

Serializable



jdungeon.core.world.World

- board
- player
- boss
- observers
- hurtEntities
- playerObserver
- bossObserver
- sizeX
- sizeY
- serialVersionUID

- + World()
- + clone()
- + getX()
- + getY()
- + getHurtEntities()
- + subscribe()
- + unsubscribe()
- + add()
- + add()
- + add()
- + add()
- + remove()
- + remove()
- + getPlayer()
- + getBoss()
- + syncEvent()
- + replace()
- ~ addHurtEntity()
- ~ removeHurtEntity()
- ~ notifyChange()
- ~ notifyChange()
- ~ notifyChange()
- ~ notifyChange()
- ~ getEntityInPoint()
- # move()
- # moveDelta()
- # clearView()
- area()