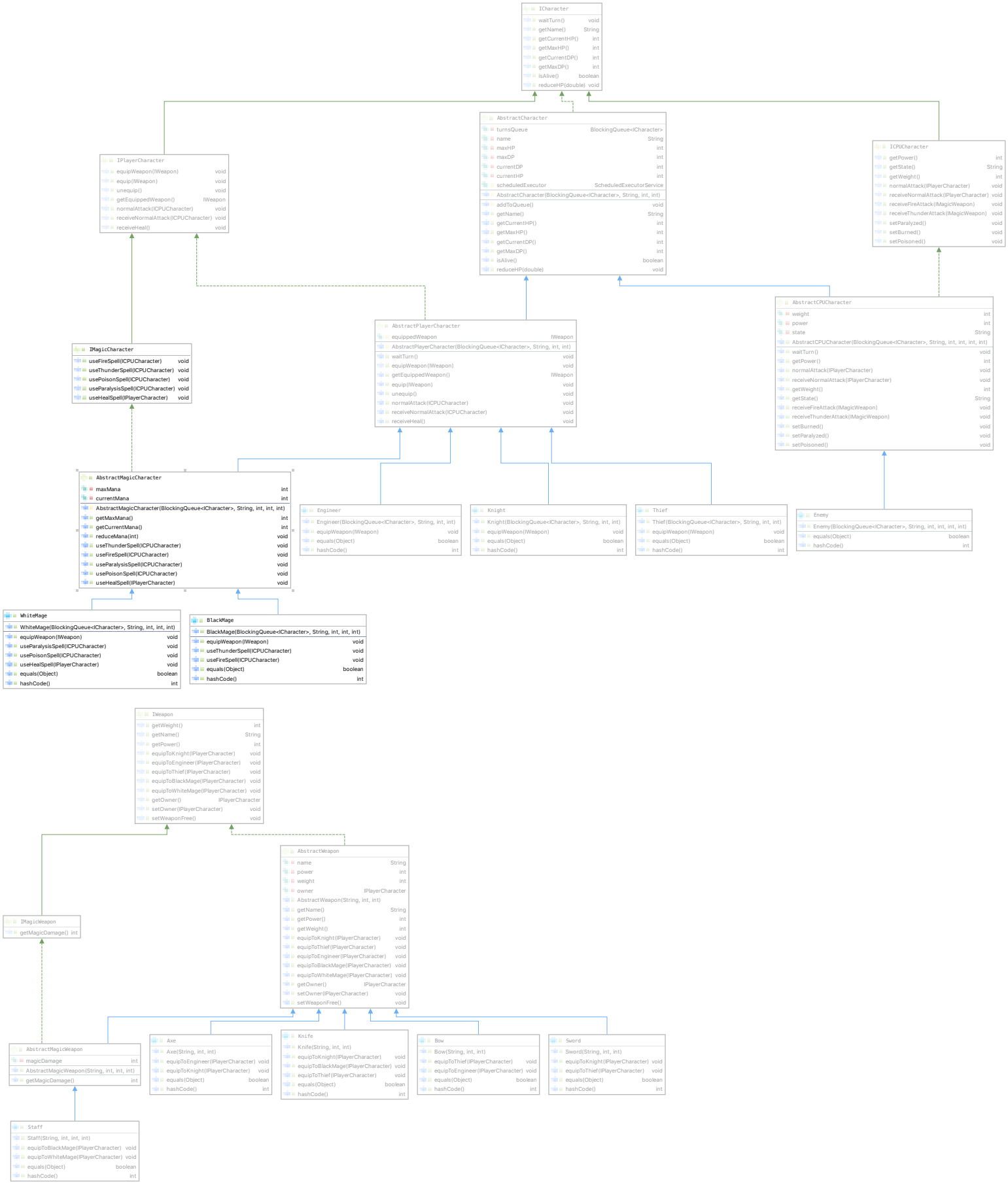
ICharacter
waitTurn() void
getName() String
getCurrentHP() int
getMaxHP() int
getCurrentDP() int
getMaxDP() int
isAlive() boolean
reduceHP(double) void
AbstractCharacter
turnsQueue BlockingQueue<ICharacter>
name String
maxHP int
maxDP int
currentDP int
currentHP int
scheduledExecutor ScheduledExecutorService
AbstractCharacter(BlockingQueue<ICharacter>, String, int, int)
addToQueue() void
getName() String
getCurrentHP() int
getMaxHP() int
getCurrentDP() int
getMaxDP() int
isAlive() boolean
reduceHP(double) void
IPlayerCharacter
equipWeapon(IWeapon) void
equip(IWeapon) void
unequip() void
getEquippedWeapon() IWeapon
normalAttack(ICPUCharacter) void
receiveNormalAttack(ICPUCharacter) void
receiveHeal() void
ICPUCharacter
getPower() int
getState() String
getWeight() int
normalAttack(IPlayerCharacter) void
receiveNormalAttack(IPlayerCharacter) void
receiveFireAttack(IMagicWeapon) void
receiveThunderAttack(IMagicWeapon) void
setParalyzed() void
setBurned() void
setPoisoned() void
IMagicCharacter
useFireSpell(ICPUCharacter) void
useThunderSpell(ICPUCharacter) void
usePoisonSpell(ICPUCharacter) void
useParalysisSpell(ICPUCharacter) void
useHealSpell(IPlayerCharacter) void
AbstractPlayerCharacter
equippedWeapon IWeapon
AbstractPlayerCharacter(BlockingQueue<ICharacter>, String, int, int)
waitTurn() void
equipWeapon(IWeapon) void
getEquippedWeapon() IWeapon
equip(IWeapon) void
unequip() void
normalAttack(ICPUCharacter) void
receiveNormalAttack(ICPUCharacter) void
receiveHeal() void
AbstractCPUCharacter
weight int
power int
state String
AbstractCPUCharacter(BlockingQueue<ICharacter>, String, int, int, int, int)
waitTurn() void
getPower() int
normalAttack(IPlayerCharacter) void
receiveNormalAttack(IPlayerCharacter) void
getWeight() int
getState() String
receiveFireAttack(IMagicWeapon) void
receiveThunderAttack(IMagicWeapon) void
setBurned() void
setParalyzed() void
setPoisoned() void
AbstractMagicCharacter
maxMana int
currentMana int
AbstractMagicCharacter(BlockingQueue<ICharacter>, String, int, int, int)
getMaxMana() int
getCurrentMana() int
reduceMana(int) void
useThunderSpell(ICPUCharacter) void
useFireSpell(ICPUCharacter) void
useParalysisSpell(ICPUCharacter) void
usePoisonSpell(ICPUCharacter) void
useHealSpell(IPlayerCharacter) void
Engineer
Engineer(BlockingQueue<ICharacter>, String, int, int)
equipWeapon(IWeapon) void
equals(Object) boolean
hashCode() int
