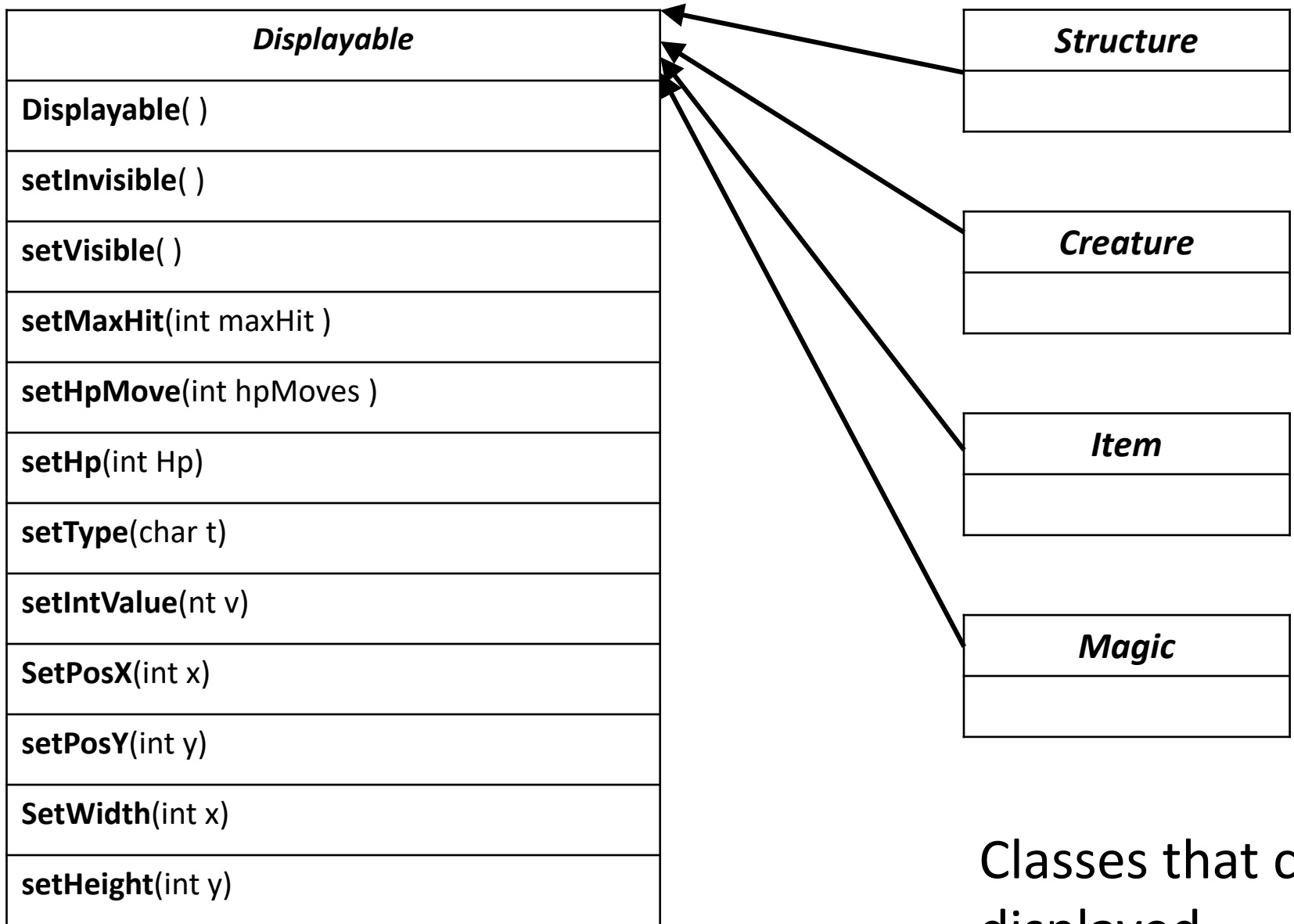


Description of Dungeon classes needed by the parser

Dungeon
getDungeon (string name, int width, int gameHeight)
addRoom (Room)
addCreature (Creature)
addPassage (Passage passage)
addItem (Item)

