponFactory(int)	void	

Finished		
Finished(GameController)	boolean	
isFinished()	boolean	
setInitializing()	void	

Active		
Active(GameController)		
isActive()	boolean	
setFinished()	void	
endTurn()	void	
startWaitTurns()	void	
startTurn()	void	
removeDeadCharacter(ICharacter, int)	void	
setWinner()	void	
activeCharacterNormalAttackSelectedCharacter()	void	
equipSelectedWeaponToSelectedCharacter()	void	
unequipSelectedCharacter()	void	

Initializing		
turns	LinkedBlockingQueue<ICharacter>	
axeFactory	AxeFactory	
bowFactory	BowFactory	
knifeFactory	KnifeFactory	
staffFactory	StaffFactory	
swordFactory	SwordFactory	
engineerFactory	EngineerFactory	
knightFactory	KnightFactory	
thiefFactory	ThiefFactory	
blackMageFactory	BlackMageFactory	
whiteMageFactory	WhiteMageFactory	
enemyFactory	EnemyFactory	
weaponFactories	ArrayList<IWeaponFactory>	
characterFactories	ArrayList<ICharacterFactory>	
Initializing(GameController)		
isInitializing()	boolean	
setActive()	void	
startGame()	void	
addBlackMageToPlayer(String)	void	
addWhiteMageToPlayer(String)	void	
addEngineerToPlayer(String)	void	
addThiefToPlayer(String)	void	
addKnightToPlayer(String)	void	
addEnemyToCPU(String)	void	
addBowToInventory()	void	
addSwordToInventory(String)	void	
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addStaffToInventory()	void	
addStaffToInventory(String)	void	
addKnifeToInventory()	void	
addKnifeToInventory(String)	void	
removeSelectedCharacterFromParty()	void	
removeSelectedWeaponFromInventory()	void	
equipSelectedWeaponToSelectedCharacter()	void	
unequipSelectedCharacter()	void	
setSelectedWeaponFactoryWeight(int)	void	
setSelectedWeaponFactoryName(String)	void	
setSelectedWeaponFactoryPower(int)	void	
setSelectedWeaponFactoryMagicPower(int)	void	
setSelectedCharacterFactoryHP(int)	void	
setSelectedCharacterFactoryDP(int)	void	
setSelectedCharacterFactoryMana(int)	void	
setSelectedCharacterFactoryWeight(int)	void	
setSelectedCharacterFactoryPower(int)	void	
selectCharacterFactory(int)	void	
selectWeaponFactory(int)	void	