

GameElement	
gameElementArrayList	ArrayList<GameElement>
GameElement()	
GameElement(GameLayer, int)	
addGameElementTree(GameElement)	boolean
insertIfDuplicateGameElement(GameElement)	boolean
recursiveInsertion(GameElement)	boolean
toString()	String
gameLayer	GameLayer
ID	int

Cave	
unassignedCreatures	ArrayList<GameElement>
unassignedTreasures	ArrayList<GameElement>
unassignedArtifacts	ArrayList<GameElement>
Cave(String)	
addGameElement(GameElement)	void
toString()	String
addCreatureToUnassignedList(Creature)	void
sortTree()	String
getPartyDescriptions(String)	String
getCreatureDescriptions(String)	String
getTreasureDescriptions(String)	String
getArtifactDescriptions(String)	String
addUnassigned(ArrayList<GameElement>, GameElement)	void
name	String

Creature	
creaturesCreated	int
name	String
creatureType	String
empathy	double
fear	double
carryingCapacity	double
Creature(String, String, double, double, double)	
Creature(int, String, String, int, double, double, double)	
addTreasure(Treasure)	void
addArtifact(Artifact)	void
toString()	String
creatureOnlyToString()	String
partyID	int

Treasure	
treasuresCreated	int
Treasure(String, double, double)	
Treasure(int, String, int, double, double)	
toString()	String
treasureOnlyToString()	String
treasureType	String
weight	double
value	double
creatureID	int
ID	int

Artifact	
artifactsCreated	int
Artifact(String, String)	
Artifact(int, String, int, String)	
toString()	String
artifactOnlyToString()	String
treasureType	String
name	String
creatureID	int
ID	int

Party	
partiesCreated	int
Party(String)	
Party(int, String)	
toString()	String
partyOnlyToString()	String
name	String
ID	int

GameLayer	
CAVE	
PARTY	
CREATURE	
TREASURE	
ARTIFACT	
NONE	