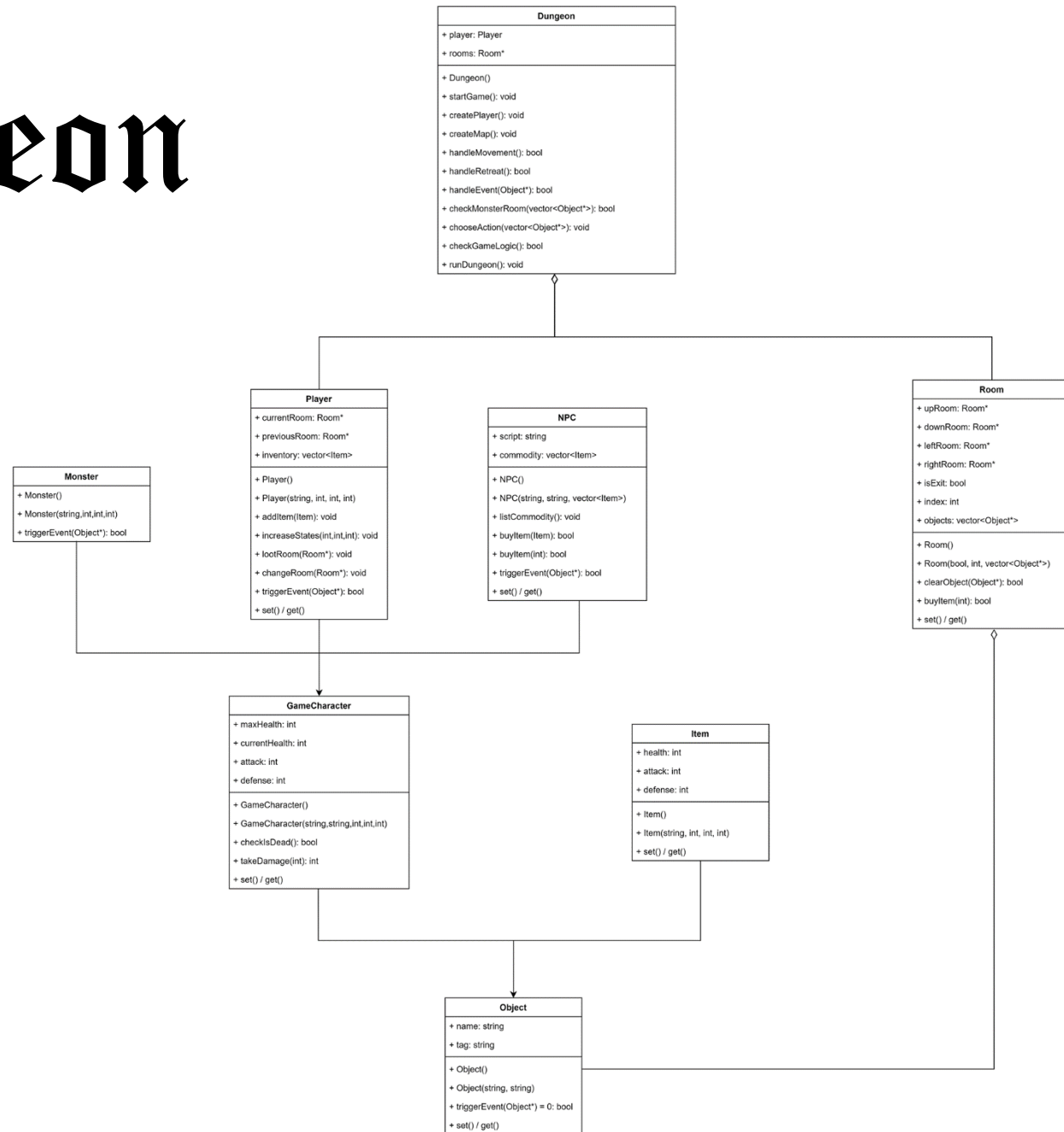
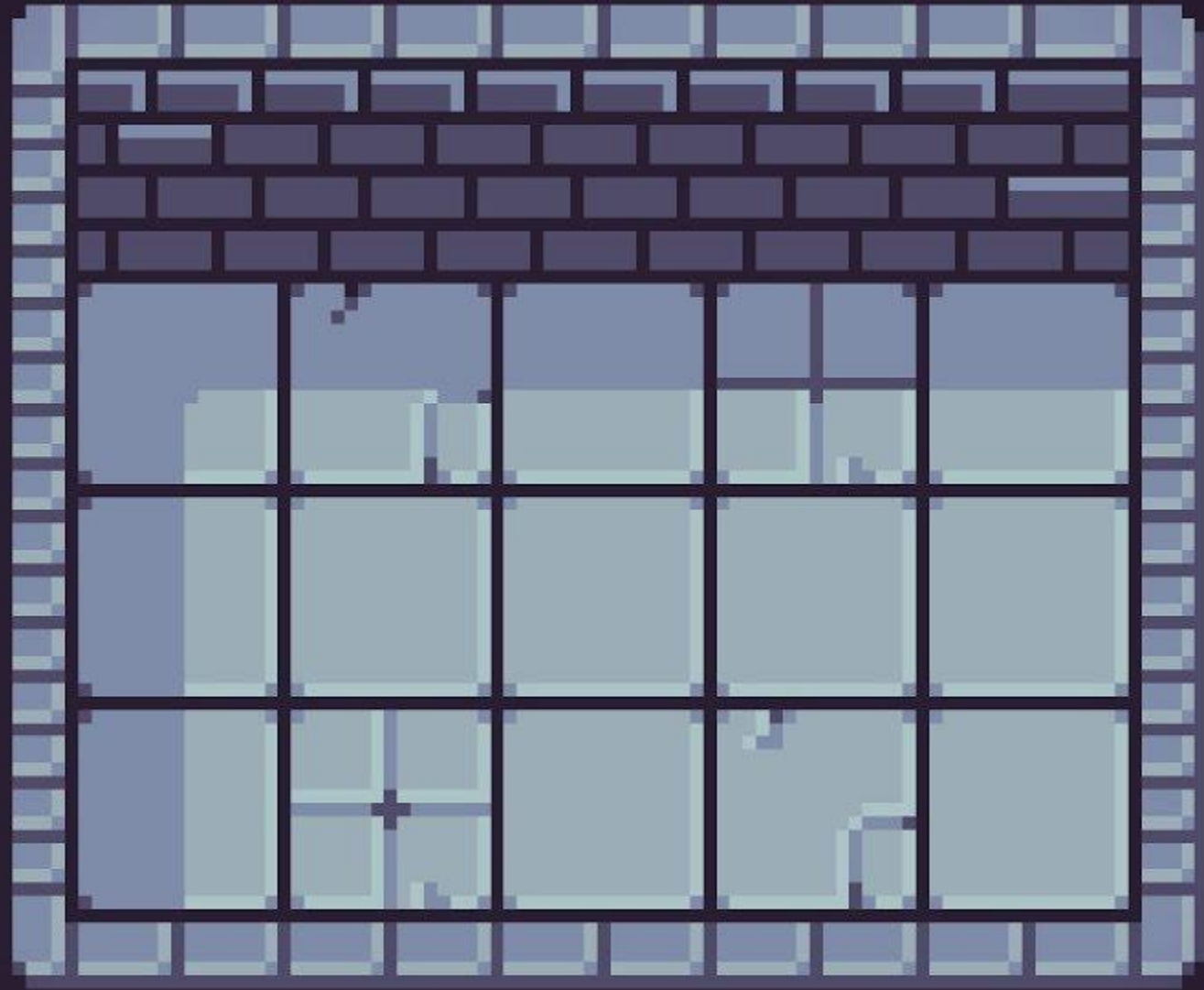


