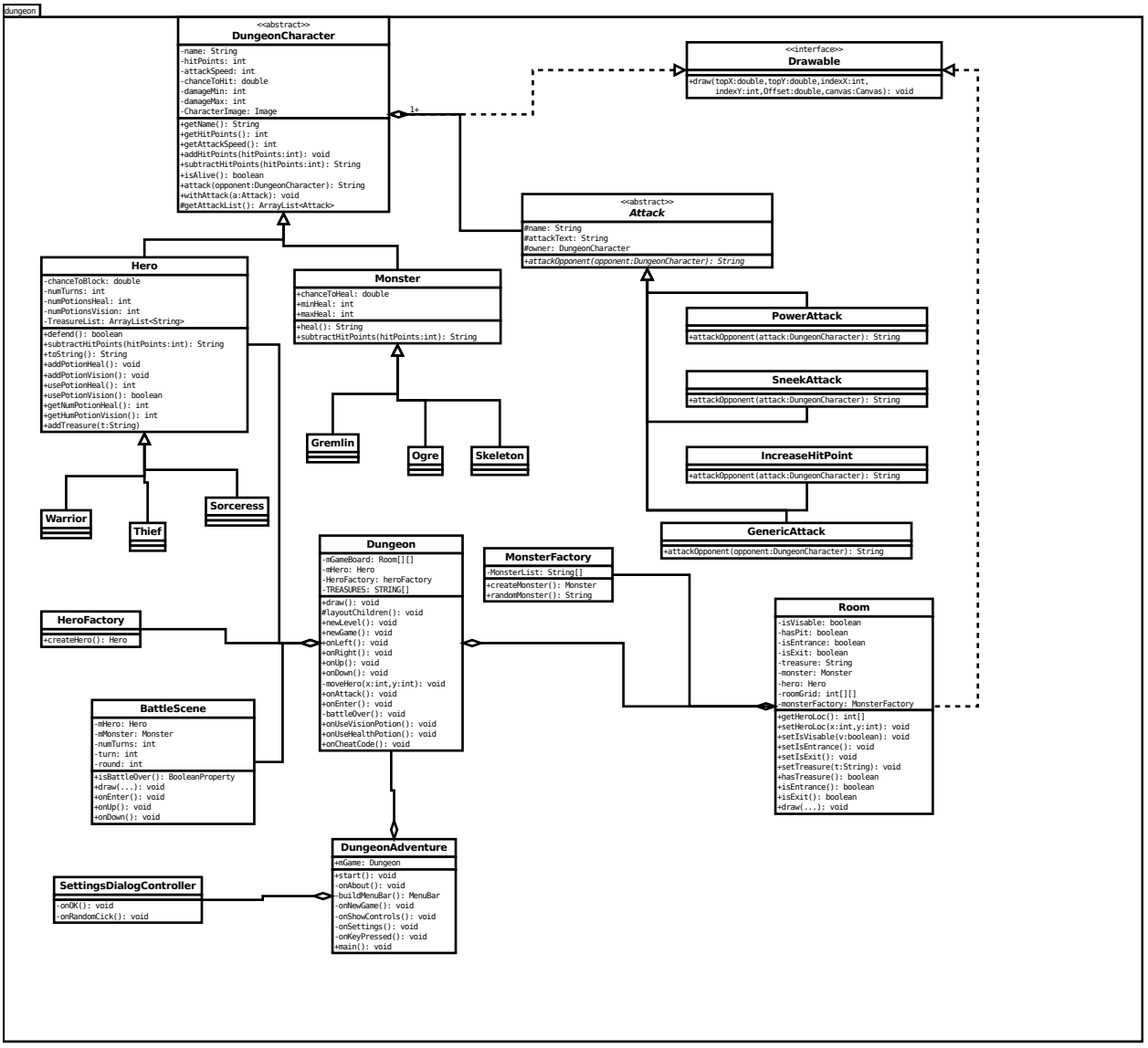
dungeon
<<abstract>>
DungeonCharacter
-name: String
-hitPoints: int
-attackSpeed: int
-chanceToHit: double
-damageMin: int
-damageMax: int
-CharacterImage: Image
+getName(): String
+getHitPoints(): int
+getAttackSpeed(): int
+addHitPoints(hitPoints:int): void
+subtractHitPoints(hitPoints:int): String
+isAlive(): boolean
+attack(opponent:DungeonCharacter): String
+withAttack(a:Attack): void
#getAttackList(): ArrayList<Attack>
1+
<<interface>>
Drawable
+draw(topX:double,topY:double,indexX:int,
indexY:int,Offset:double,canvas:Canvas): void
<<abstract>>
Attack
#name: String
#attackText: String
#owner: DungeonCharacter
+attackOpponent(opponent:DungeonCharacter): String
Hero
-chanceToBlock: double
-numTurns: int
-numPotionsHeal: int
-numPotionsVision: int
-TreasureList: ArrayList<String>
+defend(): boolean
+subtractHitPoints(hitPoints:int): String
+toString(): String
+addPotionHeal(): void
+addPotionVision(): void
+usePotionHeal(): int
+usePotionVision(): boolean
+getNumPotionHeal(): int
+getNumPotionVision(): int
+addTreasure(t:String)
Monster
+chanceToHeal: double
+minHeal: int
+maxHeal: int
+heal(): String
+subtractHitPoints(hitPoints:int): String
PowerAttack
+attackOpponent(attack:DungeonCharacter): String
SneekAttack
+attackOpponent(attack:DungeonCharacter): String
IncreaseHitPoint
+attackOpponent(attack:DungeonCharacter): String
GenericAttack
+attackOpponent(opponent:DungeonCharacter): String
Gremlin
Ogre
Skeleton
Warrior
Thief
Sorceress
Dungeon
-mGameBoard: Room[][]
-mHero: Hero
-HeroFactory: heroFactory
_TREASURES: STRING[]
+draw(): void
#layoutChildren(): void
+newLevel(): void
+newGame(): void
+onLeft(): void
+onRight(): void
+onUp(): void
+onDown(): void
-moveHero(x:int,y:int): void
+onAttack(): void
+onEnter(): void
-battleOver(): void
+onUseVisionPotion(): void
+onUseHealthPotion(): void
+onCheatCode(): void
MonsterFactory
-MonsterList: String[]
+createMonster(): Monster
+randomMonster(): String
HeroFactory
+createHero(): Hero
Room
-isVisable: boolean
-hasPit: boolean
-isEntrance: boolean
-isExit: boolean
-treasure: String
-monster: Monster
-hero: Hero
-roomGrid: int[][]
-monsterFactory: MonsterFactory
+getHeroLoc(): int[]
+setHeroLoc(x:int,y:int): void
+setIsVisable(v:boolean): void
+setIsEntrance(): void
+setIsExit(): void
+setTreasure(t:String): void
+hasTreasure(): boolean
+isEntrance(): boolean
+isExit(): boolean
+draw(...): void
BattleScene
-mHero: Hero
-mMonster: Monster
-numTurns: int
-turn: int
-round: int
+isBattleOver(): BooleanProperty
+draw(...): void
+onEnter(): void
+onUp(): void
+onDown(): void
DungeonAdventure
+mGame: Dungeon
+start(): void
-onAbout(): void
-buildMenuBar(): MenuBar
-onNewGame(): void
-onShowControls(): void
-onSettings(): void
-onKeyPressed(): void
+main(): void
SettingsDialogController
-onOK(): void
-onRandomCick(): void