

Dungeon
- width: int - height: int - entities: List<Entity> - enemies: List<Enemy> - player: Player - numFloorSwitches: int - switchesActivated: int - numTreasure: int - goal: Goal - cleared: BooleanProperty - gameOver: BooleanProperty
+ Dungeon(int, int, Goal) + getTasks(): List<StringProperty> + getWidth(): int + getHeight(): int + getPlayer(): Player + setPlayer(Player) + addEntity(Entity) + addEnemy(Enemy) + removeEntity(Entity) + removeEnemy(Enemy) + getSwitchesActivated(): int + setSwitchesActivated(int) + getNumFloorSwitches(): int + setNumFloorSwitches(int) + getSurroundedEntities(int, int): List<Entity> + getEntity(int, int): Entity + getAllEntities: List<Entity> + getFloorSwitch(int, int): FloorSwitch + moveEnemies(Player) + reachedExit() + cleared(): BooleanProperty

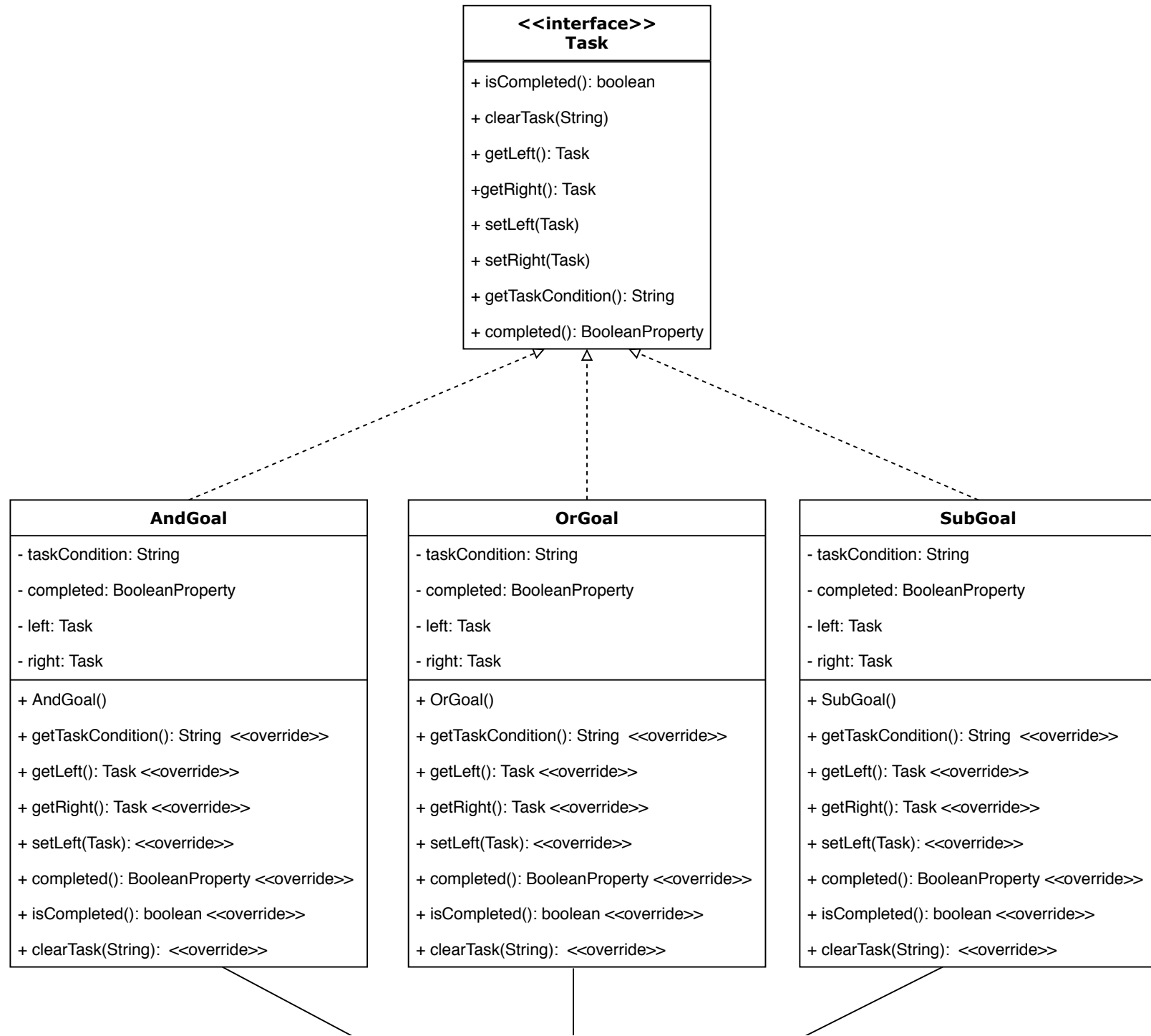
Enemy

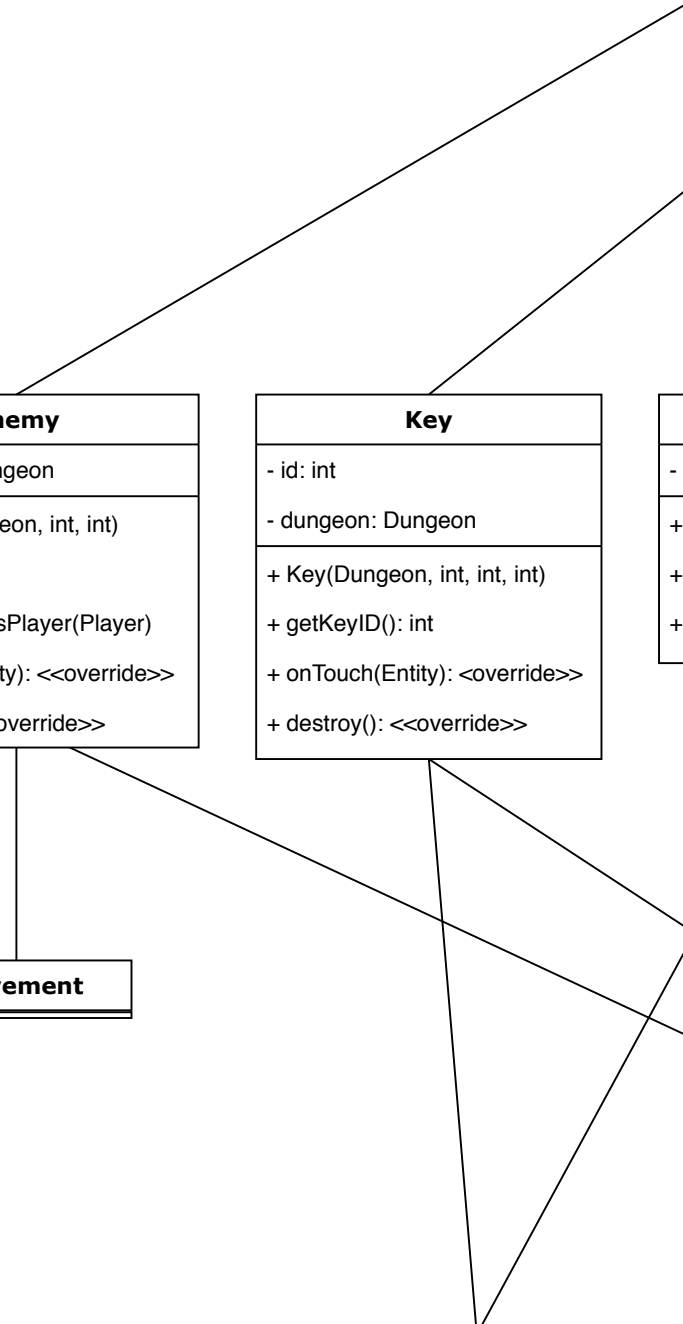
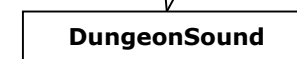
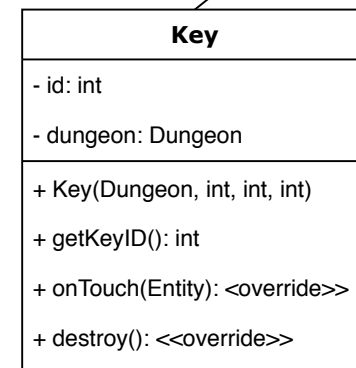
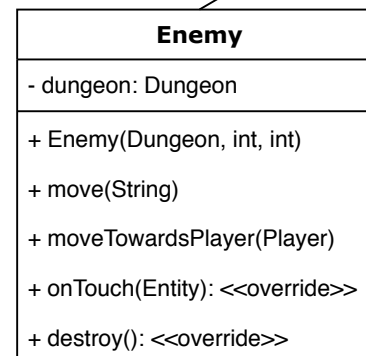
Entity

