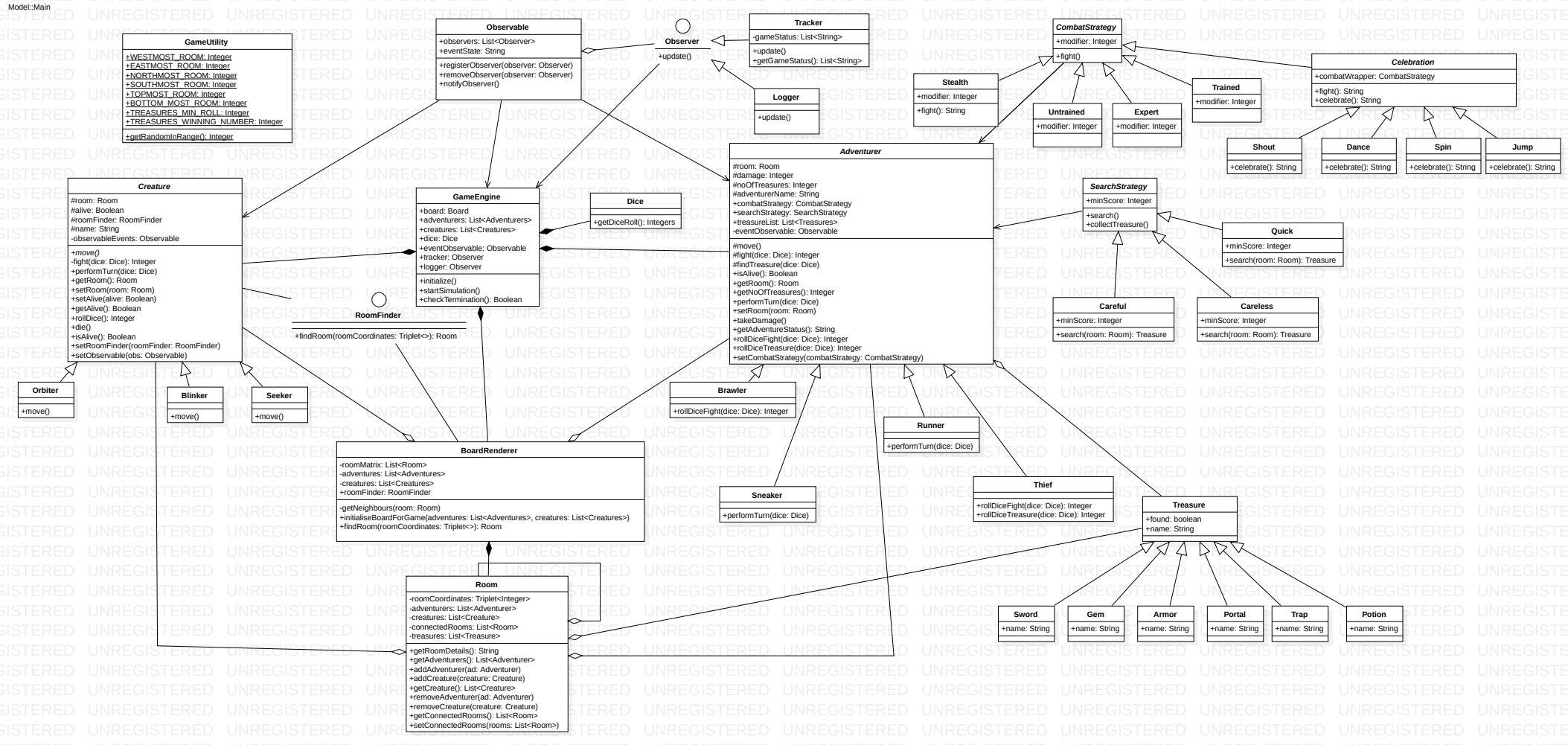
Model::Main


GameUtility
+WESTMOST_ROOM: Integer
+EASTMOST_ROOM: Integer
+NORTHMOST_ROOM: Integer
+SOUTHMOST_ROOM: Integer
+TOPMOST_ROOM: Integer
+BOTTOM_MOST_ROOM: Integer
+TREASURES_MIN_ROLL: Integer
+TREASURES_WINNING_NUMBER: Integer
+getRandomInRange(): Integer
Observable
+observers: List<Observer>
+eventState: String
+registerObserver(observer: Observer)
+removeObserver(observer: Observer)
+notifyObserver()
Observer
+update()
Tracker
-gameStatus: List<String>
+update()
+getGameStatus(): List<String>
Logger
+update()
CombatStrategy
+modifier: Integer
+fight()
Stealth
+modifier: Integer
+fight(): String
Untrained
+modifier: Integer
Expert
+modifier: Integer
Trained
+modifier: Integer
Celebration
+combatWrapper: CombatStrategy
+fight(): String
+celebrate(): String
Shout
+celebrate(): String
Dance
+celebrate(): String
Spin
+celebrate(): String
Jump
+celebrate(): String
Creature
#room: Room
#alive: Boolean
#roomFinder: RoomFinder
#name: String
-observableEvents: Observable
+move()
-fight(dice: Dice): Integer
+performTurn(dice: Dice)
+getRoom(): Room
+setRoom(room: Room)
+setAlive(alive: Boolean)
+getAlive(): Boolean
+rollDice(): Integer
+die()
+isAlive(): Boolean
+setRoomFinder(roomFinder: RoomFinder)
+setObservable(obs: Observable)
GameEngine
+board: Board
+adventurers: List<Adventurers>
+creatures: List<Creatures>
+dice: Dice
+eventObservable: Observable
+tracker: Observer
+logger: Observer
+initialize()
+startSimulation()
+checkTermination(): Boolean
Dice
+getDiceRoll(): Integers
RoomFinder
+findRoom(roomCoordinates: Triplet<>): Room
Adventurer
#room: Room
#damage: Integer
#noOfTreasures: Integer
#adventurerName: String
+combatStrategy: CombatStrategy
+searchStrategy: SearchStrategy