Dungeon

# Dungeon

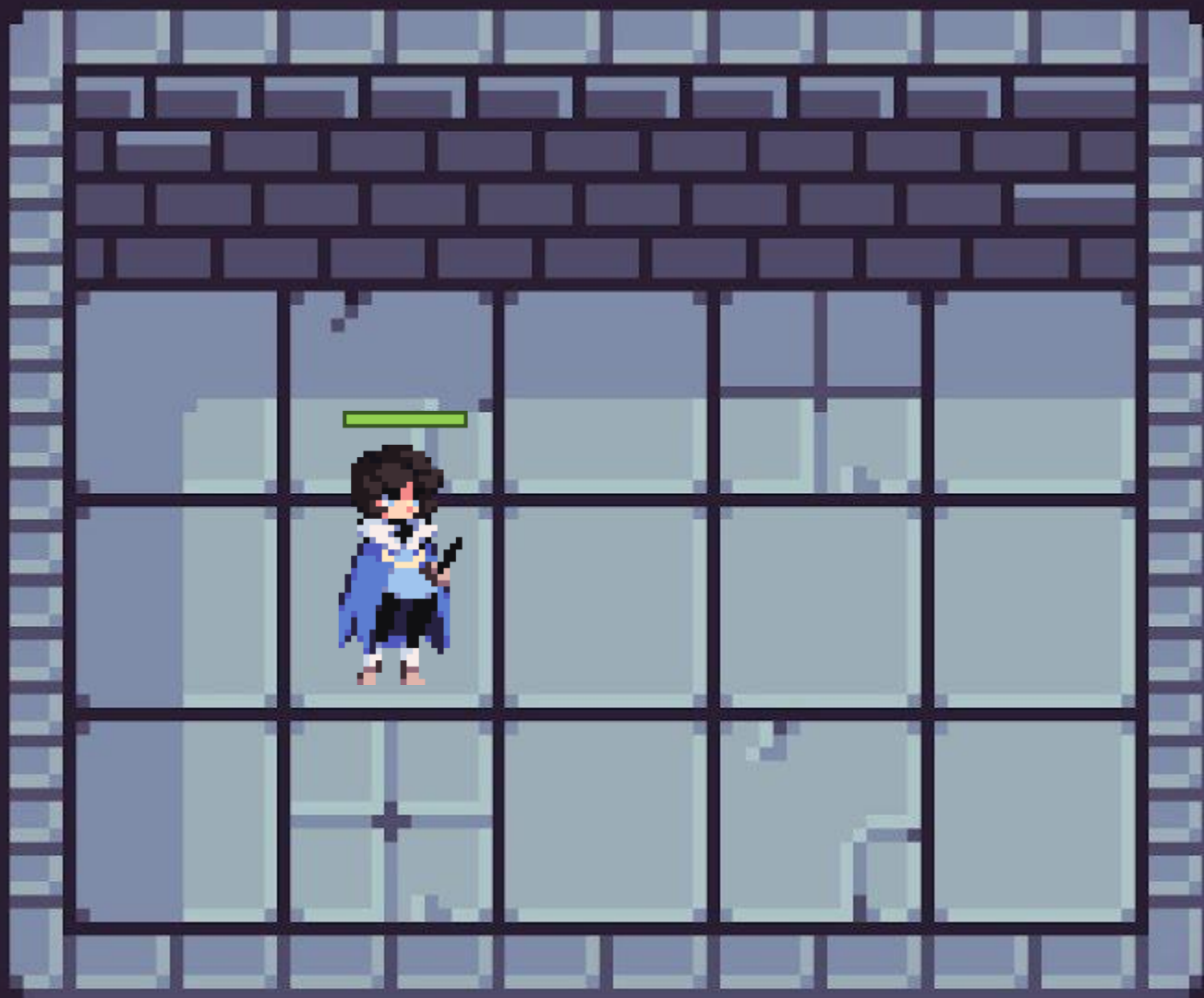




## Player

