Command Processor

- GoCommand fGoCommand;
- LookCommand fLookCommand;
- InventoryCommand
- fInventoryCommand;
- AttackCommand fAttackCommand;
- CloseCommand fCloseCommand;
- OpenCommand fOpenCommand;
- DropCommand fDropCommand;
- TakeCommand fTakeCommand;
- PutCommand fPutCommand;

+CommandProcessor(GameWorld&
aGameWorld, Player& aPlayer);
+CommandProcessor();
+executeCommand(string aCommand):
boolean;

Command

+execute()

Drop Command

+ DropCommand()
+ execute()

Put Command

+Put Command()
+execute()

GoCommand

- string fDirection;
- fGameWorld fGameWorld;
- Player fPlayer;

+GoCommand(GameWorld*
aGameWorld, Player* aPlayer, string
aDirection)
+GoCommand()
+execute()

Close Command

+Close Command()
+execute()

Take Command

+Take Command()
+execute()

Open Command

+Open Command()
+execute()

Attack Command

+Attack Command()
+execute()

Rough UML Diagram