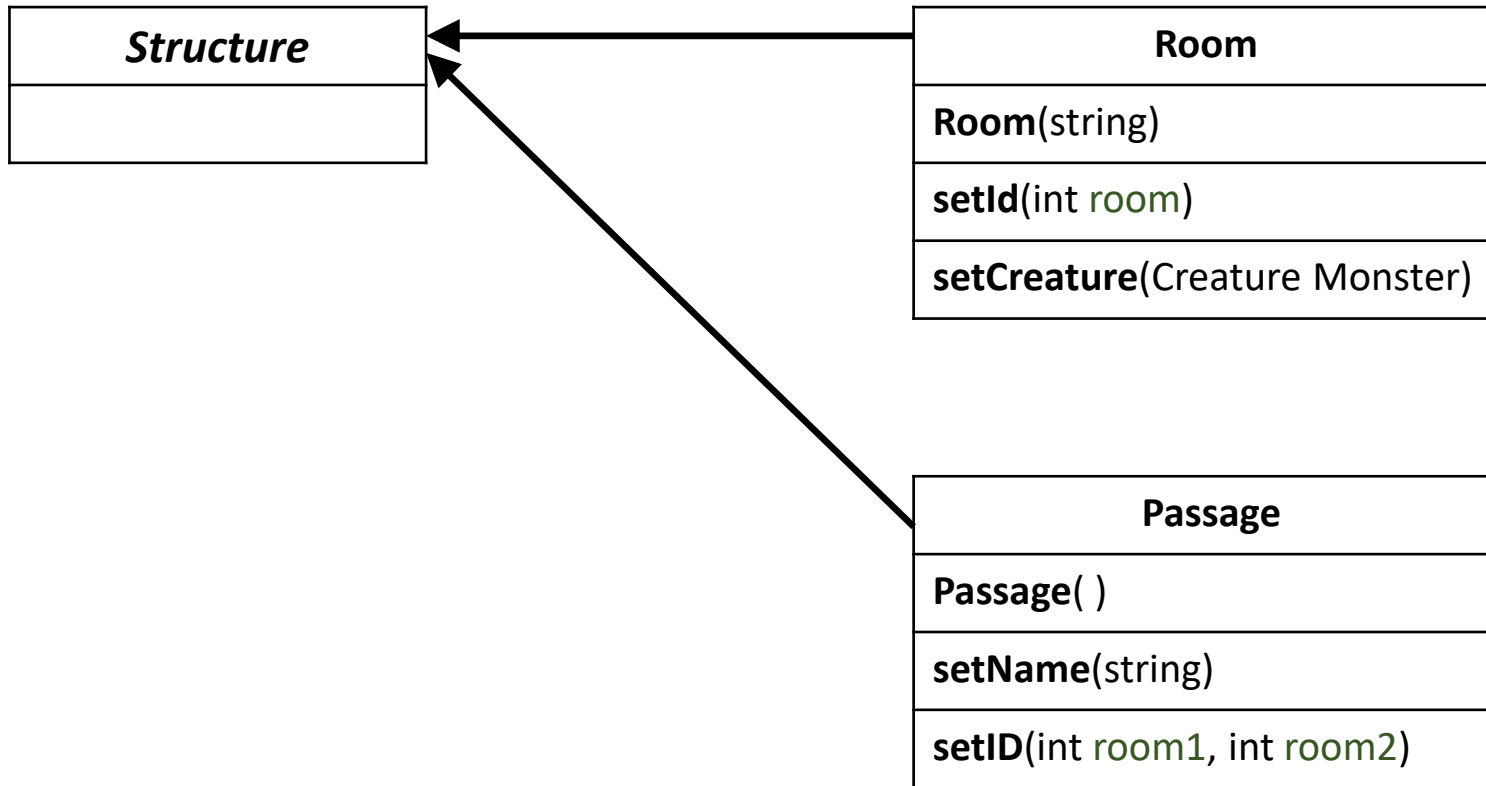
Stand alone classes (for now, at least)

ObjectDisplayGrid
getObjectDisplayGrid (int gameHeight, int width, int topHeight)
setTopMessageHeight (int topHeight);