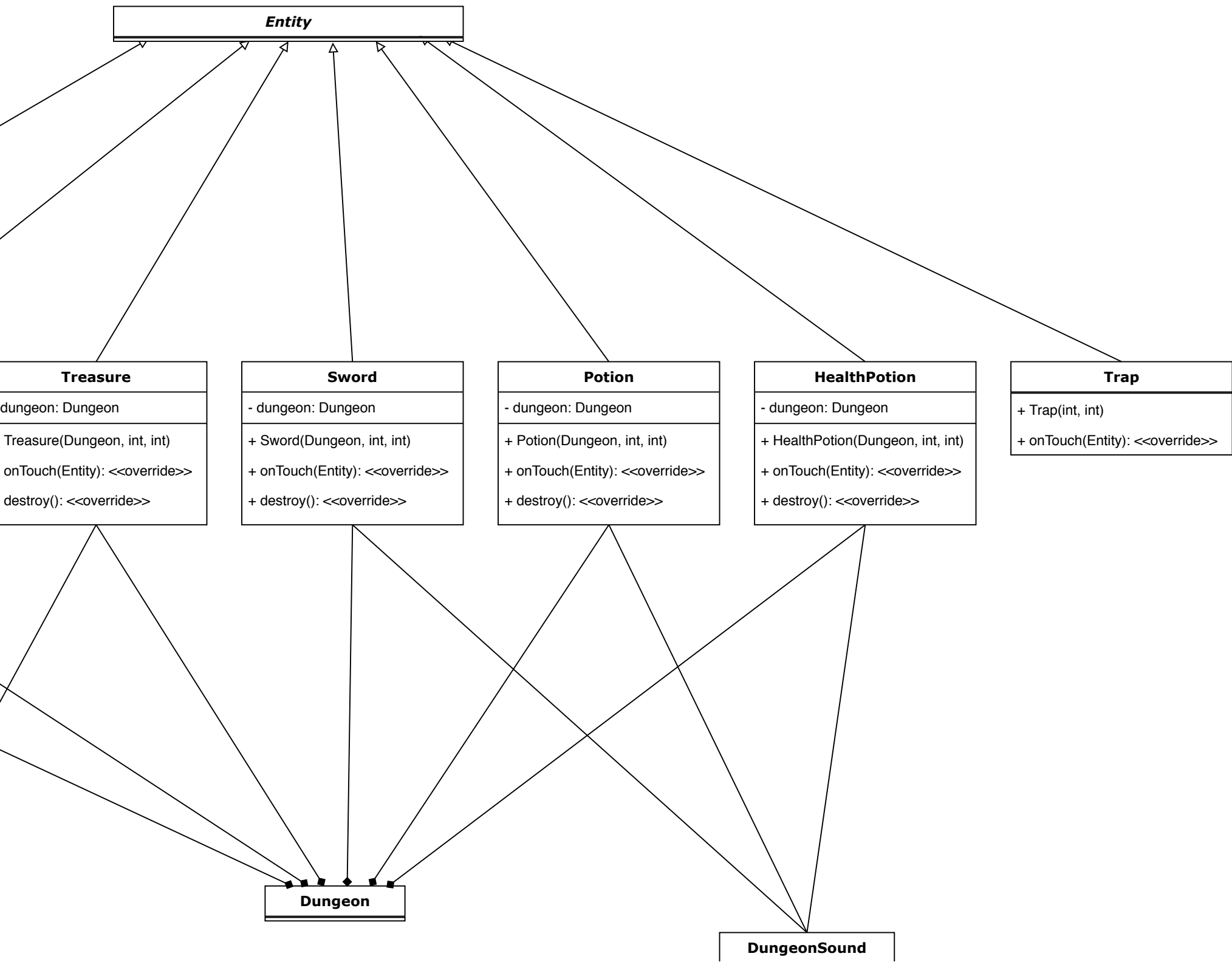
0 to *

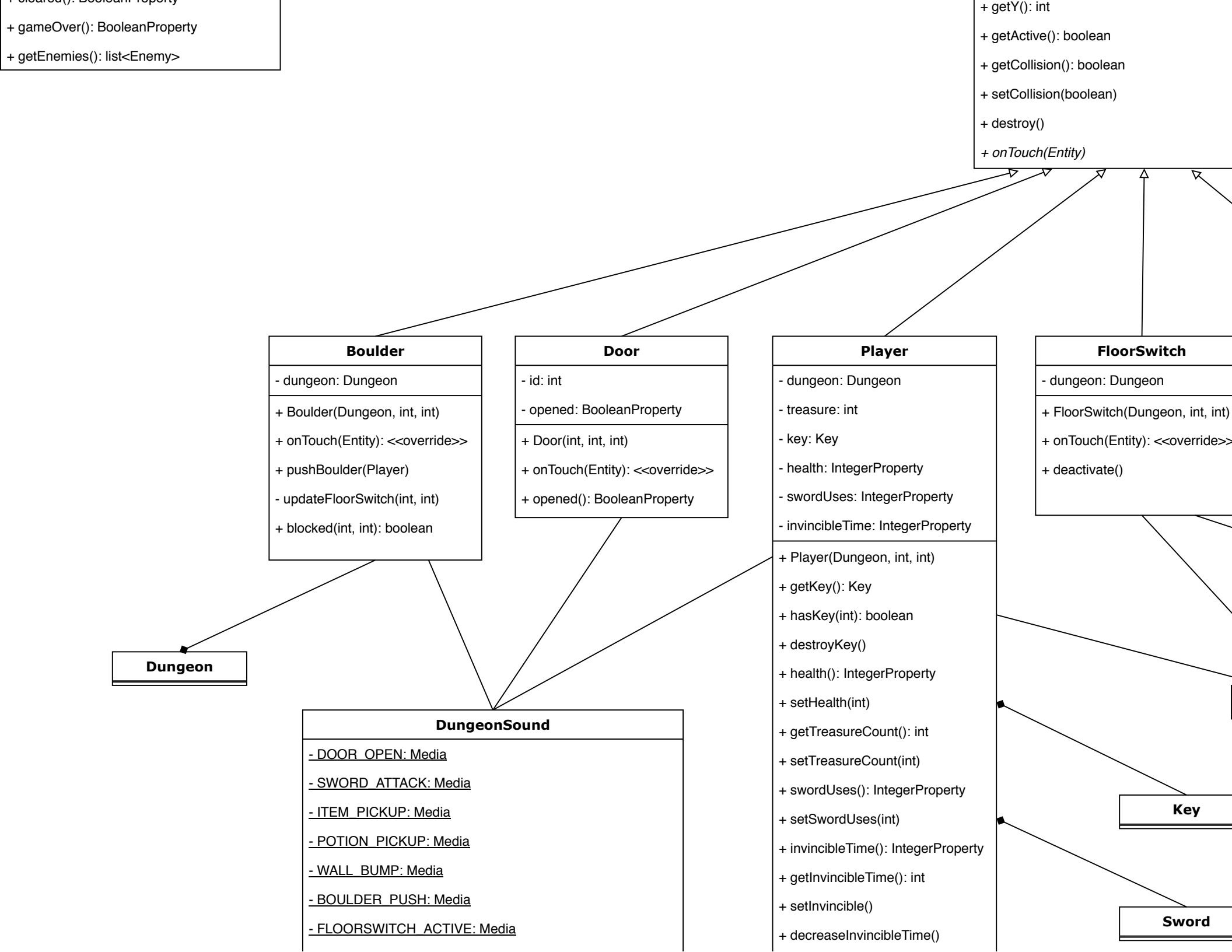
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