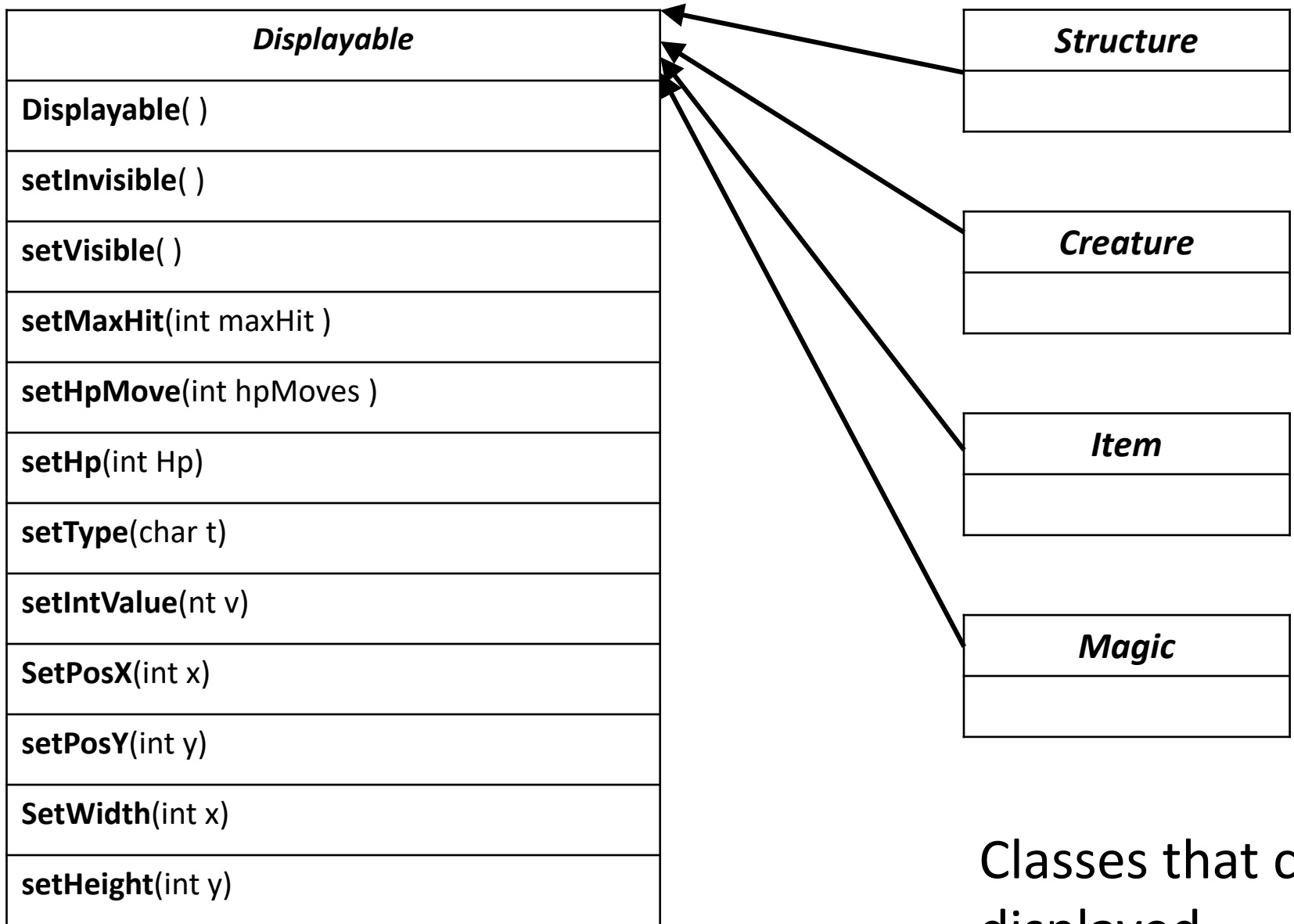


# Description of Dungeon classes needed by the parser

Dungeon
<b>getDungtion</b> (string name, int width, int gameHeight)
<b>addRoom</b> (Room)
<b>addCreature</b> (Creature)
<b>addPassage</b> (string name)
<b>addItem</b> (Item)

