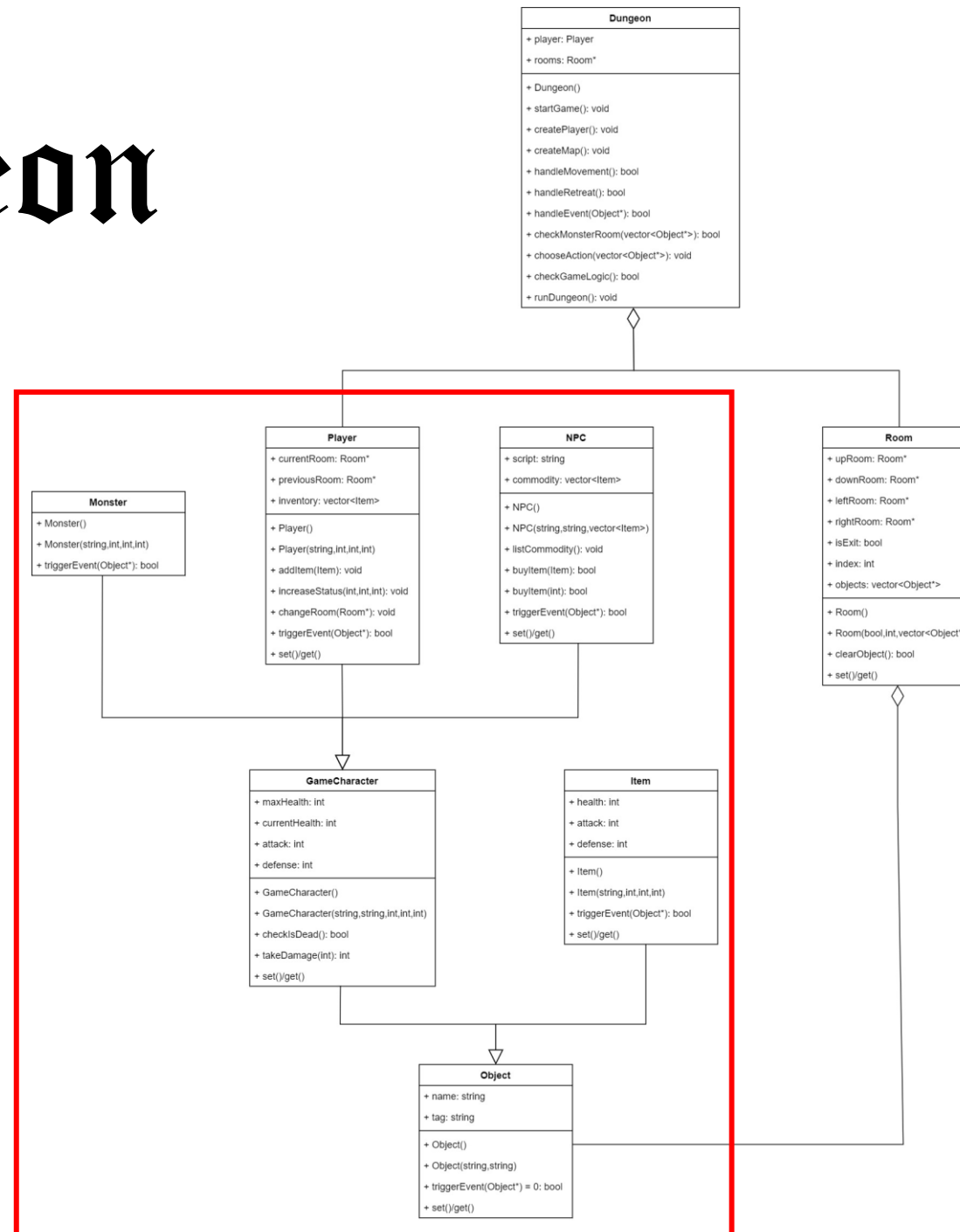