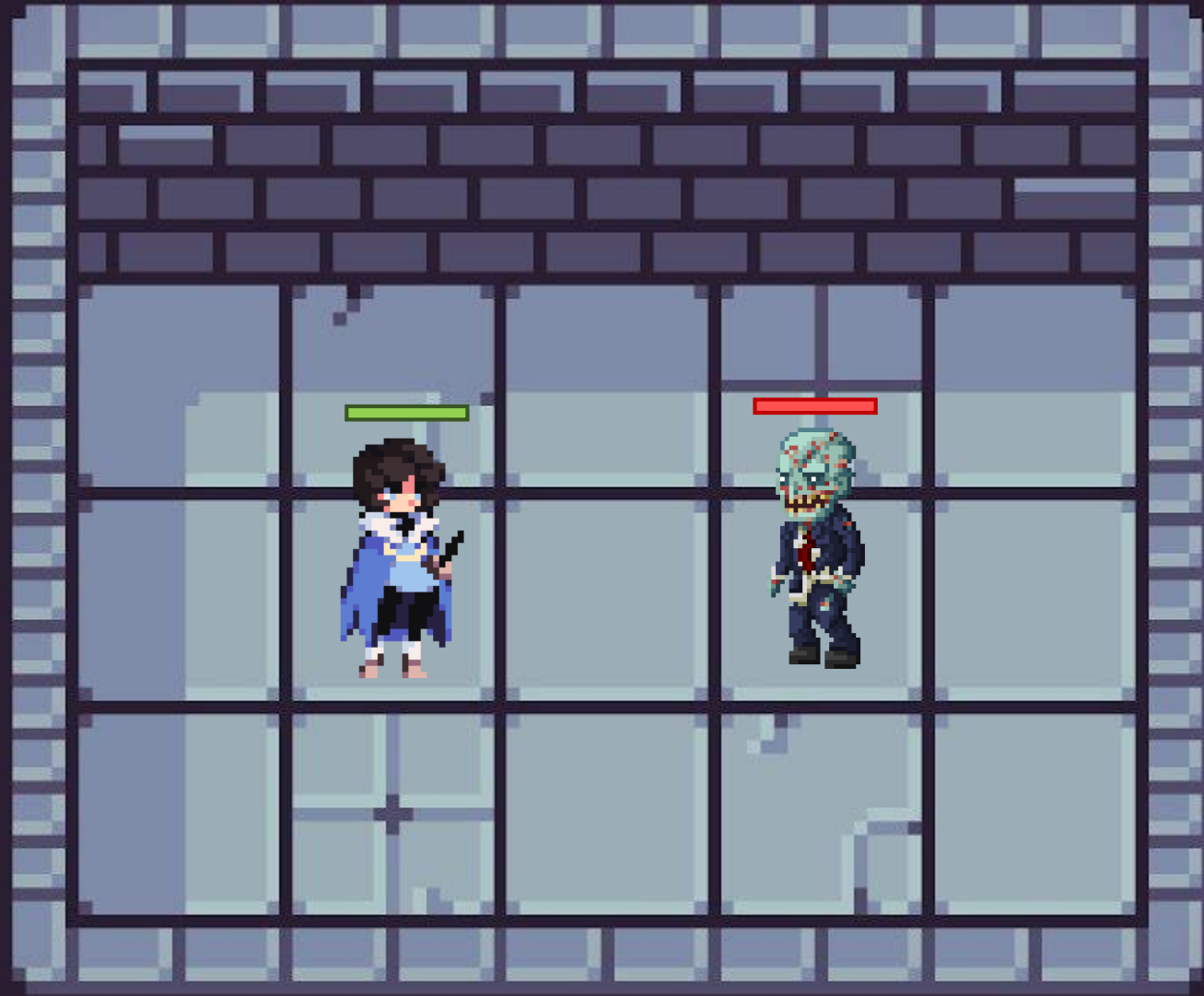
+ currentRoom: Room\*  
+ previousRoom: Room\*  
+ inventory: vector<Item>

