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| CatacombCrowler |
| * Cataboard: Cataboard * Hero: Hero * Monster : arraylist <monster> |

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| Monster |
| + putMonsterRandom(boardSize: int): void |

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| CataBoard |
| * cataSize: int * exitLocation: Coordinate |
| + getBoardSize(): int  + getExistCoordiante(): Coordinate |

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| Actors |
| * Name: String * Health: double * Location: Coordinate |
| + getName(): string  + getHealth(): int  + getCurrLocation(): Coordinate  + move(newLocation: Coordinate):void  + hit(damage: int): void  + isDead(): Boolean  + attack(): int |

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| Coordinate |
| * x: int * y: int |
| + getX(): int  + getY(): int  + setX(x: int): void  + setY(y: int):void |

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| Hero |
| * username: String |
| * getUserName(): String * move(direction: String): void * findMonster(): * attackMonster(): * checkStatus(): |