+treasureList: List<Treasures>
-eventObservable: Observable
#move()
#fight(dice: Dice): Integer
#findTreasure(dice: Dice)
+isAlive(): Boolean
+getRoom(): Room
+getNoOfTreasures(): Integer
+performTurn(dice: Dice)
+setRoom(room: Room)
+takeDamage()
+getAdventureStatus(): String
+rollDiceFight(dice: Dice): Integer
+rollDiceTreasure(dice: Dice): Integer
+setCombatStrategy(combatStrategy: CombatStrategy)
SearchStrategy
+minScore: Integer
+search()
+collectTreasure()
Quick
+minScore: Integer
+search(room: Room): Treasure
Careful
+minScore: Integer
+search(room: Room): Treasure
Careless
+minScore: Integer
+search(room: Room): Treasure
Orbiter
+move()
Blinker
+move()
Seeker
+move()
Brawler
+rollDiceFight(dice: Dice): Integer
Runner
+performTurn(dice: Dice)
BoardRenderer
-roomMatrix: List<Room>
-adventures: List<Adventures>
-creatures: List<Creatures>
+roomFinder: RoomFinder
-getNeighbours(room: Room)
+initialiseBoardForGame(adventures: List<Adventures>, creatures: List<Creatures>)
+findRoom(roomCoordinates: Triplet<>): Room
Sneaker
+performTurn(dice: Dice)
Thief
+rollDiceFight(dice: Dice): Integer
+rollDiceTreasure(dice: Dice): Integer
Treasure
+found: boolean
+name: String
Room
-roomCoordinates: Triplet<Integer>
-adventurers: List<Adventurer>
-creatures: List<Creature>
-connectedRooms: List<Room>
-treasures: List<Treasure>
+getRoomDetails(): String
+getAdventurers(): List<Adventurer>
+addAdventurer(ad: Adventurer)
+addCreature(creature: Creature)
+getCreature(): List<Creature>
+removeAdventurer(ad: Adventurer)
+removeCreature(creature: Creature)
+getConnectedRooms(): List<Room>
+setConnectedRooms(rooms: List<Room>)
Sword
+name: String
Gem
+name: String
Armor
+name: String
Portal
+name: String
Trap
+name: String
Potion
+name: String