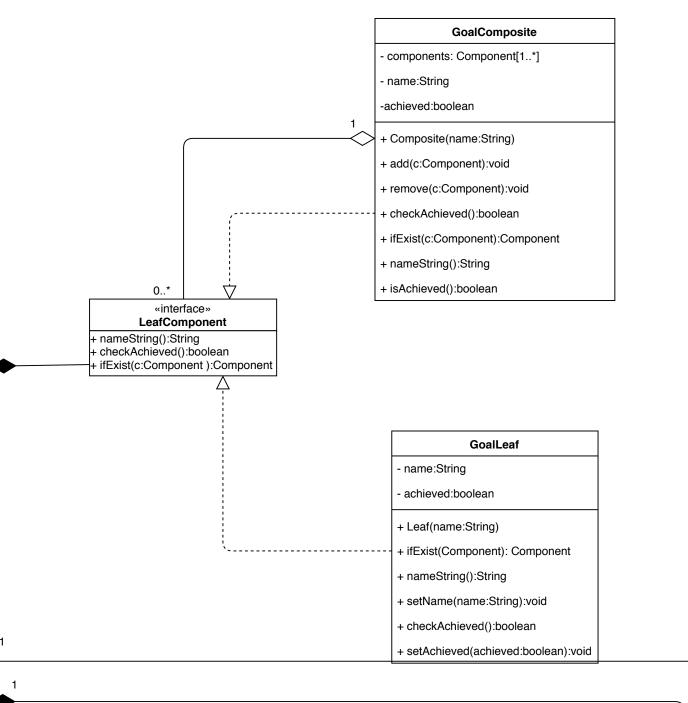
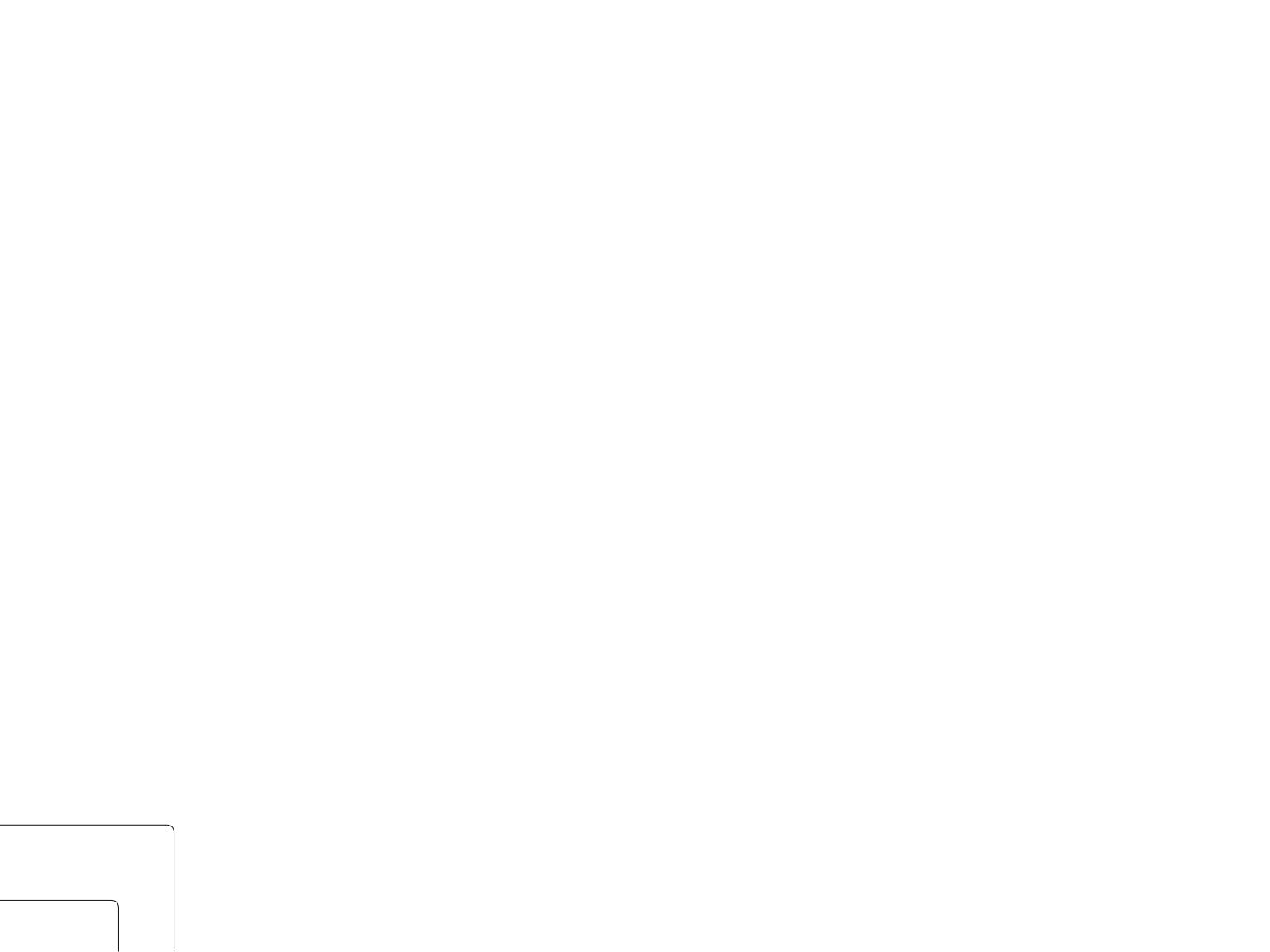
Dungeon width:String height:String entities:Entity[0..*] height:String player:Player - controller:DungeonController goals:GoalComposite exit:Exit - boulders:int enemies:int treasure:int treasure:int + Dungeon(width:int,height:int) + addEntity(entity:Entity):void + removeEntity(entity:Entity):void + getEntity(x:int,y:int):Entity + initialSwitch():void + entitiesOnSamePosition(x:int,y:int):void + wakeupEnemies():void $+ \ addImage(i:ImageView,x:int,y:int):void \\$ + setSwitchOn(s:Floorswitch):void + setSwitchOff(s:Floorswitch):void + kill():void + fail():void + success():void + getController():DungeonController + setController(controller:DungeonController):void + isExit():Exit + setExit(exit:Exit):void + getBoulders():int + setBoulders(boulder:int):void + getEnemies():int + setEnemies(enemies:int):void + setEntities(entities:Entity[0..*]): + getWidth():int + setWidth(width:int):void + getHeight():int + setHeight(height:int):void + getPlayer()Player