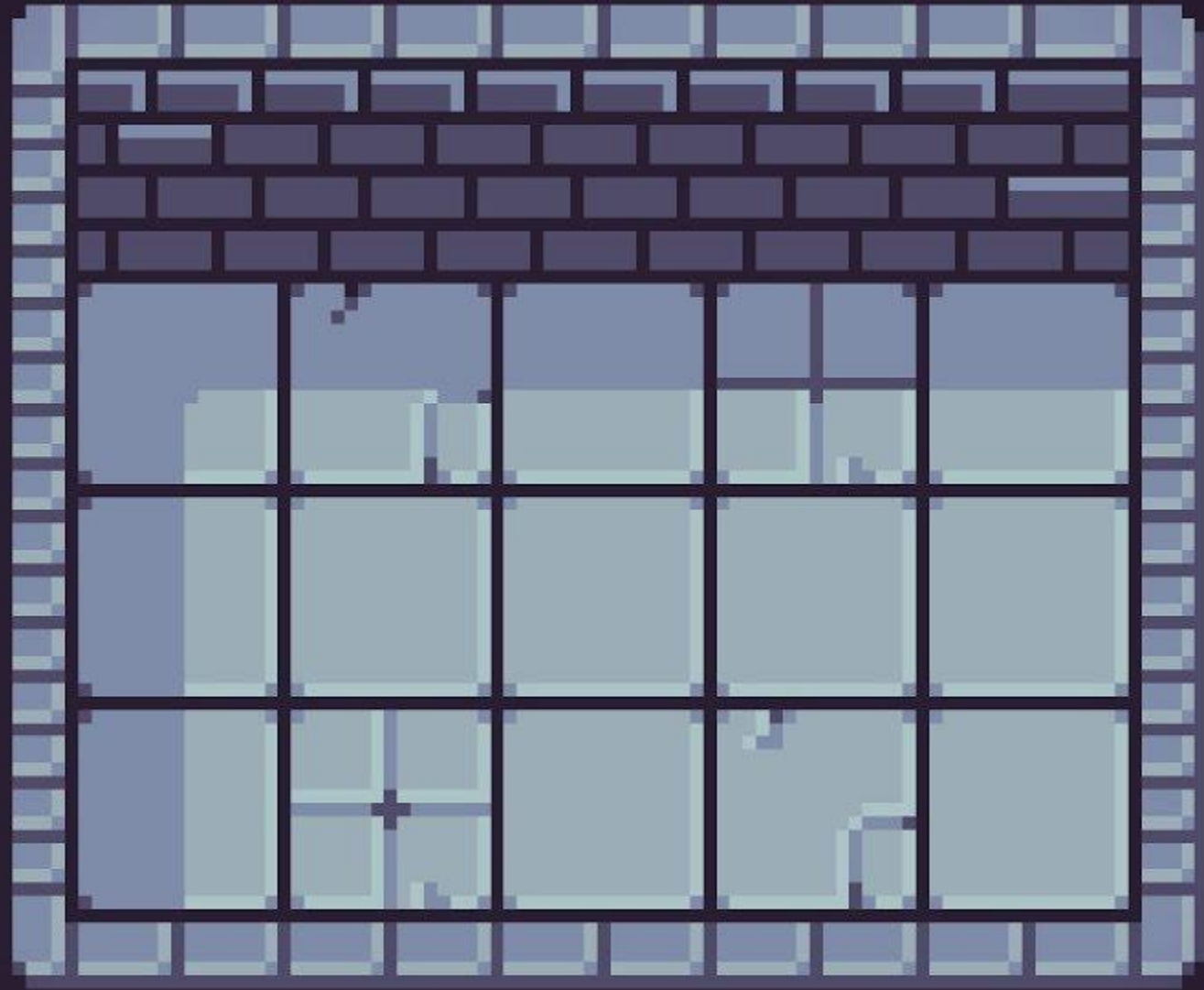


