

jdungeon.core.world.bonus.Bonus.getLevel

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graph RL; A[jdungeon.core.world.bonus.StrengthBonus.buff] --> C[jdungeon.core.world.bonus.Bonus.getLevel]; B[jdungeon.core.world.bonus.HealthBonus.buff] --> C;
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The diagram illustrates a dependency or relationship. On the left is a gray-shaded rectangular box containing the text 'jdungeon.core.world.bonus.Bonus.getLevel'. To its right are two white rectangular boxes. The top box contains 'jdungeon.core.world.bonus.StrengthBonus.buff' and the bottom box contains 'jdungeon.core.world.bonus.HealthBonus.buff'. Two blue arrows point from the right side of each of these two boxes towards the left side of the gray box, indicating that the gray box's value or state is determined by the two boxes on the right.

jdungeon.core.world.bonus.StrengthBonus.buff

jdungeon.core.world.bonus.HealthBonus.buff