Description of Dungeon classes needed by the parser

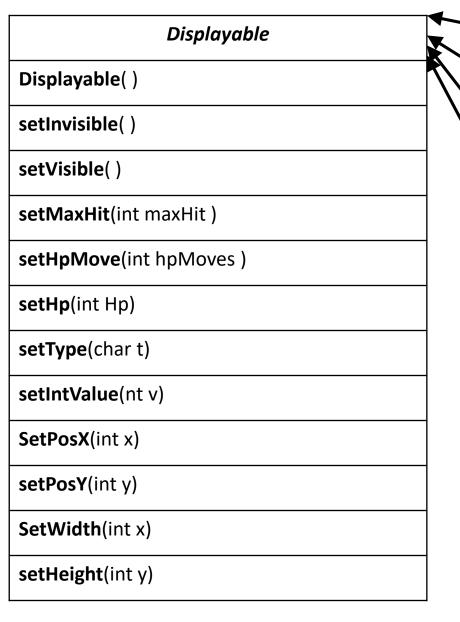
Dungeon getDungeon(string name, int width, int gameHeight) addRoom(Room) addCreature(Creature) addPassage(Passage passage) addItem(Item)

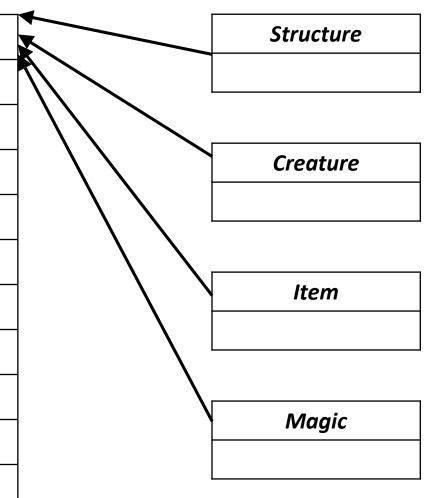
Stand alone classes (for now, at least)

ObjectDisplayGrid

getObjectDisplayGrid(int gameHeight, int width, int topHeight)

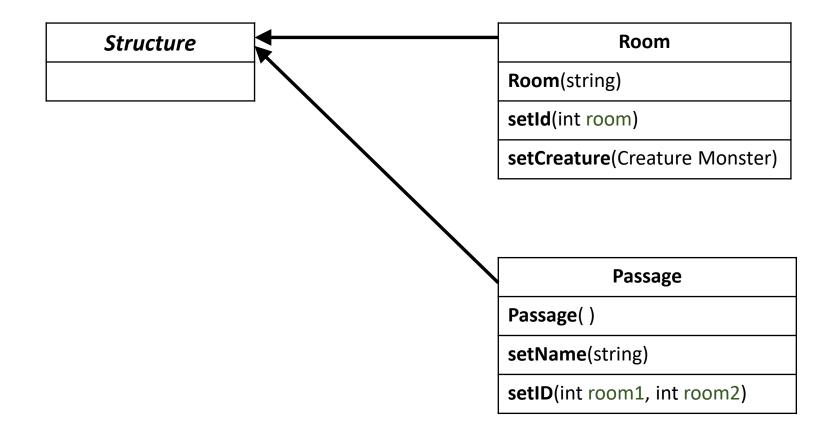
setTopMessageHeight(int topHeight);



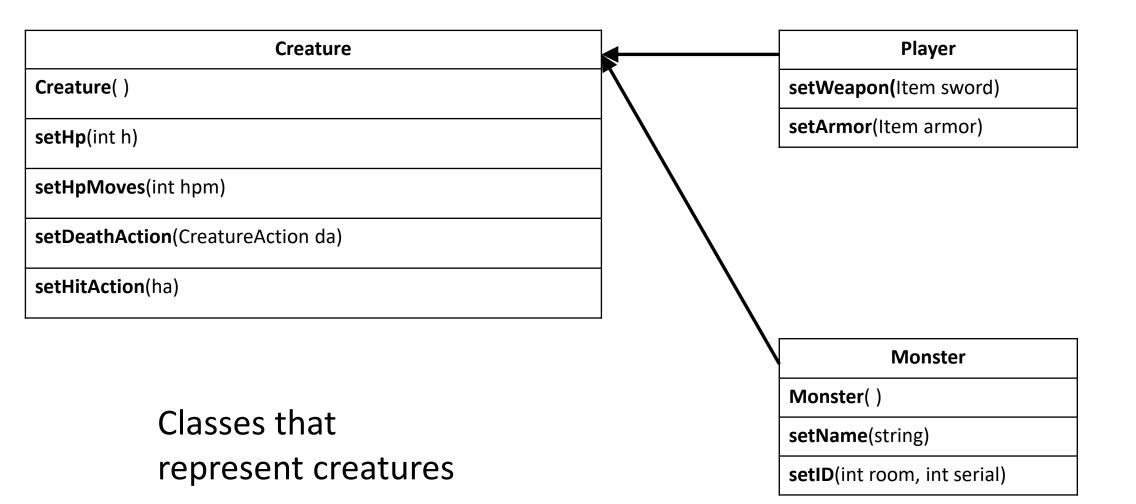


The Displayable base class and immediate subclasses. All objects that are displayable on the game inherit, directly or indirectly, from Displayable.