Dungeon

Dungeon





Player

+ currentRoom: Room*

private

+ previousRoom: Room*

+ inventory: vector<Item>

+ Player()

public

+ Player(string,int,int,int)

+ addItem(Item): void

+ increaseStatus(int,int,int): void

+ changeRoom(Room*): void

+ triggerEvent(Object*): bool

+ set()/get()



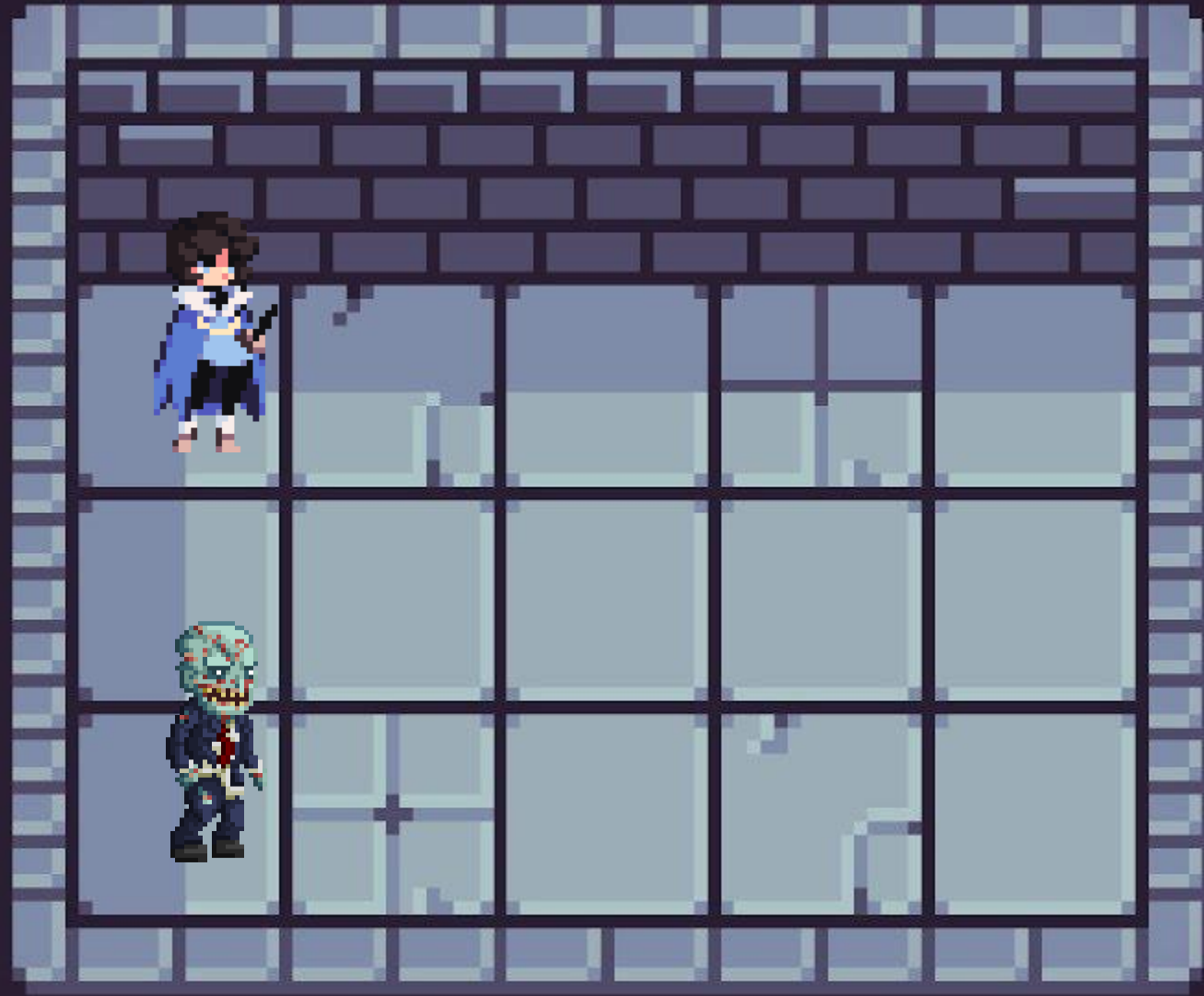
Player

+ currentRoom: Room*
+ previousRoom: Room*
+ inventory: vector<Item>

+ Player()
+ Player(string,int,int,int)
+ addItem(Item): void
+ increaseStatus(int,int,int): void
+ changeRoom(Room*): void
+ triggerEvent(Object*): bool
+ set()/get()