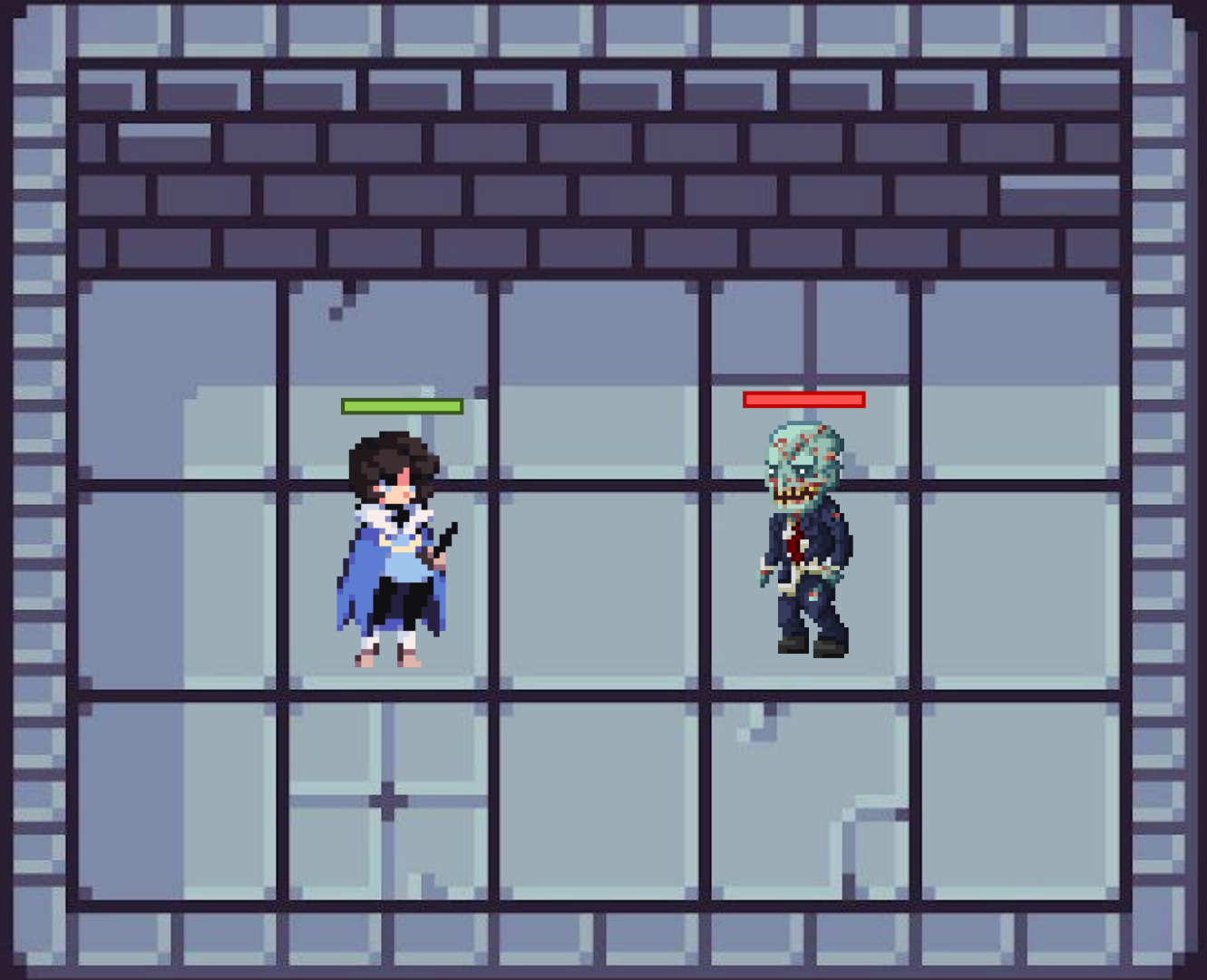
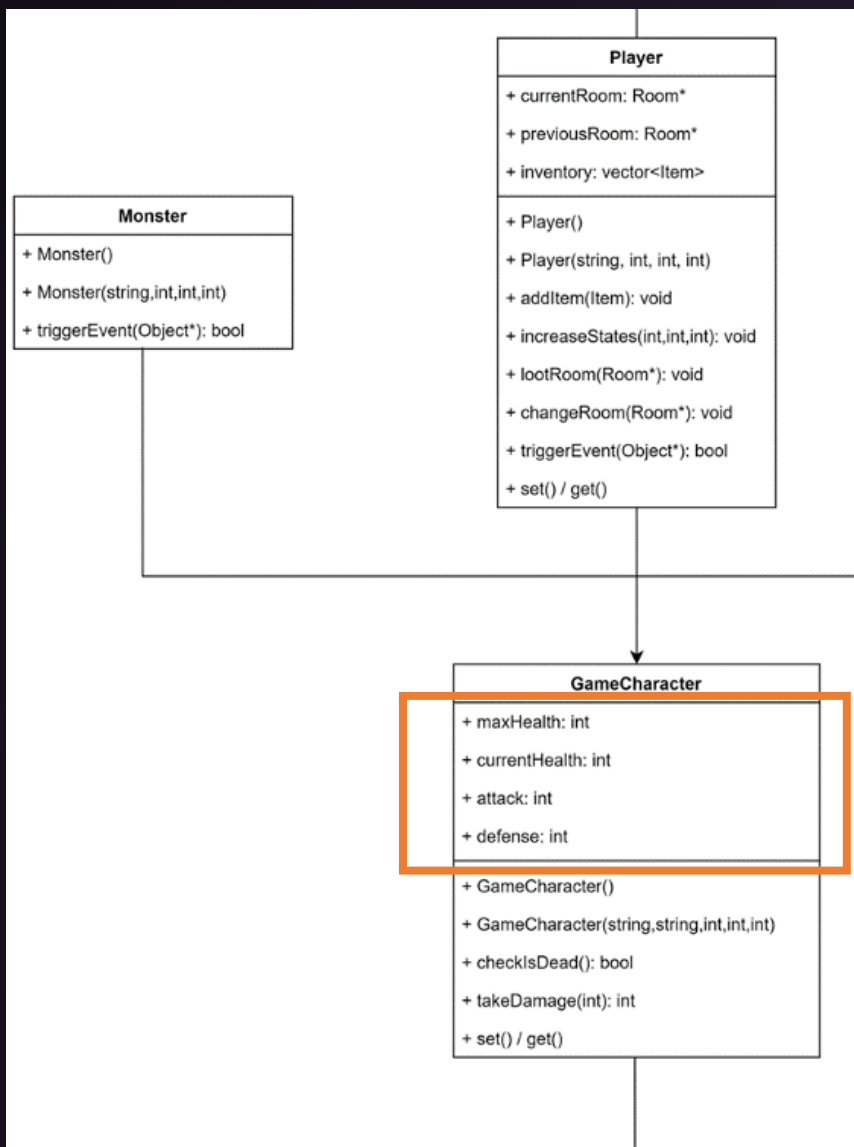
+ Player()  
+ Player(string, int, int, int)  
+ addItem(Item): void  
+ increaseStates(int,int,int): void  
+ lootRoom(Room\*): void  
+ changeRoom(Room\*): void  
+ triggerEvent(Object\*): bool  
+ set() / get()



