Game
- final name : String

- initialize()
- threeOne(Scanner, int)
- fourZero(Scanner, int)
- fiveTwo(Scanner, int)
+ play()

GameTester
+ test(String, String)
+ static quit()
+ getFile(String) : boolean
+ static cleanGDF(String) : S

DecisionMaker
+ getMove() : Move

Character
- static colors
color : String
placeID : int
health : int
mana : int
lives : int
alive : boolean
- ID : int
- name : String
- description : String
- final static players : Charac

+ Character(Scanner)
+ name() : String
- addCharacter(Character)
+ static getCharacterByID(in
+ static knownCharacters()
+ equals(int) : boolean
+ toString() : String
+ addArtifact(Artifact)
+ moveToPlace(id)
+ randItem() : String
+ charArtifact(int) : Artifact
+ popItem : Artifact
+ selectItem(String) : Artifact
+ hasArtifact(int) : int
+ print()
+ printItems()
+ display()
+ makeMove()
+ takeDamage(int)
# useMana()
- getColor()
+ static factory(Scanner)
+ healthUP(int)

NPC
+ NPC(int, String, String)
+ getMove() : Move
+ makeMove()
+ item: attribute
+ lifeCheck()

+ field
+ Play
+ getM
+ mak
# lifeC
+ cast

Extends

Sage

Ogre

L

PlaceFactory
+ static makePlaces(Scanne

Place
id : int
name : String
descritiption : String
static start : Place
static places
directions
characters
artifacts

+ Place (int, String, String)
+ addCharacter(Character)
+ popItem() : Artifact
+ static getStart() : Place
+ hasArtifact() : boolean
+ removeCharacter(Charact
+ getRandItem() : Artifact
+ getRandomDirection : Strir
+ addArtifact(Artifact)
+ removeArtifact(Artifact)
+ static getRandomPlaceID(
+ display()

Extends

DarkPlace
- final darkName : String
- final darkDescription : Strin
- dark : boolean

+ illuminate(Artifact)
+ display()

CColor
+ static final * colors : String

Direction
id : int
dir : DirType
source : Place
destination : Place
locked : boolean
lockPattern : int

+ Direction(int, int, String, int
+ match(String) : boolean
+ type() : String
+ follow(String) : Place
+ useKey(Artifact, Character

Ext

DirType
- text : String
- abbreviation : String

DirType(String, String)
# match(String) : boolean

Bo
+ follo

Move
+ MoveType : enum
- arg : String
- type : MoveType

+ Move(String)
+ getType() : MoveType
+ args() : String
+ execute(Character, Place)
   : void

CleanLineScanner
-

+ static getLine(Scanner) : String
+ static getCleanLine(Scanner)

KeyboardScanner
- static INSTANCE :

MoveType
- Move : String

ArtifactFactory
- ID : int
- value : int
- size : int
- keyPattern : int
- destID : int
- typeID : int
- info : int
- name : String
- desc : String

+ ArtifactFactory(Scanner)
- TypeArtifact(int) : Artifact

Player
: type

ver(int, String, String)
Move() : Move
teMove()
Check()
(String, Place)

GrandPubah

Leprachaun

Extends

Portal
- activated : boolean

+ follow(String) : Place

DirectionFactory

+ static makeDirections(Scar

tends

oobyTrappedPlace

ow(String) : Place

Artifact
- name : String
- value : int
- size : int
- description: String
- ID : int
- destID : int
- keyPattern : int

- static artf

+ Artifact (int, int, int, String,
    String, String, int, int ,int)
+ static GetSize() : int
+ getMeta() : int
+ updateMeta(int) : void
+ ID() : int
+ value() : int
+ size() : int
+ pattern () : int
+ name() : String
+ description() : String
+ use(character) : void
+ static idToName(int) : String
+ display() : void
+ print() : void

+ static randItem() : String

+ static idToName(int) : String

Recipe
- ID : int
- quantity : int
- meta : int
- artfID[] : String
- name : String
- description : String

+ Recipe (Scanner)
+ ID() : int
+ name() : String
+ description() : String
+ GetSize() : int
+ static HasRecipe(String) :
    int
+ static getRecipe(int) : Recipe
+ MakeArtifact (Character) :
    Artifact
+ Craft (character) : Artifact
+ static display() : void

Craftable
- metaData : int
- keyPattern : int
- destId :int
- crafted

+ use(Character) : void
+ getMeta() : int
+ Craftable(int, int, int, String,
+ updateMeta(int)
+ use(Character)
+ static craftnew(int) : Artifact

Keys
- meta : int
- destID : int
- keyPattern: int

+ use(Character) : void
+ Keys()

Magic
- meta : int
-destID : int
-keyPattern : int

+ use(Character) : void
+ Magic()

Extends

Maps
- meta : int
- destID : int
- keyPattern : int

+ use(Character) : void
+ Maps()

Extends

Scroll
- meta : int
- destID : int
- keyPattern : int

+ use(Character) : void
+ Scroll()

Weapons
- meta : int
- destID : int
- keyPattern : int

+ use(Character) : void
+ Weapons()

Extends

Poti
- meta : int

+ use(Charact
+ getMeta() : i
+ updateMeta

Armo
- meta : int

+ use(Character

ons
er) : void
nt
() : int

ur
) : void

```
- static INSTANCE :
    KeyboardScanner
- static final scanner : Scanner

- KeyboardScanner()
+ static getKeyboardScanner() :
    Scanner
```

```
+ getType() : MoveType

+ toString() : String

+ static type(String) : MoveT
```

```
    : String
+ static getDescription(Scanner)
    : String
+ static extracInt(String) : int

+ static toInt(String) : int
```