+ getGoals():Composite+ setGoals(goal:Composite)

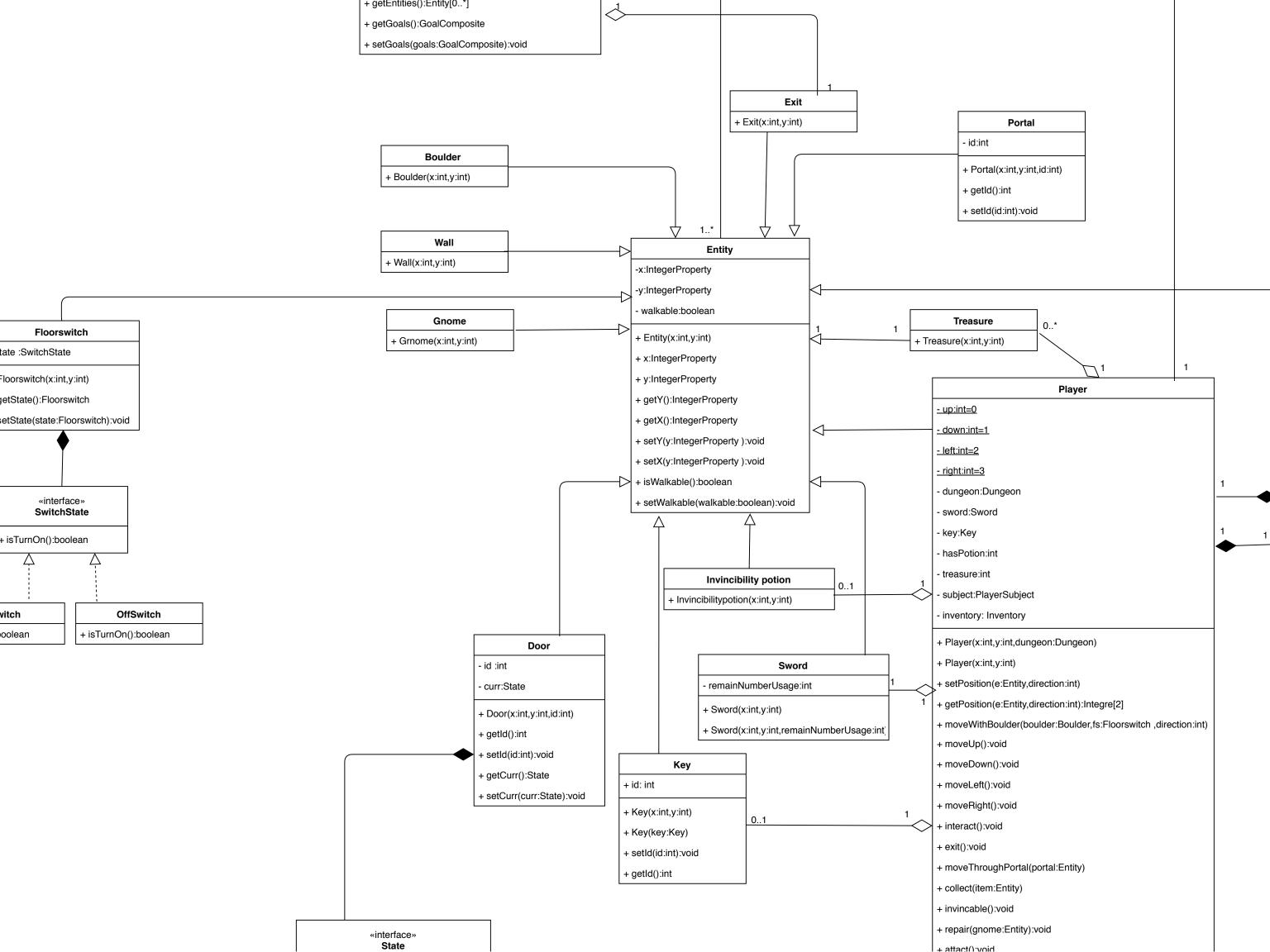


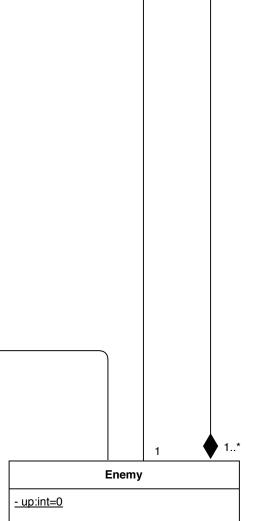


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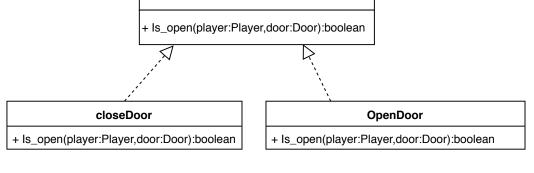
|+

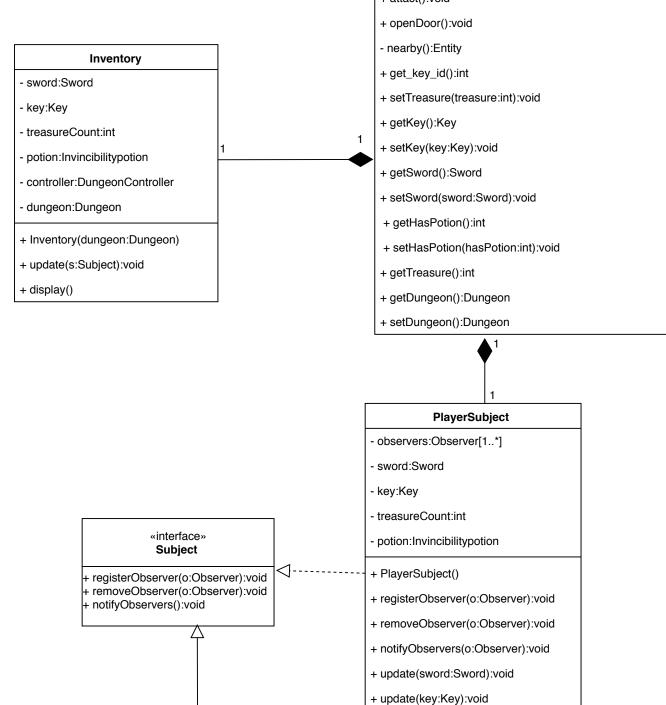
onSv + isTurnOn():t





- down:int=1
- left:int=2
- right:int=3
- -dungeon:Dungeon
- player:Player
- + Enemy(x:int,y:int,dungeon:Dungeon)
- + runAway():void
- + moveTowardsPlayer(): void
- + moveDirection(directions:Integer[2]):void
- + kill():void
- + moveUp():boolean
- + moveLeft():boolean
- + moveRight():boolean
- + moveDown():boolean
- + bekilled():void





«interface»

Observer

update(s:Subject)

+ update(t:int):void

+ getTreasure():int

+ getKey():Key

+ getSword():Sword

+ getTreasureCount():int

+ getPotion():Invincibilitypotion

+ update(p:Invincibilitypotion):void