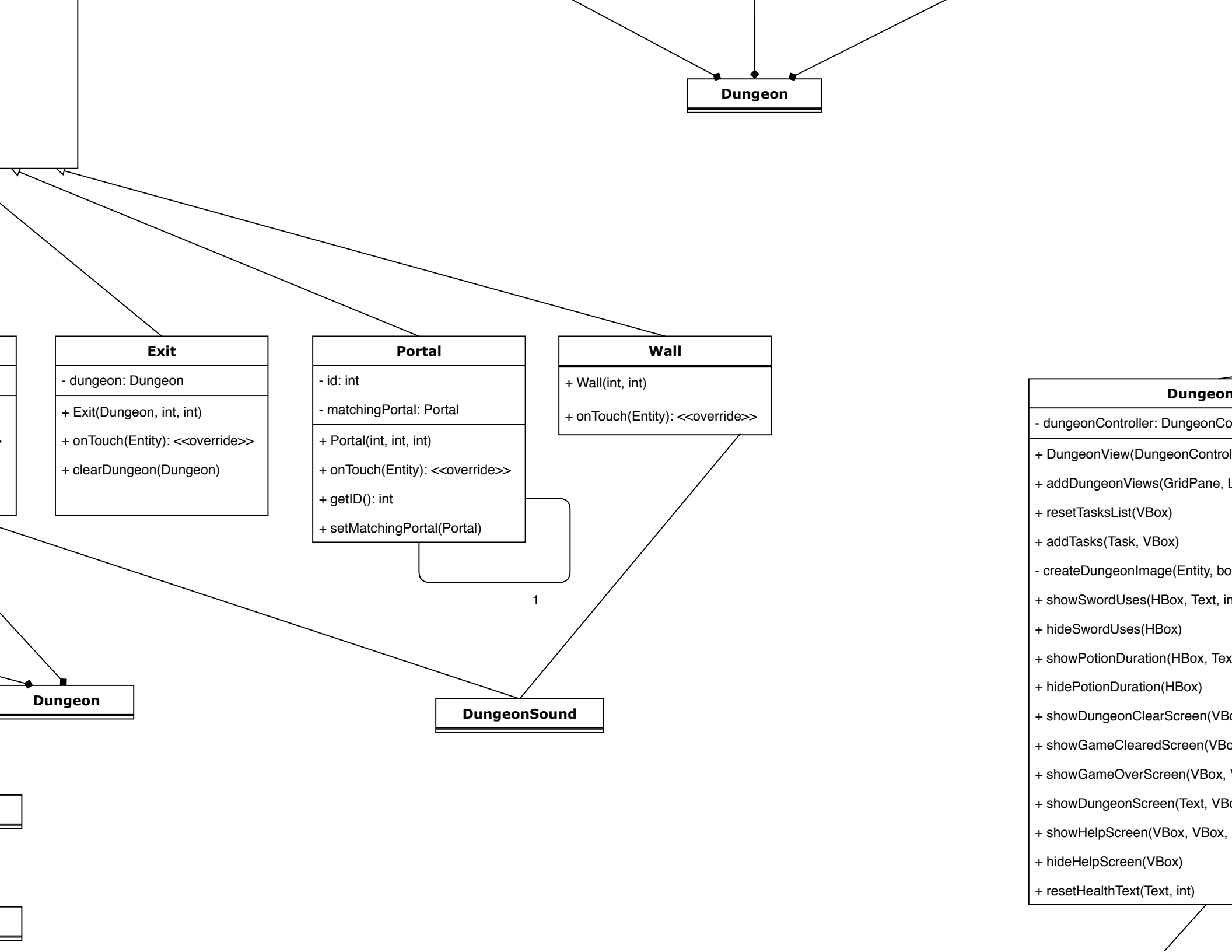
Entity
- x: IntegerProperty - y: IntegerProperty - active: BooleanProperty - collision: boolean
+ Entity(int, int, boolean, boolean) + x(): IntegerProperty + y(): IntegerProperty + active(): BooleanProperty + getX(): int