Monster

+ Monster()
+ Monster(string,int,int,int)
+ triggerEvent(Object*): bool

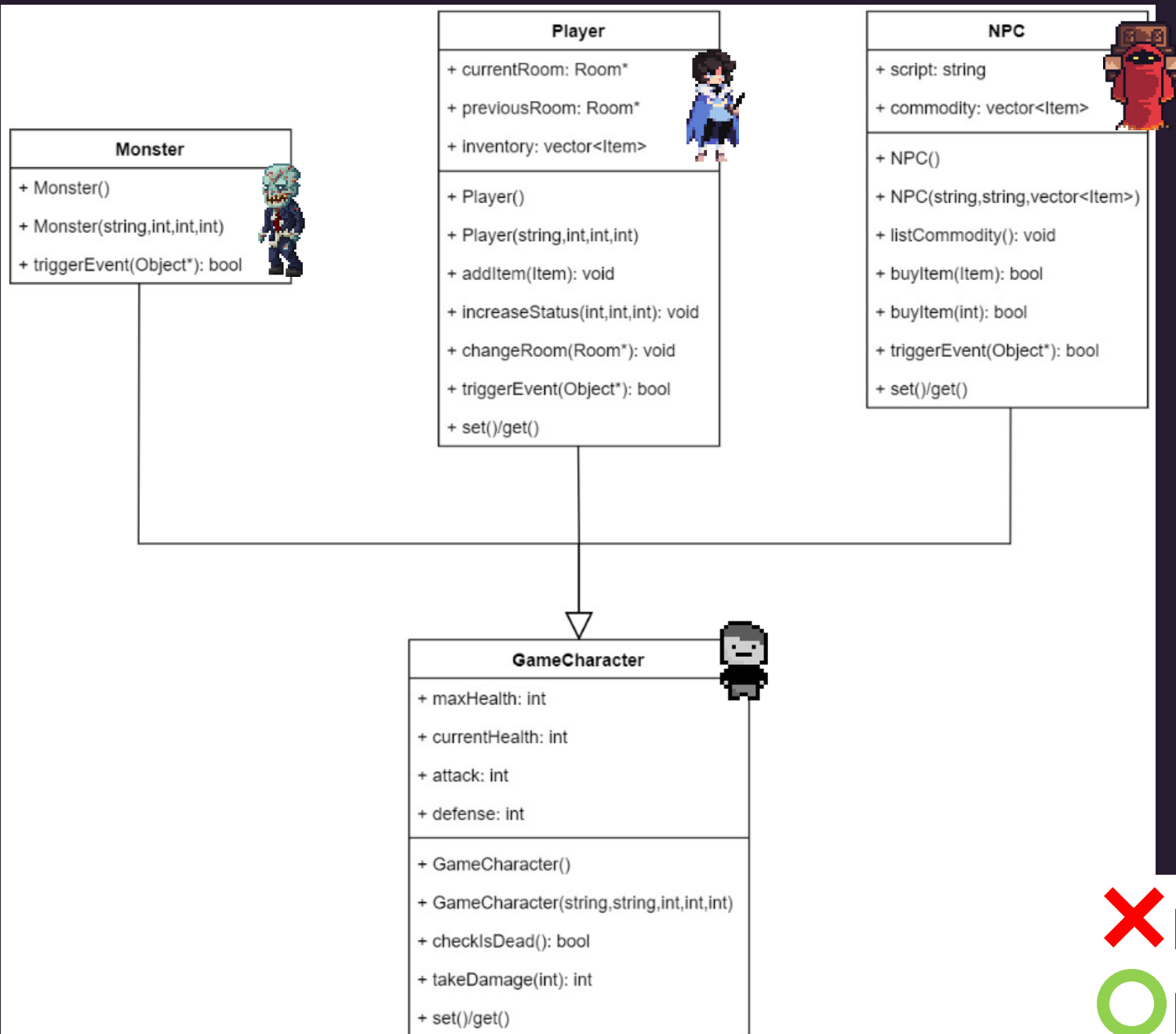


Player
<ul style="list-style-type: none"> + currentRoom: Room* + previousRoom: Room* + inventory: vector<Item>
<ul style="list-style-type: none"> + Player() + Player(string,int,int,int) + addItem(Item): void + increaseStatus(int,int,int): void + changeRoom(Room*): void + triggerEvent(Object*): bool + set()/get()

Monster
<ul style="list-style-type: none"> + Monster() + Monster(string,int,int,int) + triggerEvent(Object*): bool



NPC
<ul style="list-style-type: none"> + script: string + commodity: vector<Item>
<ul style="list-style-type: none"> + NPC() + NPC(string,string,vector<Item>) + listCommodity(): void + buyItem(Item): bool + buyItem(int): bool + triggerEvent(Object*): bool + set()/get()



✗ `player.attack`
○ `player.getAttack()`

Player
<ul style="list-style-type: none"> + currentRoom: Room* + previousRoom: Room* + inventory: vector<Item>
<ul style="list-style-type: none"> + Player() + Player(string,int,int,int) + addItem(Item): void + increaseStatus(int,int,int): void + changeRoom(Room*): void + triggerEvent(Object*): bool + set()/get()

Monster
<ul style="list-style-type: none"> + Monster() + Monster(string,int,int,int) + triggerEvent(Object*): bool



NPC
<ul style="list-style-type: none"> + script: string + commodity: vector<Item>
<ul style="list-style-type: none"> + NPC() + NPC(string,string,vector<Item>) + listCommodity(): void + buyItem(Item): bool + buyItem(int): bool + triggerEvent(Object*): bool + set()/get()

Item
<ul style="list-style-type: none"> + health: int + attack: int + defense: int
<ul style="list-style-type: none"> + Item() + Item(string,int,int,int) + triggerEvent(Object*): bool + set()/get()

