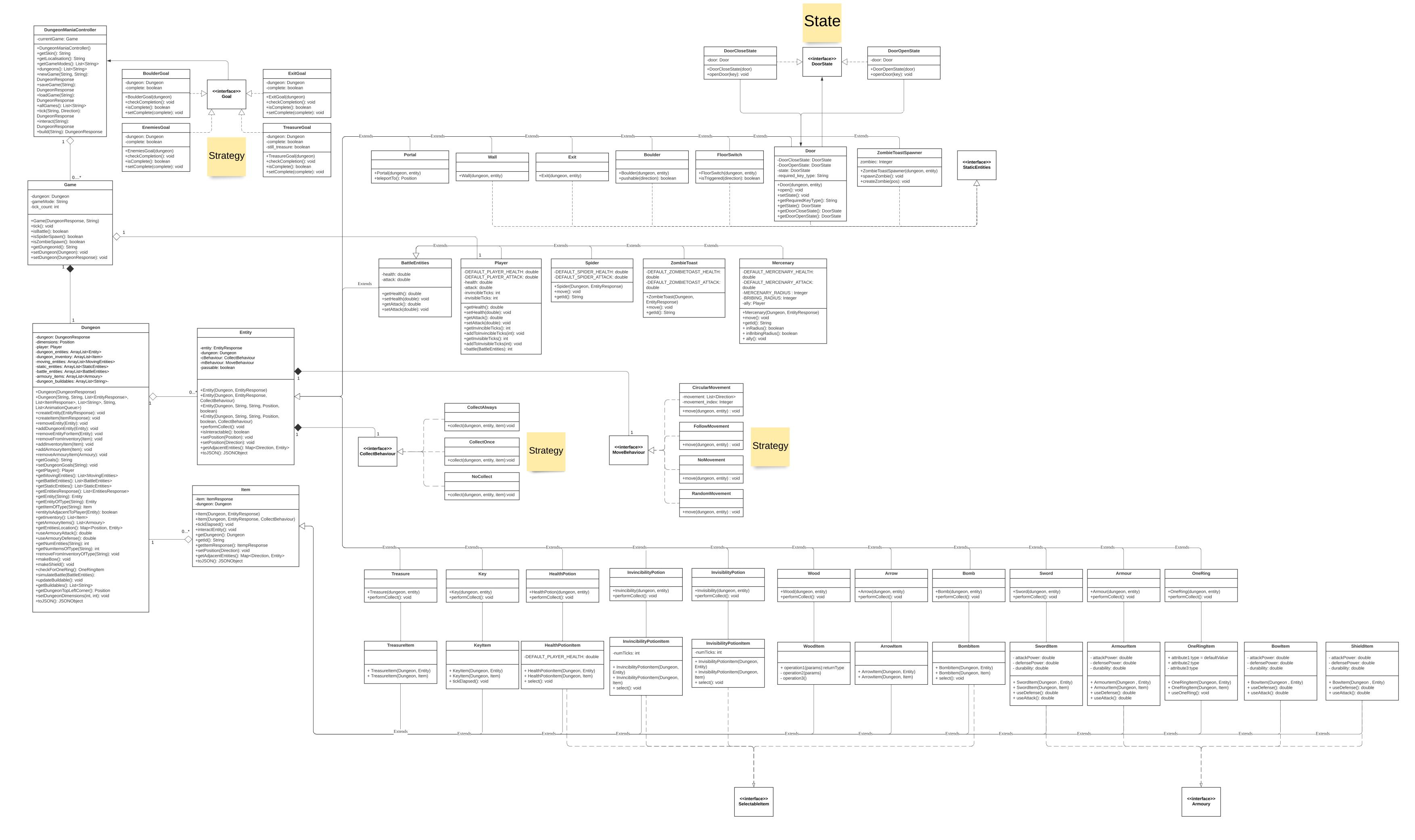
-y: int -layer: int Direction -offset: Position +Direction(Position) DungeonManiaController +Direction(int, int) +getOffset(): Position -games: ArrayList<Game> Wall Boulder FloorSwitch ZombieToastSpawner StaticEntity Exit Door FileLoader 1 <> + attribute1:type = defaultValue - attribute1:type = defaultValue - attribute1:type = defaultValue + attribute2:type - attribute3:type - attribute3:type - attribute3:type attribute3:type attribute3:type attribute3:type - attribute3:type operation1(params):returnType operation1(params):returnType + operation1(params):returnType + operation1(params):returnType + operation1(params):returnType + operation1(params):returnType + operation1(params):returnType Character Game - operation2(params) - operation2(params) operation2(params) operation2(params) operation2(params) operation2(params) operation2(params) - operation3() operation3() operation3() - operation3() operation3() - operation3() - operation3() -health: double -dungeon: Dungeon -gameMode: String -character: Character + operation1(params):returnType operation2(params) operation3() MovingEntity Spider Zombie Mercenary + attribute1:type = defaultValue + attribute1:type = defaultValue + attribute1:type = defaultValue + attribute1:type = defaultValue + attribute2:type + attribute2:type + attribute2:type + attribute2:type - attribute3:type - attribute3:type <<interface>> - attribute3:type attribute3:type moveable operation1(params):returnType + operation1(params):returnType + operation1(params):returnType + operation1(params):returnType operation2(params) - operation2(params) - operation2(params) operation2(params) operation3() operation3() operation3() - operation3() Dungeon -entities: ArrayList<Entity>  $_{0...*}$  -id: String -inventory: ArrayList<Entity> -position: Position -buildables: ArrayList<Entity> Bow Shield BuildableEntity + attribute1:type = defaultValue + attribute1:type = defaultValue + attribute1:type = defaultValue + attribute2:type + attribute2:type + attribute2:type - attribute3:type - attribute3:type - attribute3:type + operation1(params):returnType + operation1(params):returnType operation1(params):returnType operation2(params) operation2(params) operation2(params) operation3() operation3() operation3() CollectibleEntity Treasure **HealthPotion** InvincibilityPotion Sword + attribute1:type = defaultValue - attribute1:type = defaultValue + attribute2:type - attribute3:type - attribute3:type attribute3:type attribute3:type attribute3:type - attribute3:type attribute3:type attribute3:type attribute3:type attribute3:type + operation1(params):returnType operation2(params) - operation2(params) operation2(params) - operation2(params) operation2(params) operation2(params) operation2(params) operation2(params) operation2(params) - operation2(params) operation3() operation3() operation3() operation3() operation3() operation3() - operation3() operation3() - operation3() - operation3() <<interface>> item RareCollectible TheOneRing + attribute1:type = defaultValue + attribute1:type = defaultValue + attribute2:type + attribute2:type - attribute3:type attribute3:type + operation1(params):returnType operation1(params):returnType - operation2(params) operation2(params) - operation3() operation3()

Position

-x: int



+getId(): String

+toJSON(): JSONObject

+getItemResponse(): ItemResponse