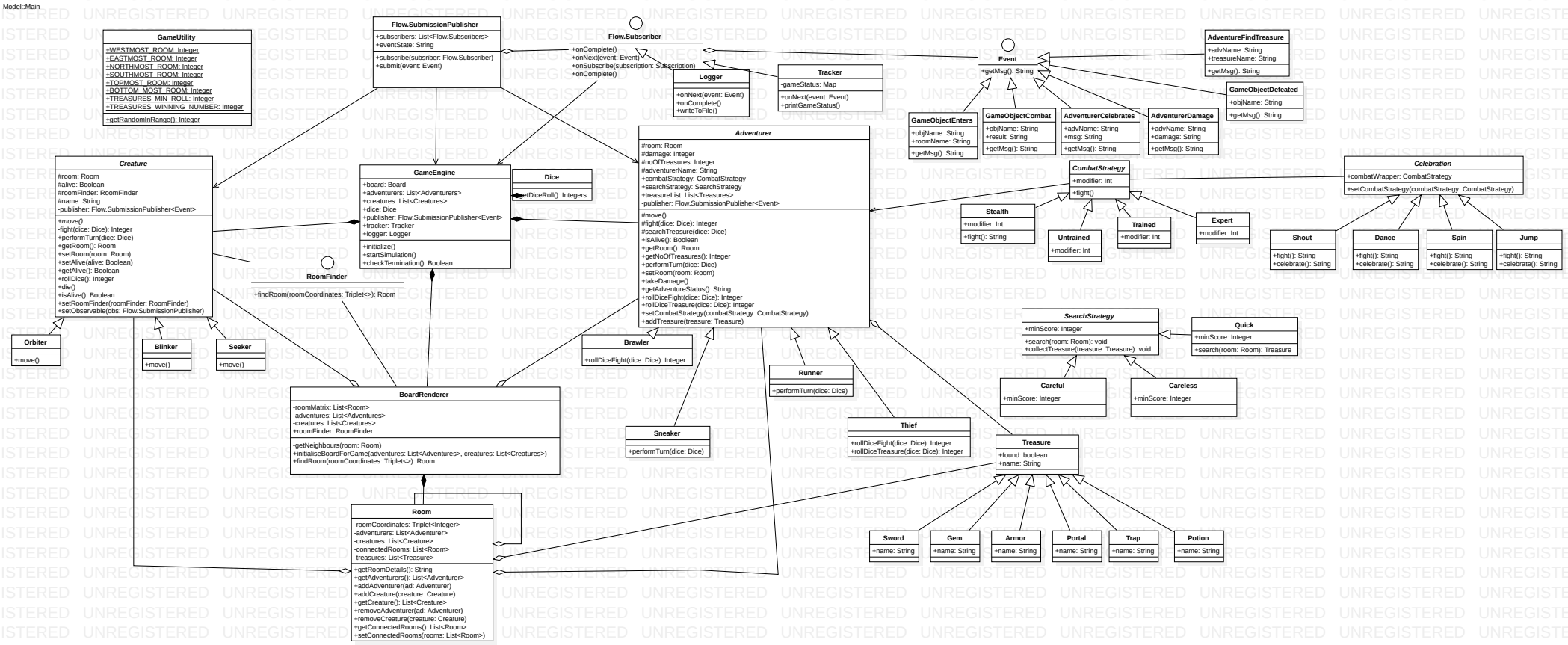
Model::Main


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
Flow.SubmissionPublisher
+subscribers: List<Flow.Subscribers>
+eventState: String
+subscribe(subsriber: Flow.Subscriber)
+submit(event: Event)
Flow.Subscriber
+onComplete()
+onNext(event: Event)
+onSubscribe(subscription: Subscription)
+onComplete()
Event
+getMsg(): String
AdventureFindTreasure
+advName: String
+treasureName: String
+getMsg(): String
GameObjectDefeated
+objName: String
+getMsg(): String
Logger
+onNext(event: Event)
+onComplete()
+writeToFile()
Tracker
-gameStatus: Map
+onNext(event: Event)
+printGameStatus()
GameObjectEnters
+objName: String
+roomName: String
+getMsg(): String
GameObjectCombat
+objName: String
+result: String
+getMsg(): String
AdventurerCelebrates
+advName: String
+msg: String
+getMsg(): String
AdventurerDamage
+advName: String
+damage: String
+getMsg(): String
Adventurer
#room: Room
#damage: Integer
#noOfTreasures: Integer
#adventurerName: String
+combatStrategy: CombatStrategy
+searchStrategy: SearchStrategy
+treasureList: List<Treasures>
-publisher: Flow.SubmissionPublisher<Event>
#move()
#fight(dice: Dice): Integer
#searchTreasure(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)
+addTreasure(treasure: Treasure)
Creature
#room: Room
#alive: Boolean
#roomFinder: RoomFinder
#name: String
-publisher: Flow.SubmissionPublisher<Event>
+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: Flow.SubmissionPublisher)
GameEngine
+board: Board
+adventurers: List<Adventurers>
+creatures: List<Creatures>
+dice
+publisher: Flow.SubmissionPublisher<Event>
+tracker: Tracker
+logger: Logger
+initialize()
+startSimulation()
+checkTermination(): Boolean
Dice
+getDiceRoll(): Integers
RoomFinder
+findRoom(roomCoordinates: Triplet<>): Room
CombatStrategy
+modifier: Int
+fight()
Stealth
+modifier: Int
+fight(): String
Untrained
+modifier: Int
Trained
+modifier: Int
Expert
+modifier: Int
Celebration
+combatWrapper: CombatStrategy
+setCombatStrategy(combatStrategy: CombatStrategy)
Shout
+fight(): String
+celebrate(): String
Dance
+fight(): String
+celebrate(): String
Spin
+fight(): String
+celebrate(): String
Jump
+fight(): String
+celebrate(): String
Orbiter
+move()
Blinker
+move()
Seeker
+move()
Brawler
+rollDiceFight(dice: Dice): Integer
Runner
+performTurn(dice: Dice)
SearchStrategy
+minScore: Integer
+search(room: Room): void
+collectTreasure(treasure: Treasure): void
Quick
+minScore: Integer
+search(room: Room): Treasure
Careful
+minScore: Integer
Careless
+minScore: Integer
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