

IgameState		
isInitializing()		boolean
isActive()		boolean
isFinished()		boolean
setInitializing()		void
setActive()		void
setFinished()		void
startWaitTurns()		void
startGame()		void
initializeGame()		void
endTurn()		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
addBowToInventory(String)		void
addSwordToInventory()		void
addSwordToInventory(String)		void
addAxeToInventory()		void
addAxeToInventory(String)		void
addStaffToInventory()		void
addStaffToInventory(String)		void
addKnifeToInventory()		void
addKnifeToInventory(String)		void
equipSelectedWeaponToSelectedCharacter()		void
unequipSelectedCharacter()		void
removeSelectedCharacterFromItsParty()		void
removeSelectedWeaponFromInventory()		void
activeCharacterNormalAttackSelectedCharacter()		void
getCharacterFactories()	ArrayList<CharacterFactory>	
getWeaponFactories()	ArrayList<WeaponFactory>	

AbstractGameState		
gc GameController		
AbstractGameState(GameController)		
isInitializing()		boolean
isActive()		boolean
isFinished()		boolean
setInitializing()		void
setActive()		void
setFinished()		void
startGame()		void
initializeGame()		void
startWaitTurns()		void
endTurn()		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
addBowToInventory(String)		void
addSwordToInventory()		void
addSwordToInventory(String)		void
addAxeToInventory()		void
addAxeToInventory(String)		void
addStaffToInventory()		void
addStaffToInventory(String)		void
addKnifeToInventory()		void
addKnifeToInventory(String)		void
equipSelectedWeaponToSelectedCharacter()		void
unequipSelectedCharacter()		void
removeSelectedCharacterFromItsParty()		void
removeSelectedWeaponFromInventory()		void
activeCharacterNormalAttackSelectedCharacter()		void
getCharacterFactories()	ArrayList<CharacterFactory>	
getWeaponFactories()	ArrayList<WeaponFactory>	

Initializing		
turns	LinkedBlockingQueue<Character>	
axeFactory	AxeFactory	
bowFactory	BowFactory	
knifeFactory	KnifeFactory	
staffFactory	StaffFactory	
swordFactory	SwordFactory	
engineerFactory	EngineerFactory	
knightFactory	KnightFactory	
thiefFactory	ThiefFactory	
blackMageFactory	BlackMageFactory	
whiteMageFactory	WhiteMageFactory	
enemyFactory	EnemyFactory	
Initializing(GameController)		
isInitializing()		boolean
setActive()		void
getCharacterFactories()	ArrayList<CharacterFactory>	
getWeaponFactories()	ArrayList<WeaponFactory>	
startGame()		void
addBlackMageToPlayer(String)		void
addWhiteMageToPlayer(String)		void
addEngineerToPlayer(String)		void
addThiefToPlayer(String)		void
addKnightToPlayer(String)		void
addEnemyToCPU(String)		void
addBowToInventory()		void
addBowToInventory(String)		void
addSwordToInventory()		void
addSwordToInventory(String)		void
addAxeToInventory()		void
addAxeToInventory(String)		void
addStaffToInventory()		void
addStaffToInventory(String)		void
addKnifeToInventory()		void
addKnifeToInventory(String)		void
removeSelectedCharacterFromItsParty()		void
removeSelectedWeaponFromInventory()		void
equipSelectedWeaponToSelectedCharacter()		void
unequipSelectedCharacter()		void

Finished		
Finished(GameController)		
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