### Monster

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



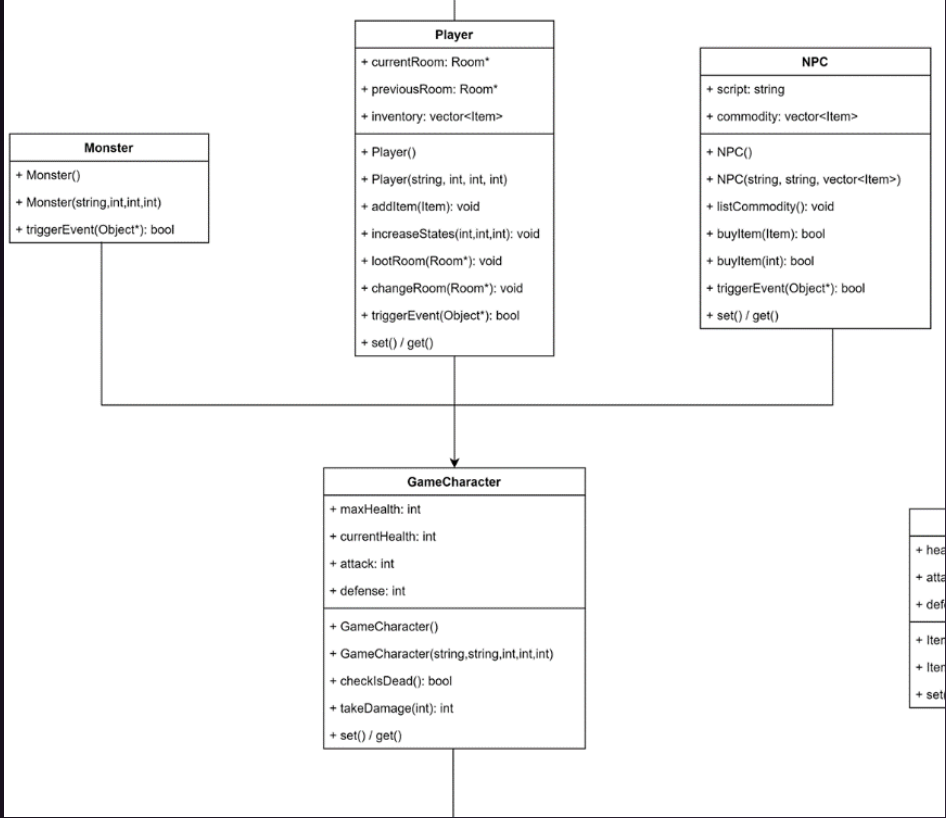


## NPC

```
+ script: string  
+ commodity: vector<Item>  
  
+ NPC()  
+ NPC(string, string, vector<Item>)  
+ listCommodity(): void  
+ buyItem(Item): bool  
+ buyItem(int): bool  
+ triggerEvent(Object*): bool  
+ set() / get()
```