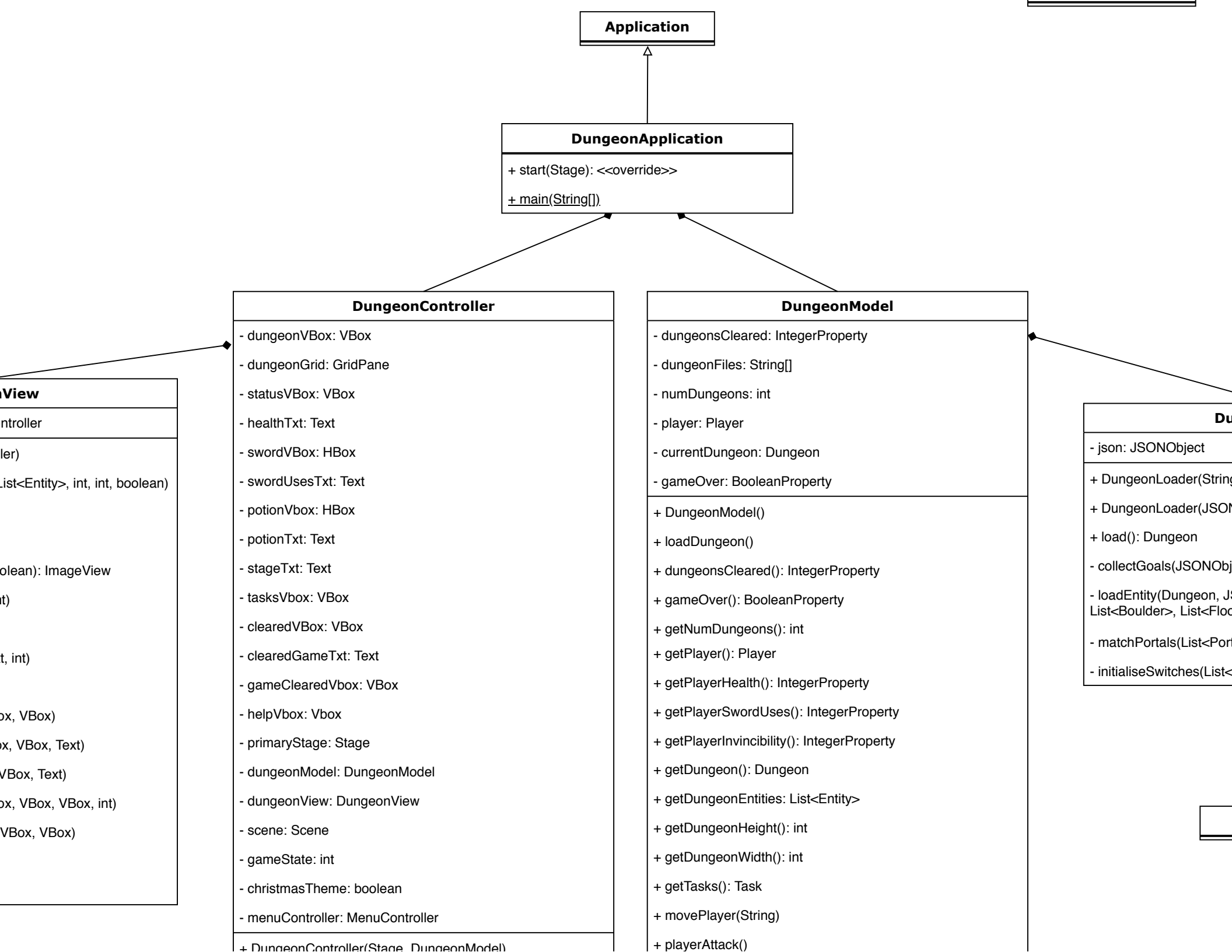


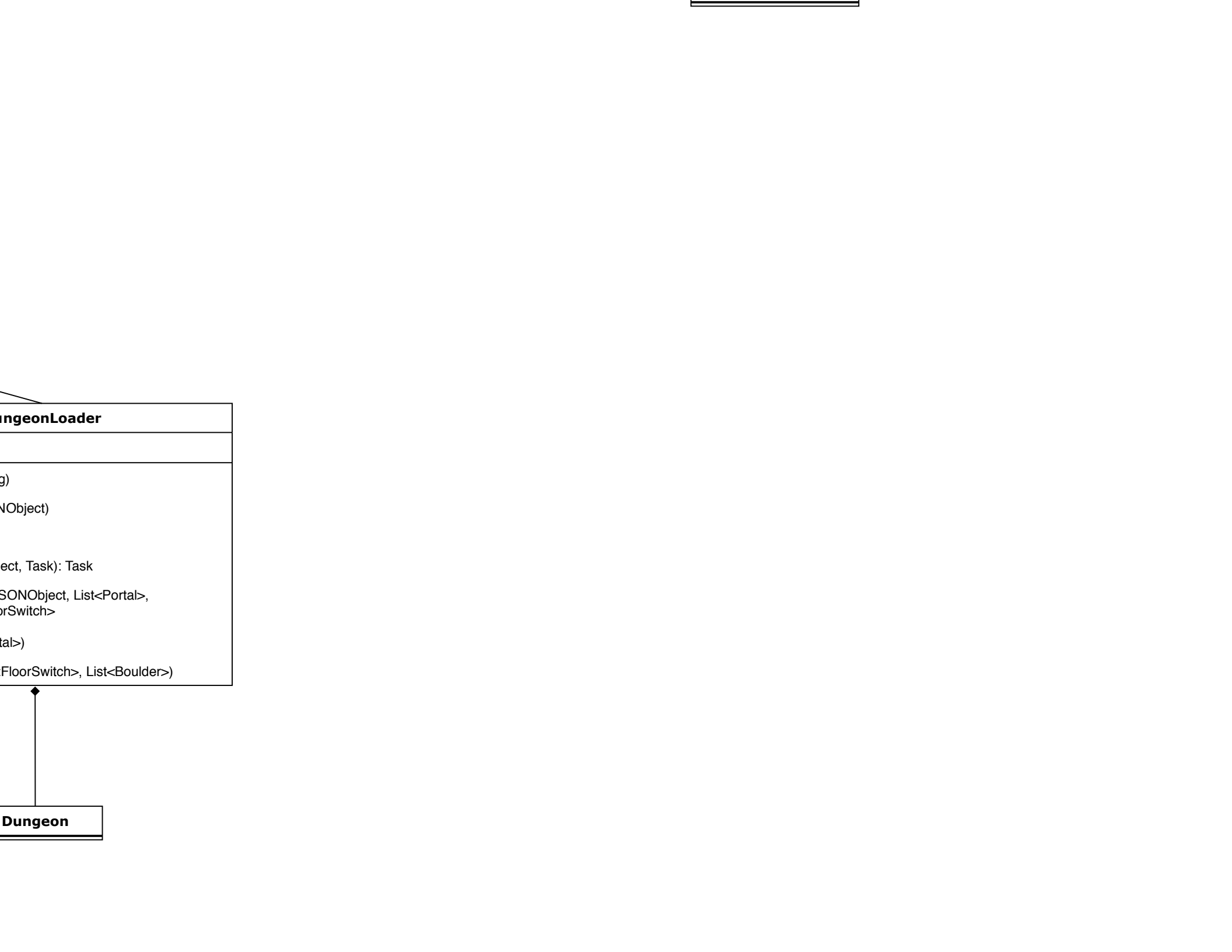
Exit
- dungeon: Dungeon
+ Exit(Dungeon, int, int)
+ onTouch(Entity): <<override>>
+ clearDungeon(Dungeon)