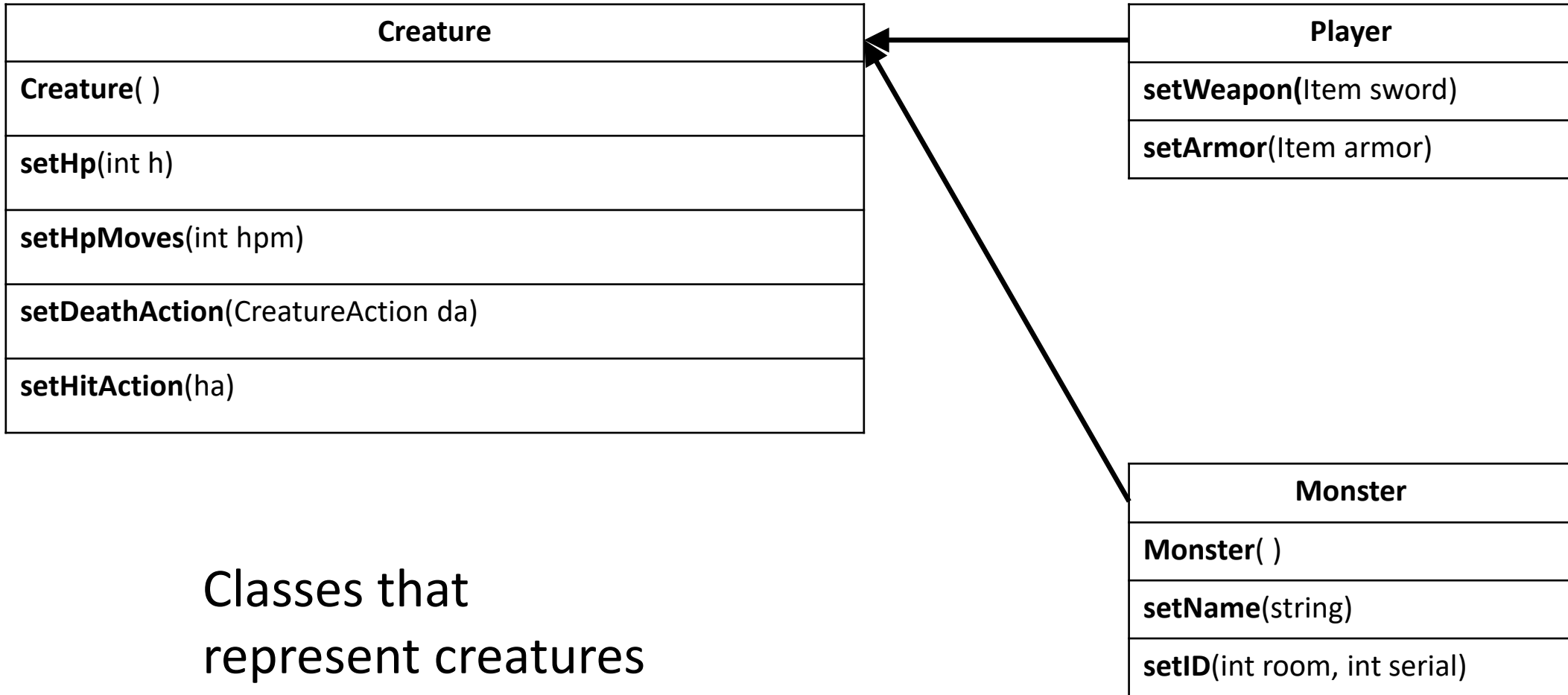


The Displayable base class and immediate subclasses. All objects that are displayable on the game inherit, directly or indirectly, from Displayable.