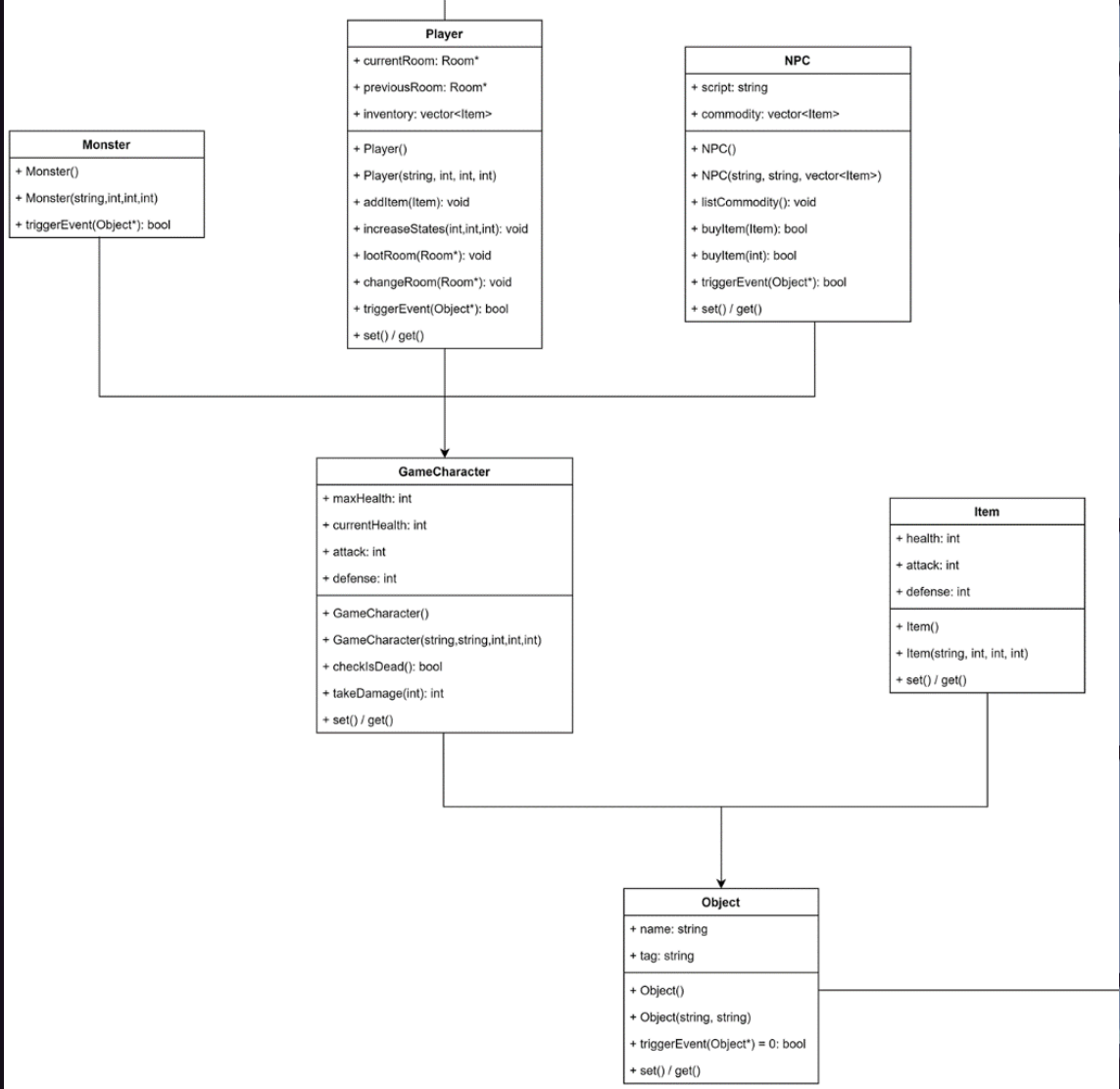


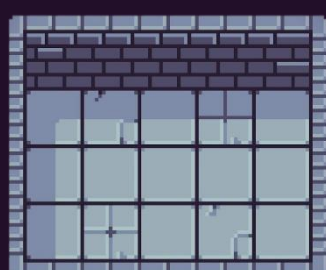
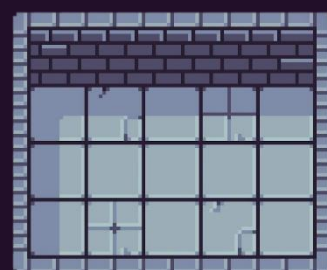
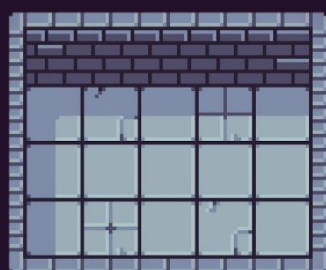
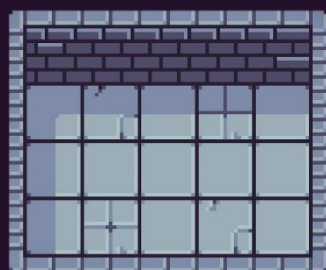
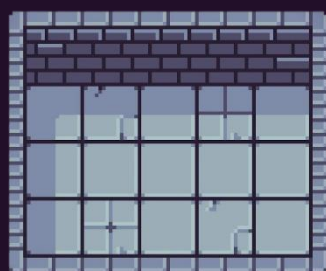
