### Description of Dungeon classes needed by the parser

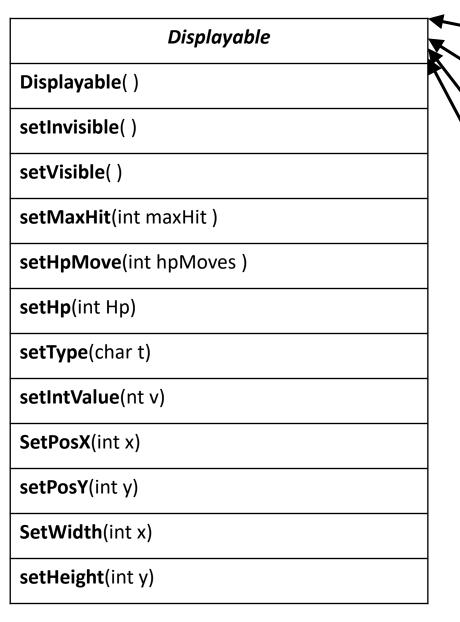
# Dungeon getDungtion(string name, int width, int gameHeight) addRoom(Room) addCreature(Creature) addPassage(string name) addItem(Item)

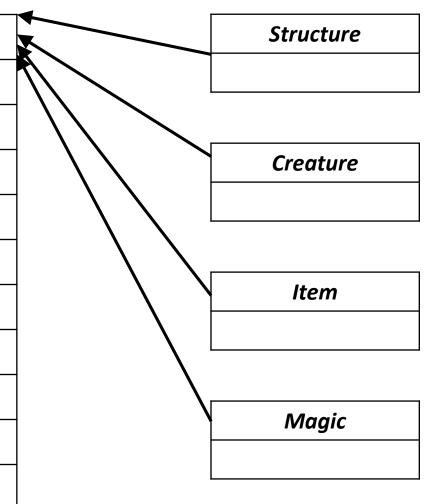
Stand alone classes (for now, at least)

### **ObjectDisplayGrid**

getObjectDisplayGrid(int gameHeight, int width, int topHeight)

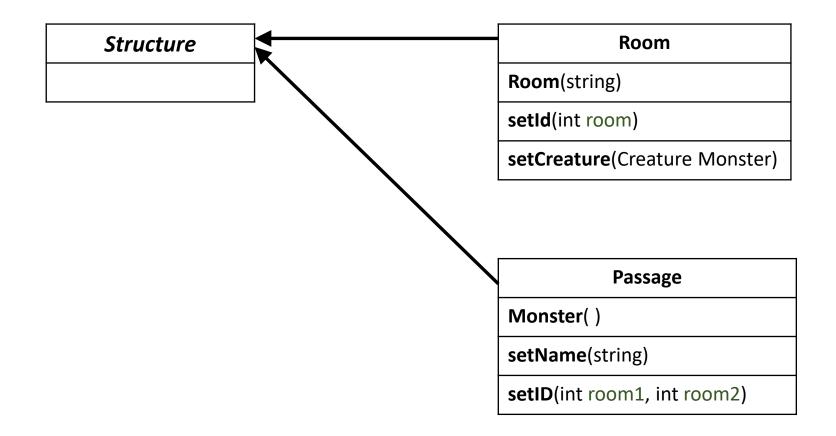
setTopMessageHeight(int topHeight);



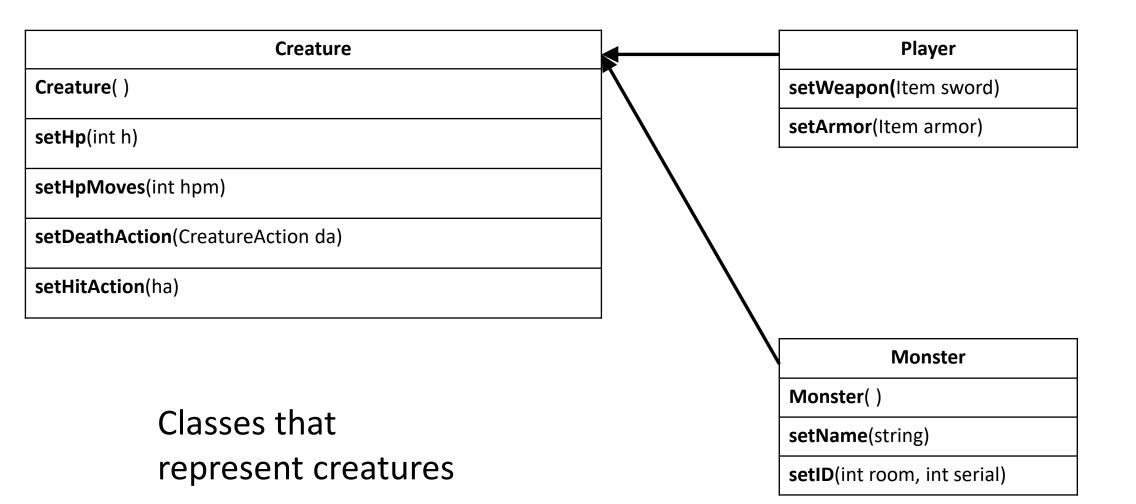


The Displayable base class and immediate subclasses. All objects that are displayable on the game inherit, directly or indirectly, from Displayable.