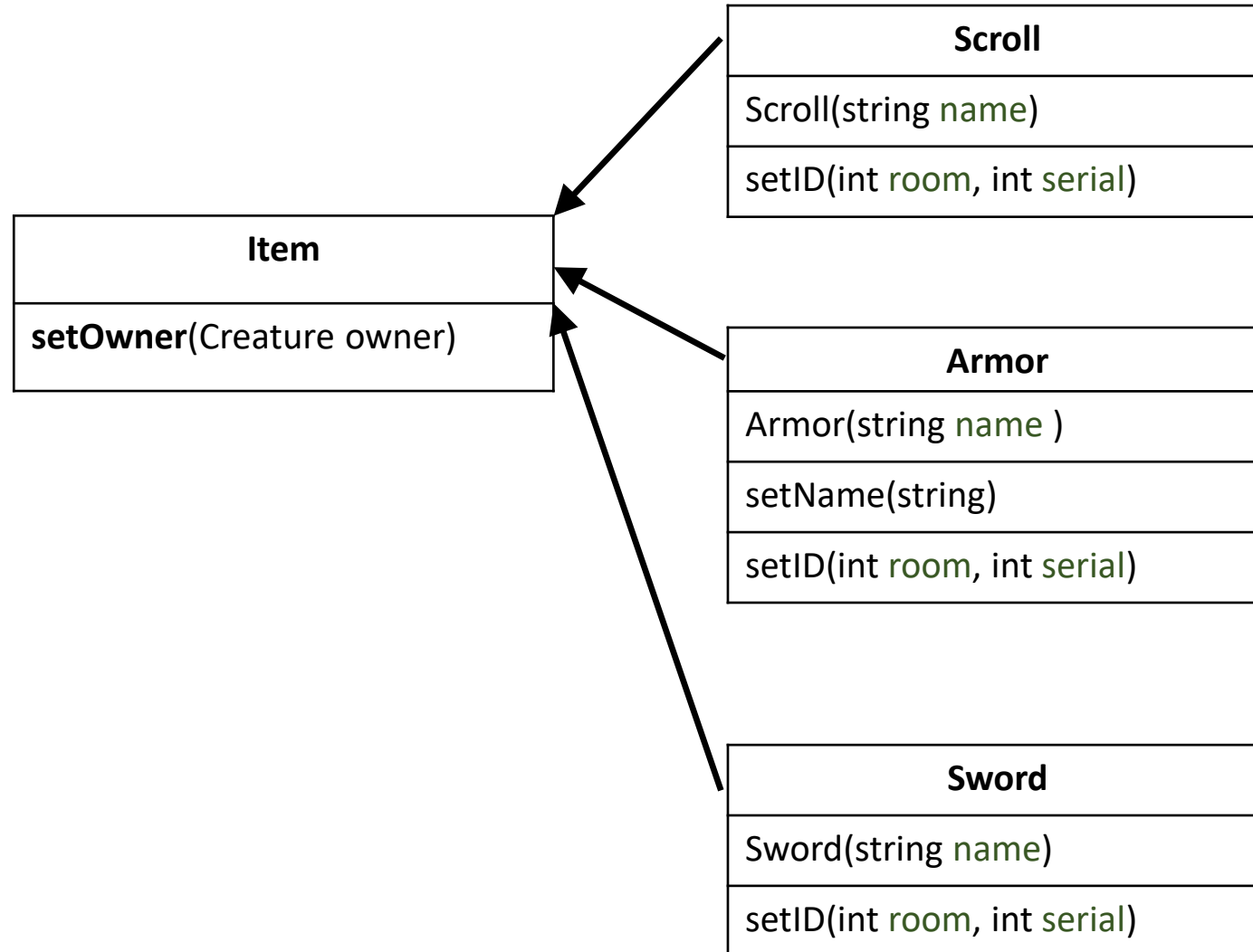
Classes that can be displayed



Classes that
represent structures