Knight
Knight(BlockingQueue<ICharacter>, String, int, int)
equipWeapon(IWeapon) void
equals(Object) boolean
hashCode() int
Thief
Thief(BlockingQueue<ICharacter>, String, int, int)
equipWeapon(IWeapon) void
equals(Object) boolean
hashCode() int
Enemy
Enemy(BlockingQueue<ICharacter>, String, int, int, int, int)
equals(Object) boolean
hashCode() int
WhiteMage
WhiteMage(BlockingQueue<ICharacter>, String, int, int, int)
equipWeapon(IWeapon) void
useParalysisSpell(ICPUCharacter) void
usePoisonSpell(ICPUCharacter) void
useHealSpell(IPlayerCharacter) void
equals(Object) boolean
hashCode() int
BlackMage
BlackMage(BlockingQueue<ICharacter>, String, int, int, int)
equipWeapon(IWeapon) void
useThunderSpell(ICPUCharacter) void
useFireSpell(ICPUCharacter) void
equals(Object) boolean
hashCode() int
IWeapon
getWeight() int
getName() String
getPower() int
equipToKnight(IPlayerCharacter) void
equipToEngineer(IPlayerCharacter) void
equipToThief(IPlayerCharacter) void
equipToBlackMage(IPlayerCharacter) void
equipToWhiteMage(IPlayerCharacter) void
getOwner() IPlayerCharacter
setOwner(IPlayerCharacter) void
setWeaponFree() void
AbstractWeapon
name String
power int
weight int
owner IPlayerCharacter
AbstractWeapon(String, int, int)
getName() String
getPower() int
getWeight() int
equipToKnight(IPlayerCharacter) void
equipToThief(IPlayerCharacter) void
equipToEngineer(IPlayerCharacter) void
equipToBlackMage(IPlayerCharacter) void
equipToWhiteMage(IPlayerCharacter) void
getOwner() IPlayerCharacter
setOwner(IPlayerCharacter) void
setWeaponFree() void
IMagicWeapon
getMagicDamage() int
AbstractMagicWeapon
magicDamage int
AbstractMagicWeapon(String, int, int, int)
getMagicDamage() int
Axe
Axe(String, int, int)
equipToEngineer(IPlayerCharacter) void
equipToKnight(IPlayerCharacter) void
equals(Object) boolean
hashCode() int
Knife
Knife(String, int, int)
equipToKnight(IPlayerCharacter) void
equipToBlackMage(IPlayerCharacter) void
equipToThief(IPlayerCharacter) void
equals(Object) boolean
hashCode() int
Bow
Bow(String, int, int)
equipToThief(IPlayerCharacter) void
equipToEngineer(IPlayerCharacter) void
equals(Object) boolean
hashCode() int
Sword
Sword(String, int, int)
equipToKnight(IPlayerCharacter) void
equipToThief(IPlayerCharacter) void
equals(Object) boolean
hashCode() int
Staff
Staff(String, int, int, int)
equipToBlackMage(IPlayerCharacter) void
equipToWhiteMage(IPlayerCharacter) void
equals(Object) boolean
hashCode() int