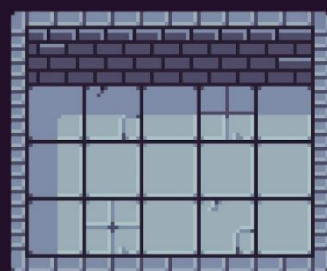


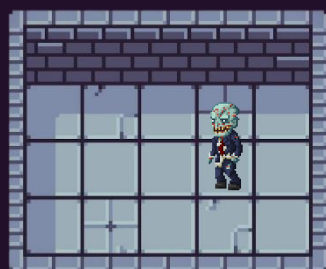
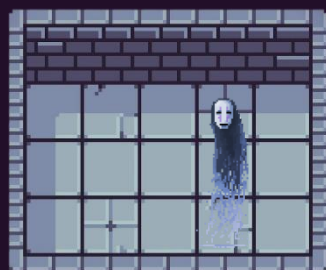


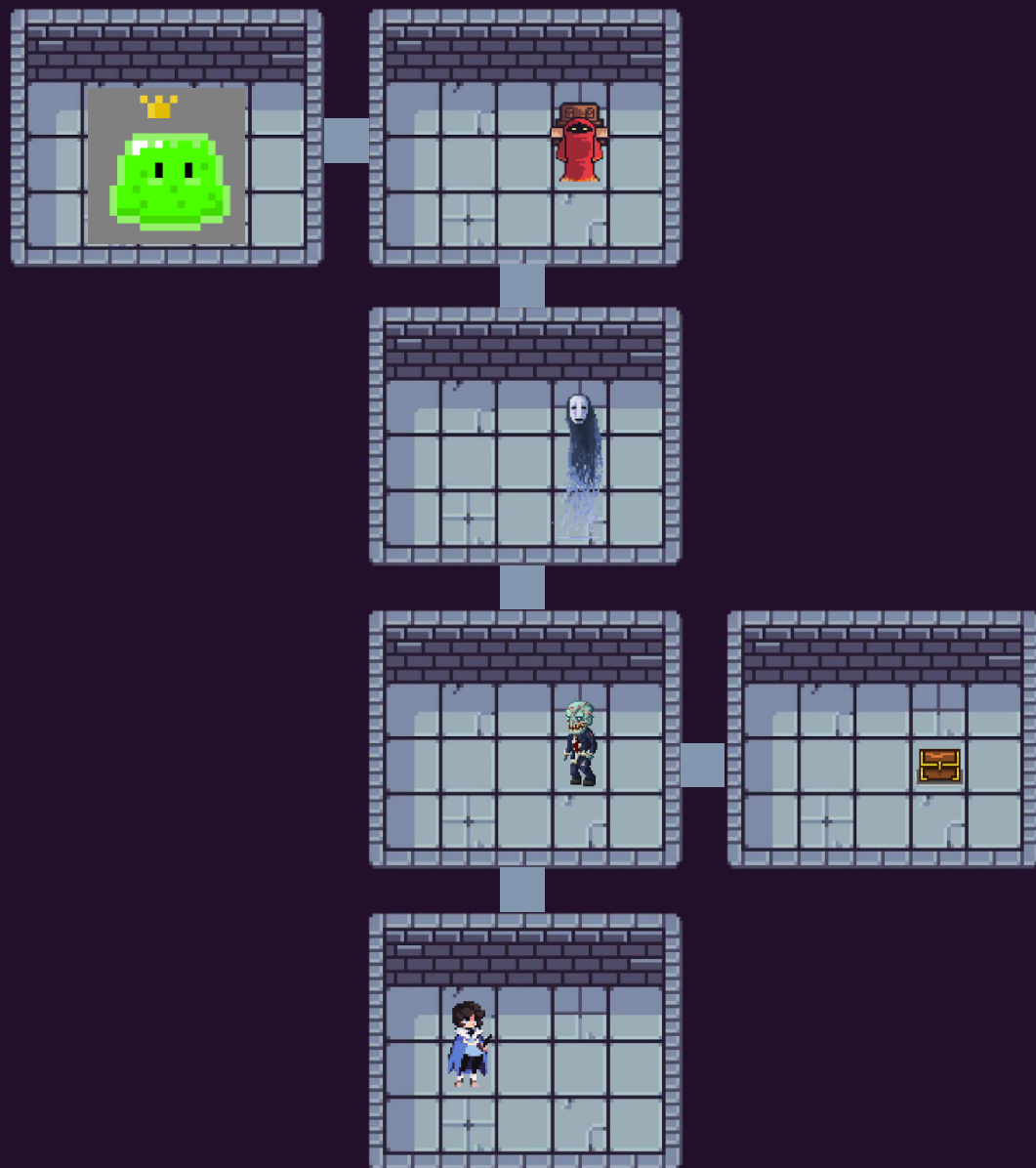
Item
+ health: int
+ attack: int
+ defense: int
+ Item()
+ Item(string, int, int, int)
+ set() / get()