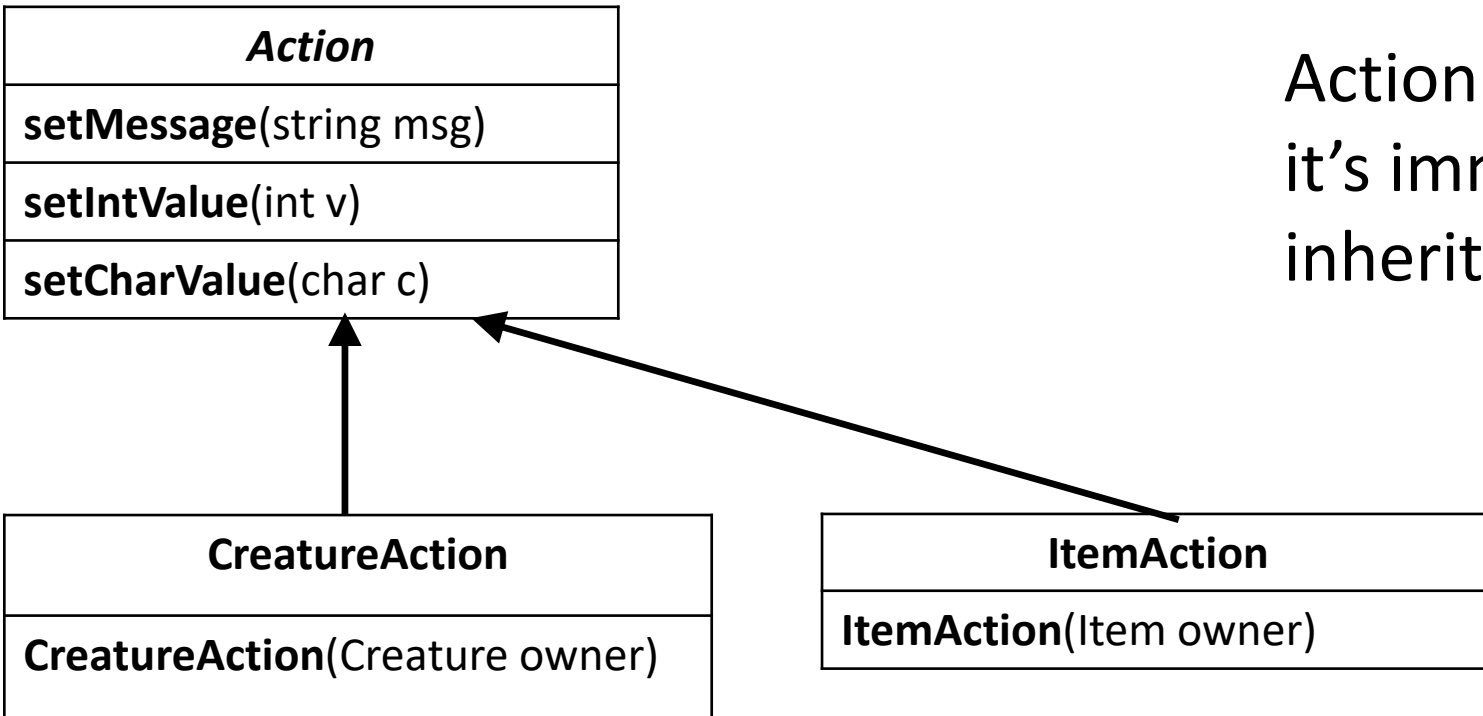
Items



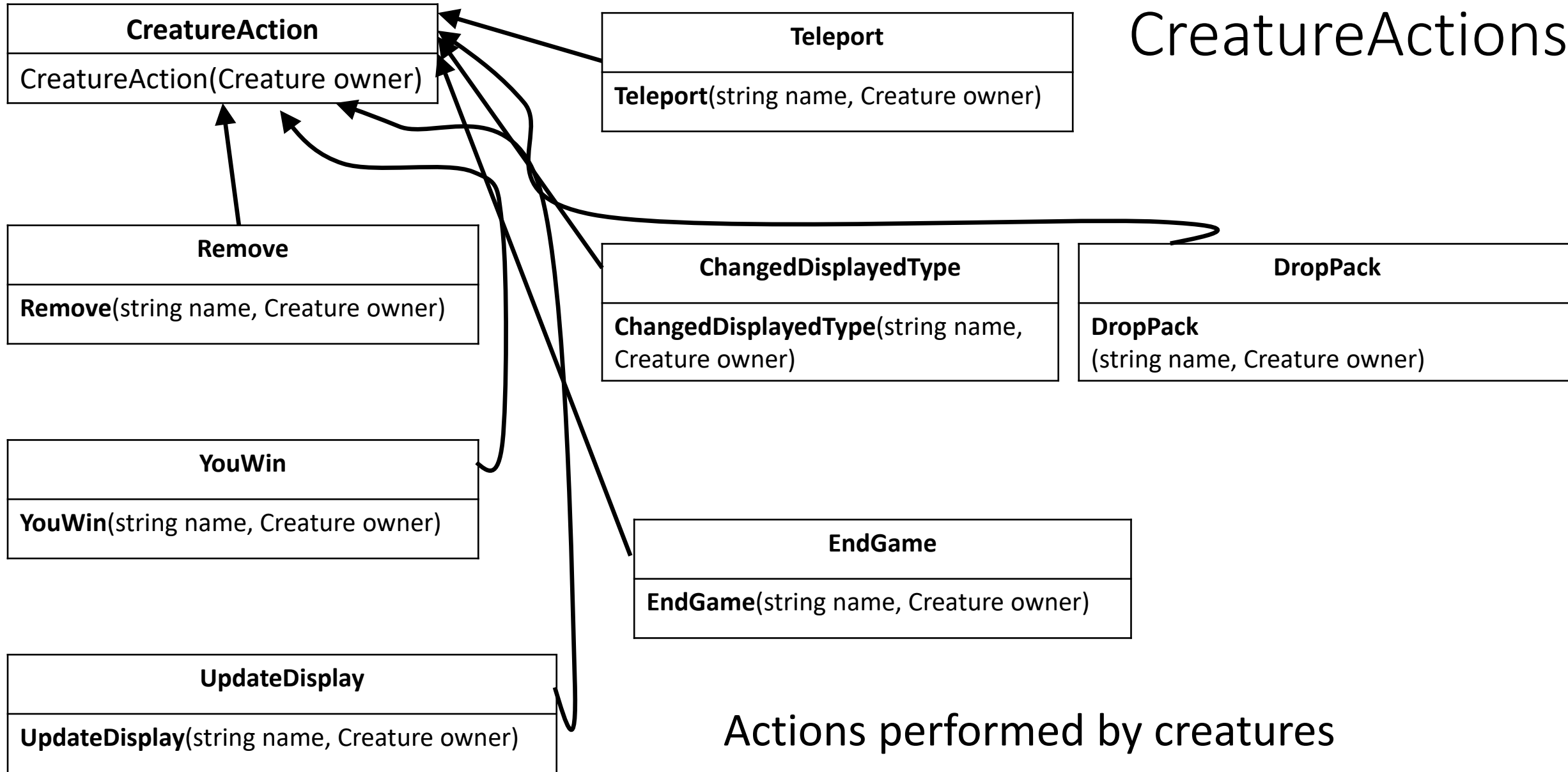
Classes that
represent items

Action