Portal
- id: int
- matchingPortal: Portal
+ Portal(int, int, int)
+ onTouch(Entity): <<override>>
+ getID(): int
+ setMatchingPortal(Portal)

Wall
+ Wall(int, int)
+ onTouch(Entity): <<override>>

Dungeon
- dungeonController: DungeonCo
+ DungeonView(DungeonControl
+ addDungeonViews(GridPane, L
+ resetTasksList(VBox)
+ addTasks(Task, VBox)
- createDungeonImage(Entity, bo
+ showSwordUses(HBox, Text, in
+ hideSwordUses(HBox)
+ showPotionDuration(HBox, Tex
+ hidePotionDuration(HBox)
+ showDungeonClearScreen(VBo
+ showGameClearedScreen(VBo
+ showGameOverScreen(VBox, V
+ showDungeonScreen(Text, VB
+ showHelpScreen(VBox, VBox,
+ hideHelpScreen(VBox)
+ resetHealthText(Text, int)





- doorSFXPlayer: MediaPlayer
- swordSFXPlayer: MediaPlayer
- itemSFXPlayer: MediaPlayer
- potionSFXPlayer: MediaPlayer
- wallBumpSFXPlayer: MediaPlayer
- boulderPushSFXPlayer: MediaPlayer
- floorSwitchActivateSFXPlayer: MediaPlayer

- DungeonSound().
+ playDoorOpen().
+ playSwordAttack().
+ playItemPickup().
+ playPotionPickup().
+ playWallBump().
+ playBoulderPush().
+ playerFloorSwitchActivate().

+ addKey(Key)

+ move(String)

+ swingSword()

+ onTouch(Entity): <<override>>

+ destroy(): <<override>>

Movement
+ MOVE_UP: S
+ MOVE_DOWN
+ MOVE_LEFT:
+ MOVE_RIGHT

- Movement()

nt
tring
N: String
String
T: String

DungeonImages
+ <u>PLAYER: Image</u>
+ <u>GROUND: Image</u>
+ <u>WALL: Image</u>
+ <u>TREASURE: Image</u>
+ <u>CLOSED DOOR: Image</u>
+ <u>OPEN DOOR: Image</u>
+ <u>KEY: Image</u>
+ <u>BOULDER: Image</u>
+ <u>FLOOR SWITCH: Image</u>
+ <u>PORTAL: Image</u>
+ <u>EXIT: Image</u>
+ <u>SWORD: Image</u>
+ <u>ENEMY: Image</u>
+ <u>INVINCIBLE POTION: Image</u>
+ <u>TRAP: Image</u>
+ <u>BOMB: Image</u>
+ <u>PLAYERSWORD: Image</u>
+ <u>HEALTH POTION: Image</u>
+ <u>SNOW GROUND: Image</u>
+ <u>SNOW WALL: Image</u>
+ <u>SNOW PLAYER: Image</u>
+ <u>SNOW PLAYERSWORD: Image</u>
+ <u>SNOW BOULDER: Image</u>
+ <u>SNOW EXIT: Image</u>
+ <u>SNOW DOOR: Image</u>
+ <u>SNOW OPEN DOOR: Image</u>
- DungeonImages()

