

Room

protected String name;
protected ArrayList<String> inventory;
Hashtable<Room, ArrayList<Room>> connect;
ArrayList<Room> connecting;

String getName()

Room (String name, ArrayList<String> inventory)

void connecting (Room base, Room b)

void connecting (Room base, Room b, Room c)

String connects ()

has A
relationship

mostly just
creates rooms
& returns their
names. Also
responsible for
the method that
states what labs
the player is
currently connected
to.

has A
relationship

Chemist

ArrayList<String> reaction;
(Integer basehood);
ArrayList<String> acceptedItem;
ArrayList<String> carrying;
Room Shee;
Room gorn;
Room buck;
Room stream;
Room teaching;
Room hallway;
Room currentRoom;
Room baseRoom;

Integer currentHood;
Hashtable<String, ArrayList<String>> Hoods;
String baseLocation;
ArrayList<String> copyKen

public Chemist (reaction, all Rooms,
hoods)

boolean addToHood()

addToCarrying (Carrying, item, currentLocation)

boolean drop (Carrying, item)

boolean checkHood()

move (Room nLab, Integer nHood)

void pickUp (String item)

boolean yesNo (String response)

has A
relationship

responsible for dealing
with the player's actions
such as moving between labs
& picking up & dropping items

GameLoop

Random rand;
Scanner userInput;
ArrayList<String> canAdd;
String location;
String item;
Room nLab;
Integer nHood;
String currentLocation;
String responseOne;
ArrayList<String> carrying;
String[] runR;

String[] inventory;
ArrayList<String> measurements;
ArrayList<String> reactions;
ArrayList<String> grignard;
ArrayList<String> sonogashira;
ArrayList<String> pielsAldes;
Hashtable<String, ArrayList<String>> hoods;

Room Shee
gorn
stream
quenching
buck
hallway
teaching
baseRoom

(Integer baseHood
String baseLoc
Timer timer
int counter;
Boolean result;
ArrayList<String> copyR;
String Response;

void start()
void startWrongRun()
boolean checkResult
ArrayList<String> randInventory()
ArrayList<String> randInventory (int print)
void setup()
String startLocation()
ArrayList<String> startRoom()
void instructions()
void instructionsMenu()
void runRun (Chemist, Boolean stillPlaying)
void main (String[] args)
Room checkLab (String lab, Room currentRoom)
boolean checkItem (String response)
String returnItem (String response)
Integer checkHoodResponse (String hood, Integer currentHood)

responsible for running
Main game loop & creating
instances of Room, Chemist,
in addition to creating hood inventories

