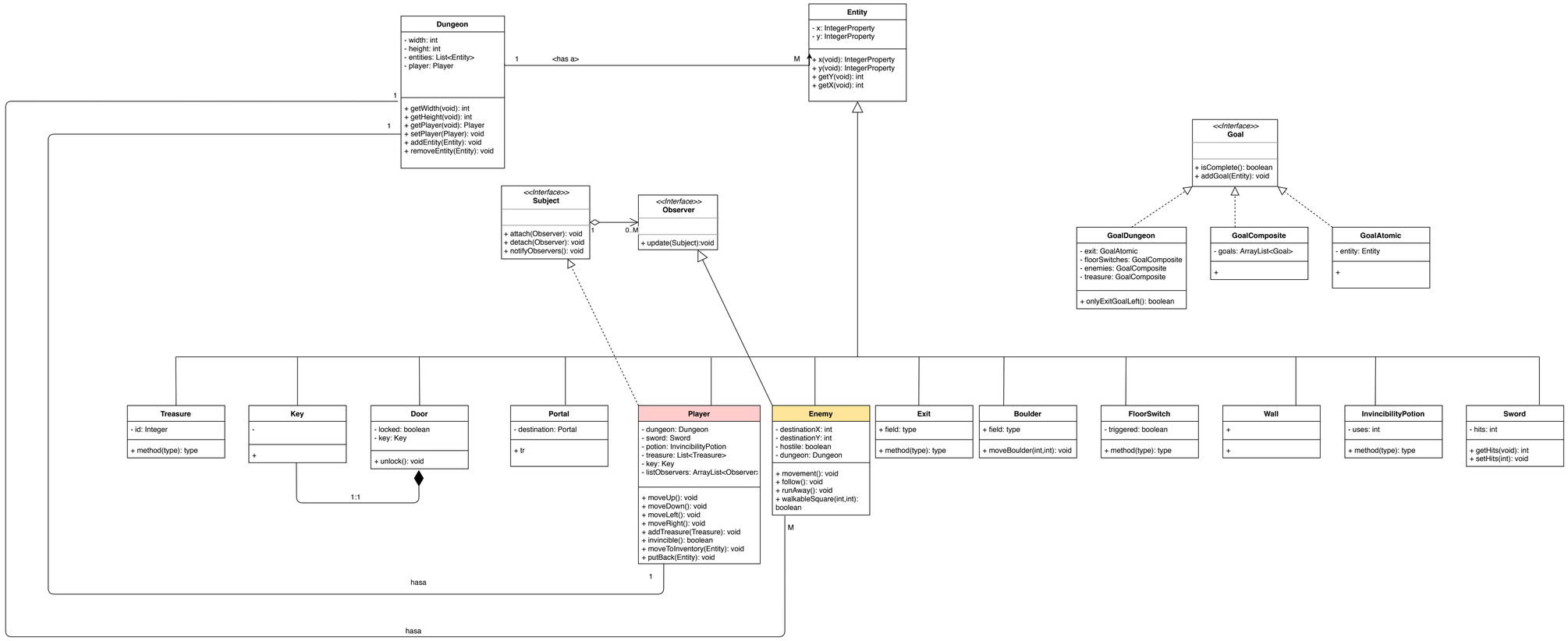
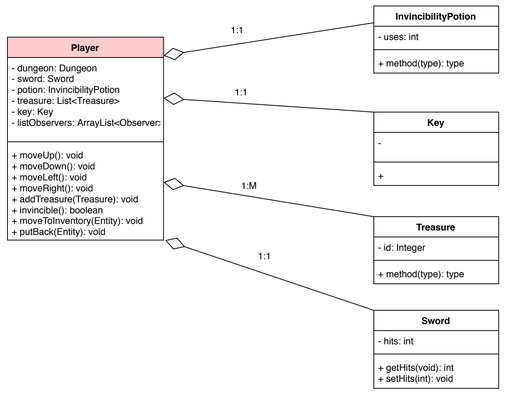

Dungeon
- width: int
- height: int
- entities: List<Entity>
- player: Player
+ getWidth(void): int
+ getHeight(void): int
+ getPlayer(void): Player
+ setPlayer(Player): void
+ addEntity(Entity): void
+ removeEntity(Entity): void
1
<has a>
M
Entity
- x: IntegerProperty
- y: IntegerProperty
+ x(void): IntegerProperty
+ y(void): IntegerProperty
+ getY(void): int
+ getX(void): int
1
1
<<Interface>>
Subject
+ attach(Observer): void
+ detach(Observer): void
+ notifyObservers(): void
1
0..M
<<Interface>>
Observer
+ update(Subject):void
<<Interface>>
Goal
+ isComplete(): boolean
+ addGoal(Entity): void
GoalDungeon
- exit: GoalAtomic
- floorSwitches: GoalComposite
- enemies: GoalComposite
- treasure: GoalComposite
+ onlyExitGoalLeft(): boolean
GoalComposite
- goals: ArrayList<Goal>
+
GoalAtomic
- entity: Entity
+
Treasure
- id: Integer
+ method(type): type
Key
-
+
1:1
Door
- locked: boolean
- key: Key
+ unlock(): void
Portal
- destination: Portal
+ tr
Player
- dungeon: Dungeon
- sword: Sword
- potion: InvincibilityPotion
- treasure: List<Treasure>
- key: Key
- listObservers: ArrayList<Observer>
+ moveUp(): void
+ moveDown(): void
+ moveLeft(): void
+ moveRight(): void
+ addTreasure(Treasure): void
+ invincible(): boolean
+ moveToInventory(Entity): void
+ putBack(Entity): void
1
Enemy
- destinationX: int
- destinationY: int
- hostile: boolean
- dungeon: Dungeon
+ movement(): void
+ follow(): void
+ runAway(): void
+ walkableSquare(int,int): boolean
M
Exit
+ field: type
+ method(type): type
Boulder
+ field: type
+ moveBoulder(int,int): void
FloorSwitch
- triggered: boolean
+ method(type): type
Wall
+
+
InvincibilityPotion
- uses: int
+ method(type): type
Sword
- hits: int
+ getHits(void): int
+ setHits(int): void
hasa
hasa


Player
- dungeon: Dungeon
- sword: Sword
- potion: InvincibilityPotion
- treasure: List<Treasure>
- key: Key
- listObservers: ArrayList<Observer>
+ moveUp(): void
+ moveDown(): void
+ moveLeft(): void
+ moveRight(): void
+ addTreasure(Treasure): void
+ invincible(): boolean
+ moveToInventory(Entity): void
+ putBack(Entity): void
1:1
InvincibilityPotion
- uses: int
+ method(type): type
1:1
Key
-
+
1:M
Treasure
- id: Integer
+ method(type): type
1:1
Sword
- hits: int
+ getHits(void): int
+ setHits(int): void