

Woo
<ul style="list-style-type: none">- Character player- Monster monster- int kingEncounters- int infirmaryVisits- int questCount- String monName
<ul style="list-style-type: none">+ Character getPlayer()+ void newGame()+ void tutorial()+ void spawn()+ void spawnBoss(int a)+ void fight()+ void castle()+ void king()+ void shop()+ void infirmary()+void restrooms

Forest
<ul style="list-style-type: none">+ void forest()

Quest1
<ul style="list-style-type: none">+ boolean newQuest()

Quest2
<ul style="list-style-type: none">+ boolean newQuest()

Quest3
<ul style="list-style-type: none">+ boolean newQuest()