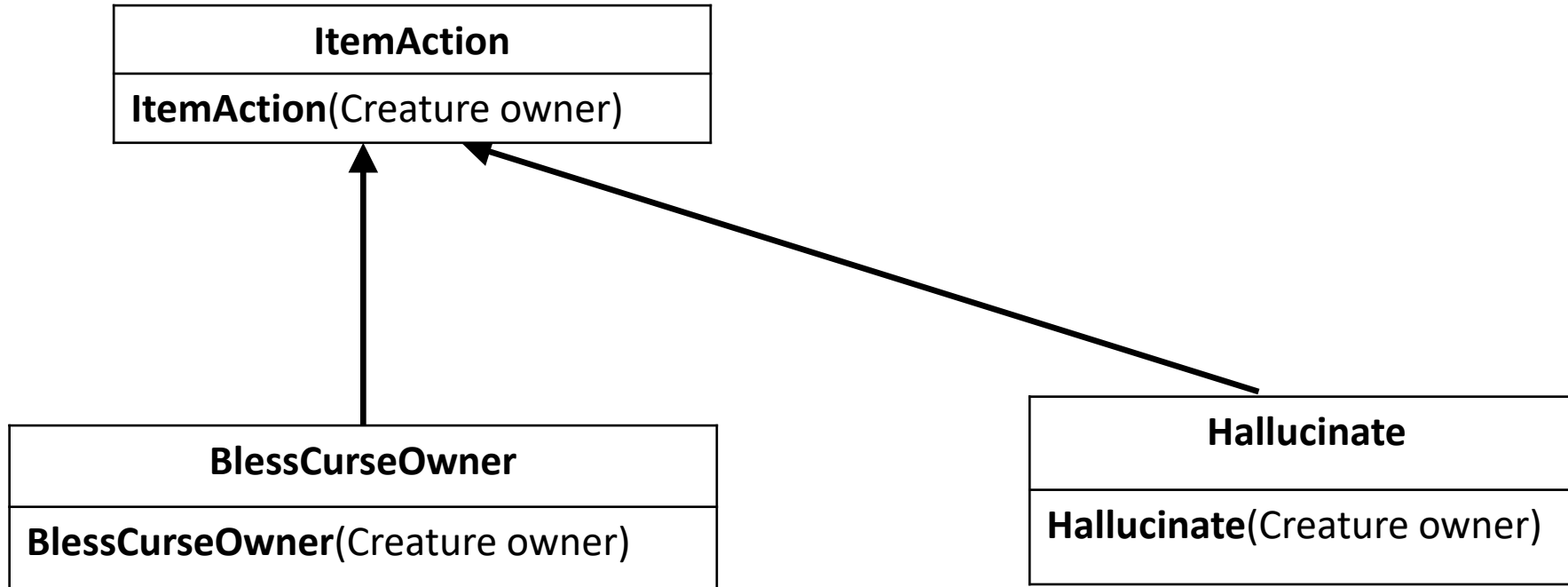
Action classes and
it's immediate
inheritors



CreatureActions



ItemActions



Actions performed by items