Treasurer

Methods:  
-Treasure(string name, string descry, int value);

* Object\* takeme();
* void getDiscription;

Object

Variables:

-string name

-string descr

-int value

Methods:

-Object (string name, string descry, int value)

-void describeme()

-string getName()

-int getValue()

-virtual Object\* takeme()

Location

Variables:

-string name;

-string descr;

-list <exit> exits;

-list <Treasure> inventory;

Methods:

-friend class Crawlspace;

-void dig(exit E);

-void drop(Treasure T);

-Location(string name, string descr);

-int exitLocation(string name);

-Object\* find(string name);

-void printNames();

-void listExits();

-void listTreasures();

-void describe();

Exit

Methods:

-Exit(int where\_to, string name, string descr);

-Object\* takeme();

Explorer:

Variables:

-string name;

-Location\* currentLoc;

-int score;

-vector <Location> treasures;

Methods:  
-Explorer(string name, int score, int location);

-void getName();

-void getLocation();

-void getScore();

-void setName(string inputName);

-void setLocation(string inputLocation);

-void setScore(string inputScore);

-void move(string direction);

-void pickUp( string inputDecision);

-void Exit();

CrawlSpace

Variables:

-vector<Location> maze;

-unsigned short int;

-unsigned short size;

Methods();

-Crawlspce();

-void addLocation(Location& 1);

-void updateLoc(Exit &e, int loc);

-void updateLoc( Tresure& t, int loc);

-void setStart(unsigned short startLoc);