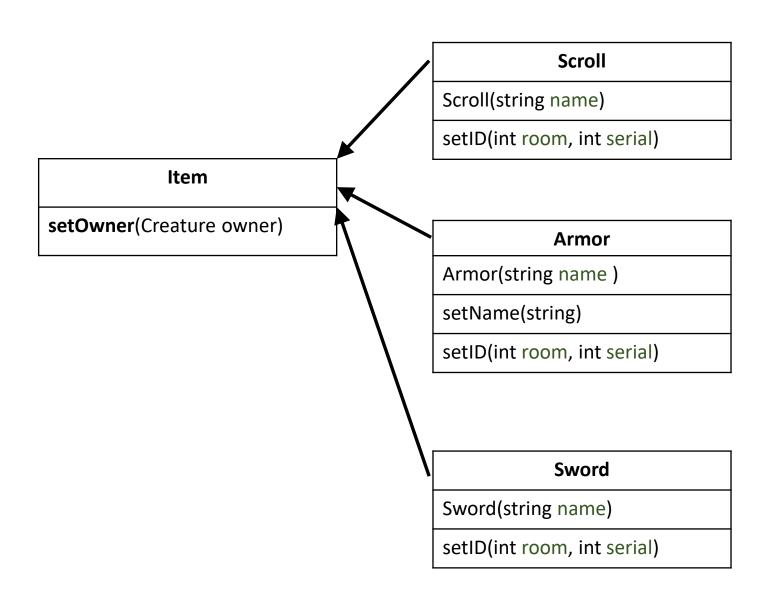
Classes that can be displayed



### Classes that represent structures

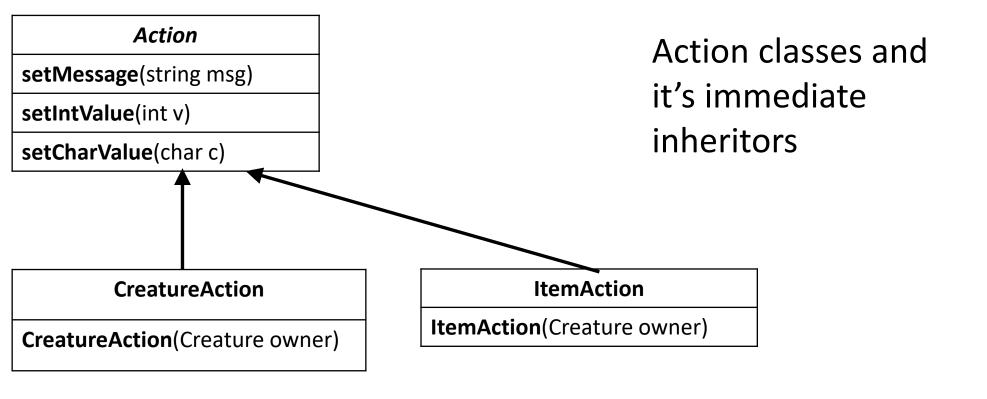


### Items



Classes that represent items

### Action



## CreatureAction CreatureAction(Creature owner)

### Teleport

CreatureActions

**Teleport**(string name, Creature owner)

### Remove

**Remove**(string name, Creature owner)

### ChangedDisplayedType

**ChangedDisplayedType**(string name, Creature owner)

### DropPack

**DropPack** (string name, Creature owner)

### YouWin

**YouWin**(string name, Creature owner)

### **UpdateDisplay**

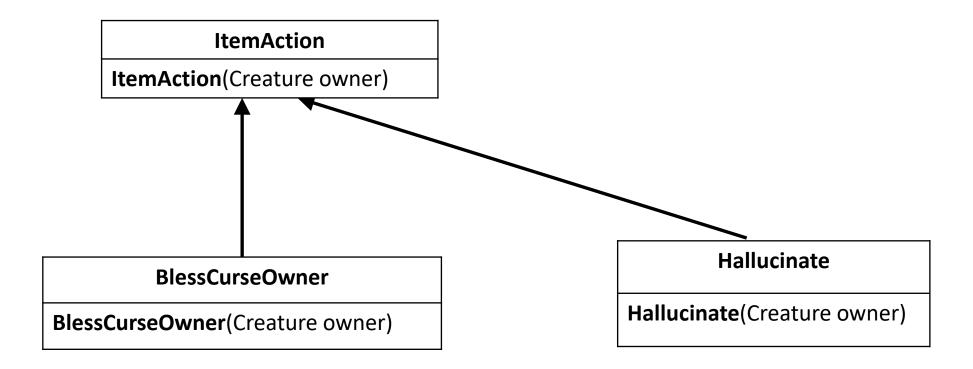
UpdateDisplay(string name, Creature owner)

### **EndGame**

**EndGame**(string name, Creature owner)

Actions performed by creatures

### **ItemActions**



Actions performed by items