

Room
<ul style="list-style-type: none"> - name: String - monster: Monster - roomStatus: int - descriptionOne: Str - descriptionTwo: Str
getName() getDescriptionOne() getDescriptionTwo() getRoomStatus() changeRoomStatus(newRoomStatus: int) getMonster()

Item
<ul style="list-style-type: none"> - name: String - maxDamage: int (overridden constructor) - description: String - inGallery: boolean
getName() getInGallery() changeInGallery() getMaxDamage() getDescription()

Robber
<ul style="list-style-type: none"> - inventory: List<Item> - currentRow: int - currentColumn: int
grab(item: Item, list<Item> inventory) getCurrentRow() getCurrentCol() attack(item: WeaponToUse, Monster monster) moveNorth() moveSouth() moveEast() moveWest()

Monster
<ul style="list-style-type: none"> - name: String - maxDamage: int - lives: int - col: int - row: int - description: Str - defeated: Str
attack() getName() getDefeated() getRow() getCol() getMaxDamage() getDescription() getLives() changeLives(damage: int)