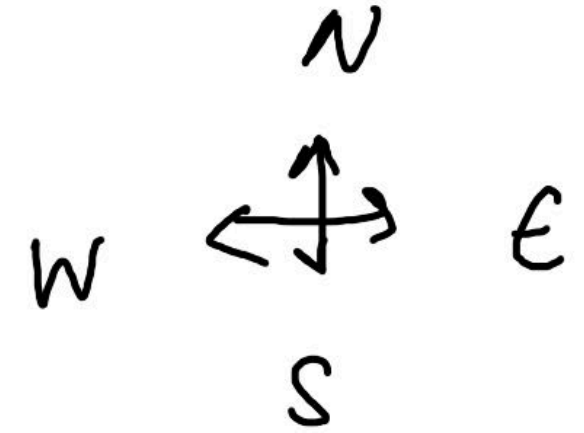


# MAP OF THE GAME



Sue's Office



Emma's Office



Principal's Office

Starting Point



Choir Room

# Architectural Diagram 3

## Character

name: String  
Strength: int  
location: string  
isVillain: boolean  
index: int

getName()  
getStrength()  
toString()  
addVillain(Character c)  
addChar(Character c)  
getStrength(Character c)  
getLocation(Character c)  
char location

## Randomizer

none

randomSelect(List<String> randList)  
randomSelect(Set<String> randList)  
randomSelect(ArrayList<Character> randList)

## User

name: String  
health: integer  
stetch Count: integer  
xPos: int  
yPos: int  
backpack: ArrayList<String>

isHelpRequested(String help user)  
getQuestions()  
getVillain()  
getCharacter()  
getAnswer(String answer)  
getCharname(String name char)  
game(User u)  
getSong()  
walk(String direction)  
undo()