

<i>LevelManager</i>
- board: GameBoard - listOfEnemies : List<> - printer: Printer - currentLevel : int - listOfLevels: List<char [][]>
+newLevel (Player player): void +levelUp(): void

<i>Printer</i>
+ printer(String msg)

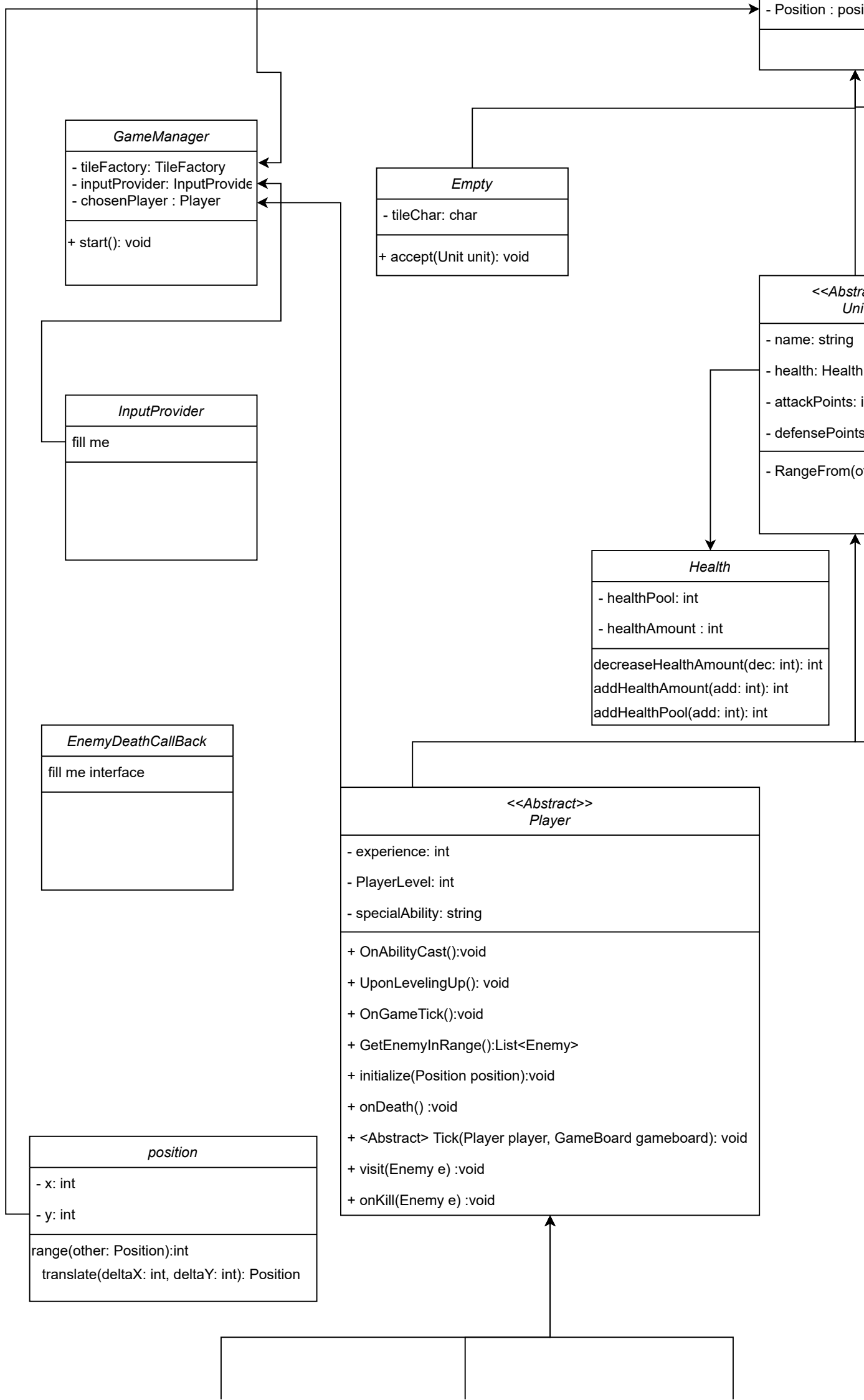
<i>BoardGame</i>
- tiles : List<Tile> - tilesMat :Tile[][] - player : Player - enemyList: List<Enemy> - wallList: List<Wall> - tileFactory: TileFactory - rowSize : int - columnSize : int - printer : Printer
+ boardInit (char [][] c, Player player) + updateMat(): void

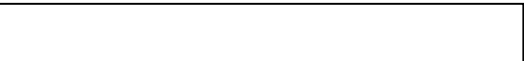
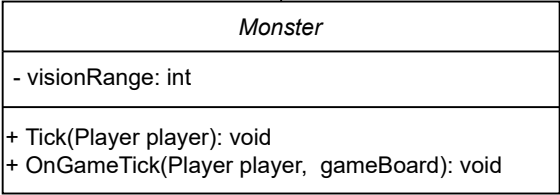
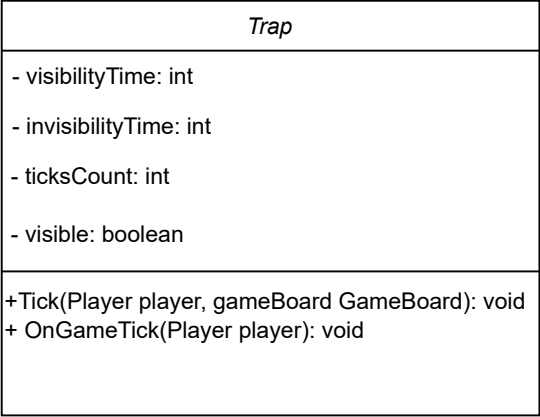
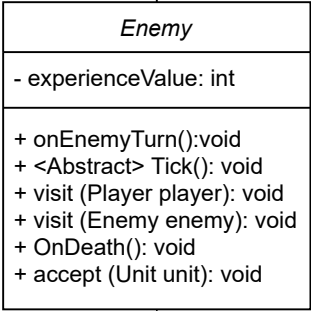
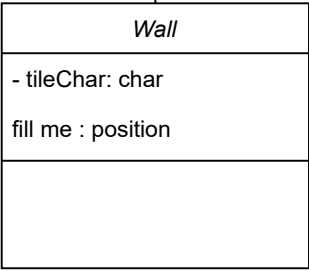
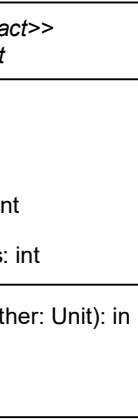
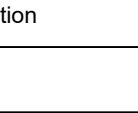
<i>TileFactory</i>
- playerList : List<Supplier<Player>> - enemiesMap : Map<> - printer : Print
+ isValidChoice(int choice): boolean + produceEnemy(char tile, Position position): Enemy + producePlayer(int idx): Player + produceEmpty(Position position): Empty + produceWall(Position position): Wall

<i>Level</i>
- printer : Printer - listOfEnemies : List<> - board : GameBoard
+levelStart():void +gameTick():void +printLevel():void

<i><<Abstract Tile>></i>
- tileChar: char

act>>





<i>Mage</i>
- manaPool: int - currentMana: int - manaCost: int - spellPower: int - hitsCount: int - abilityRange: int

<i>Rogue</i>
- costAbility: int - currentEnergy: int

<i>Warrior</i>
- cooldown: int - remainingCooldown: int