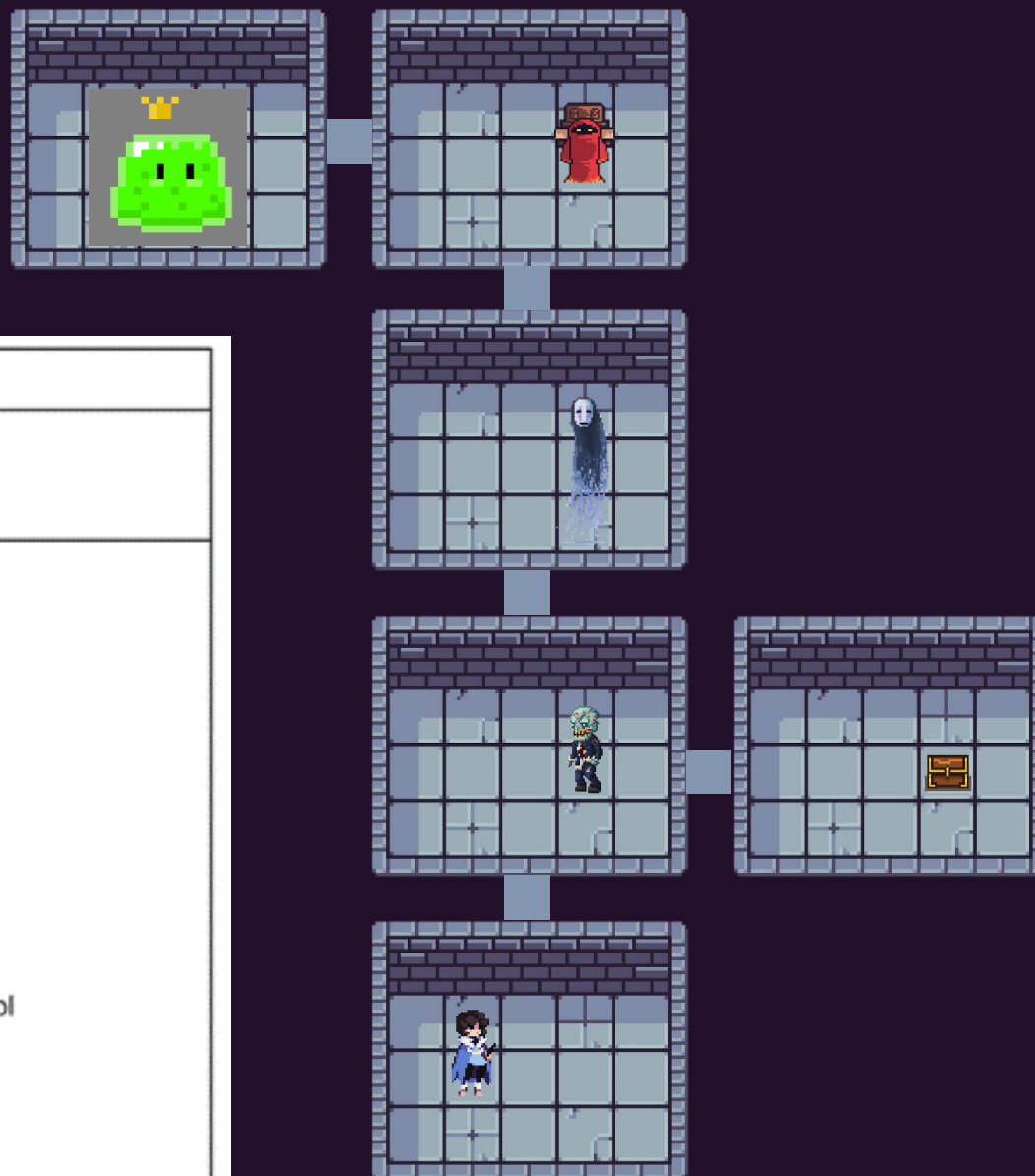












## Dungeon

+ player: Player

+ rooms: Room\*

+ Dungeon()

+ startGame(): void

+ createPlayer(): void

+ createMap(): void

+ handleMovement(): bool

+ handleRetreat(): bool

+ handleEvent(Object\*): bool

+ checkMonsterRoom(vector<Object\*>): bool

+ chooseAction(vector<Object\*>): void

+ checkGameLogic(): bool

+ runDungeon(): void

