Observable

#obList: LinkedList<Observer>

+register(Observer)
+notifyObservers(String)

GameUnit

#gameBoard: GameBoard
#name: String
#healthPool: Integer
#currentHealth: Integer
#attackPoints: Integer
#defensePoints: Integer
#position: Position

+Range(GameUnit): double
+Range(int, int): double
+DealDamage(Position,int)
+CheckForDeleteUnit(Position)
+ExistsEnemyInRange(GameBoard,int): boolean
+PositionsInRange(GameBoard,int): LinkedList<Position>
+UserToString()
+ToString(): String

GameBoard

-board: char[][]
-users: GameUnit[][]
-player: Player
-enemies: LinkedList<Enemy>

+updateTable(String)
+GetUsers(): GameUnit[][]
+SetPlayer()
+SetPlayer(Player)
+GetEnemies(): LinkedList<Enemy>
+updateEnemies(int,int,char)
+ChoosePlayerHelp(int)
+ChoosePlayer(int)
+inputForPlayer(Player): int
-FindPlayer(char[][]): String
+GetBoard(): char[][]
+GetPlayer(): Player
+LannisterSolider(Position): Enemy
+LannisterKnight(Position): Enemy
+QueensGuard (Position): Enemy
+Wright(Position): Enemy
+BearWright(Position): Enemy
+GiantWright(Position): Enemy
+WhiteWalker(Position): Enemy
+TheMountain(Position): Enemy
+QueenCersei(Position): Enemy
+NightsKing(Position): Enemy
+BonusTrap(Position): Enemy
+QueensTrap(Position): Enemy
+DeathTrap(Position): Enemy
+JonSnow(Position): Player
+TheHound(Position): Player
+Melisandre(Position): Player
+ThorosOfMyr(Position): Player
+AryaStark(Position): Player
+Bronn(Position): Player
+PrintAllPlayers()
+BoardtoString()

Position

-x: int
-y: int

+GetX(): int
+GetY(): int
+SetX(int)
+SetY(int)

Enemy

-experience: Integer
-tile: char

+getExperience(): Integer
+GetTile(): char
+DealDamage(Position,int)
+CheckForDeleteUnit(Position)
+Movement()
+ToString(): String
+UserToString()

Player

-experience: Integer
-level: Integer

+levelUp()
+GameTick()
+AbilityCast()
+ToString(): String
+UserToString()
+DealDamage(Position,int)
+CheckForDeleteUnit(Position)
+levelGoUp()
+CheckForLevelUp()
+PlayerMove(String)
+MoveLeft()
+MoveRight()
+MoveUp()
+MoveDown()
-CanMoveLeft(): boolean
-CanMoveRight(): boolean
-CanMoveUp(): boolean
-CanMoveDown(): boolean

Monster

-visionRange: Integer

+Movement()
-MoveLeft(Monster)
-MoveRight(Monster)
-MoveUp(Monster)
-MoveDown(Monster)
-MoveRadomly()
-CanMoveLeft(): boolean
-CanMoveRight(): boolean
-CanMoveUp(): boolean
-CanMoveDown(): boolean

Trap

-reLocationRange: Integer
-reLocationTime: Integer
-visibilityTime: Integer
-ticksCount: Integer
-isVisible: boolean

+Movement()
+FreePositionsInRange(GameBoard,int)
-MoveTrapToPosition(Position)

Mage

-spellPower: Integer
-manaPool: Integer
-currentMana: Integer
-cost: Integer
-hitTimes: Integer
-range: Integer

+GetRange(): Integer
+levelUp()
+GameTick()
+AbilityCast()
+ToString(): String
+UserToString()

Rogue

-cost: Integer
-currentEnergy: Integer

+levelUp()
+GameTick()
+AbilityCast()
+ToString(): String
+UserToString()

Warrior

-cooldown: Integer
-remaining: Integer

+levelUp()
+GameTick()
+AbilityCast()
+ToString(): String
+UserToString()

RandomNumbersGenerator

-deterministic: boolean
-reader: BufferedReader
-ActionReader: BufferedReader

+setDeterministic()
+Random(int): int
-deterministicMode(): int
+Action():String
-deterministicModeAction(): String

Observer

+onEvent(String)

Main

-createBoardList (File[]): LinkedList<GameBoard>

Tests

PlayerTest

-g1: GameBoard

+setup()
+testMonsterRandomMovement()