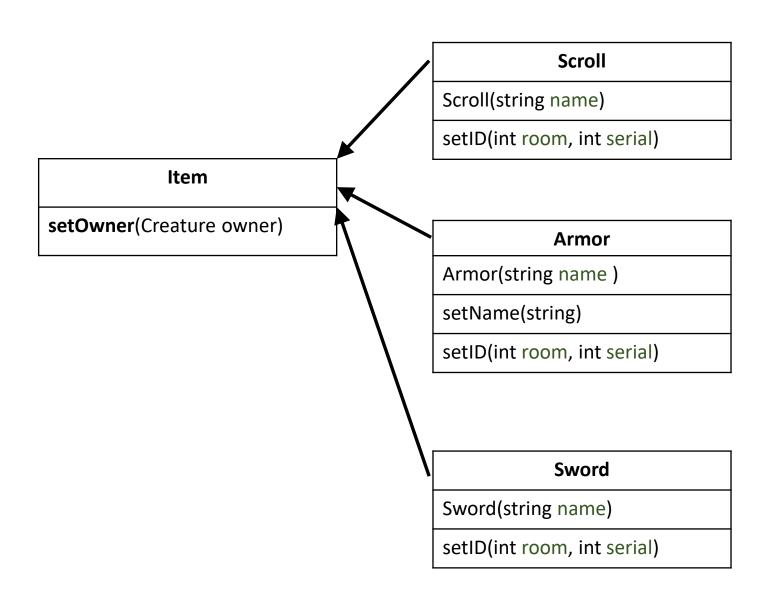
Classes that can be displayed



Classes that represent structures

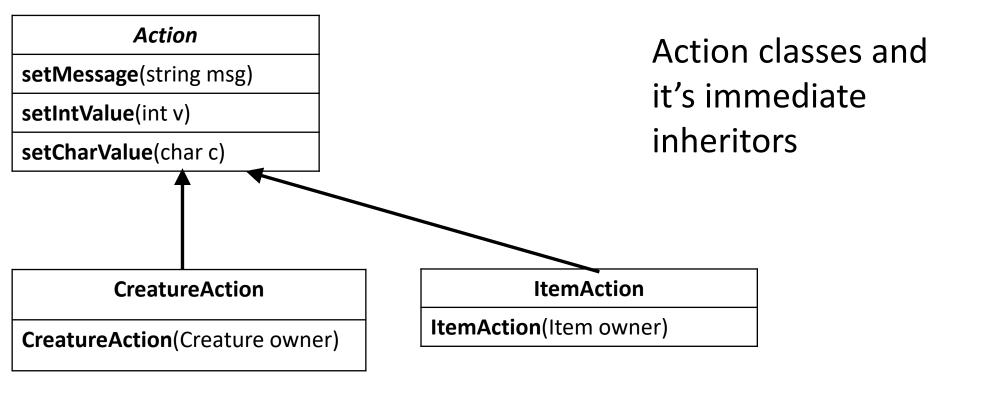


Items



Classes that represent items

Action



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

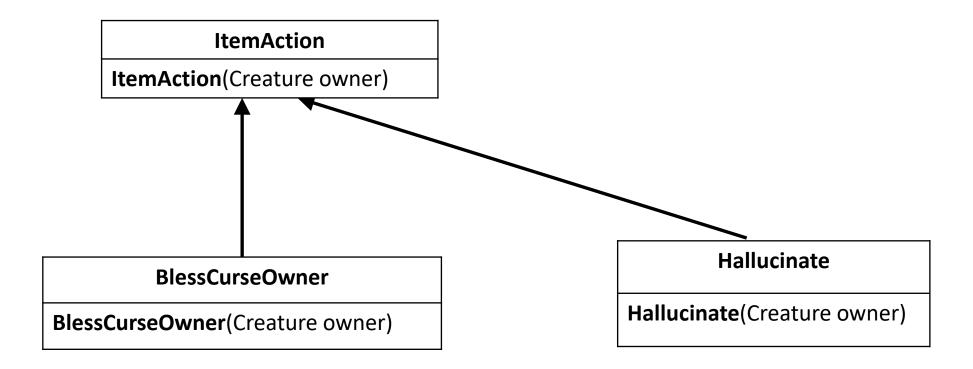
UpdateDisplay(string name, Creature owner)

EndGame

EndGame(string name, Creature owner)

Actions performed by creatures

ItemActions



Actions performed by items