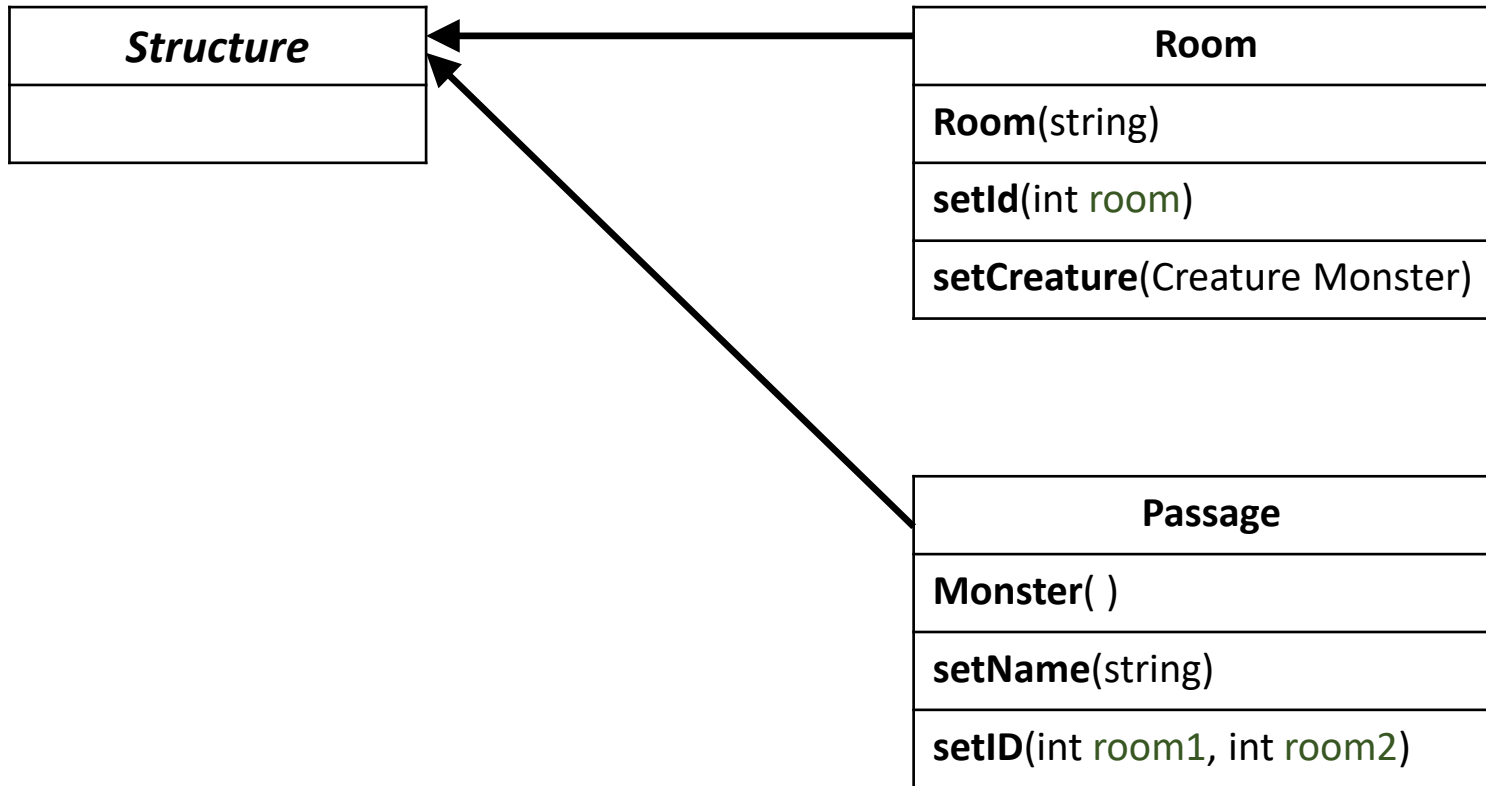
Stand alone classes (for now, at least)

ObjectDisplayGrid
<b>getObjectDisplayGrid</b> (int gameHeight, int width, int topHeight)
<b>setTopMessageHeight</b> (int topHeight);

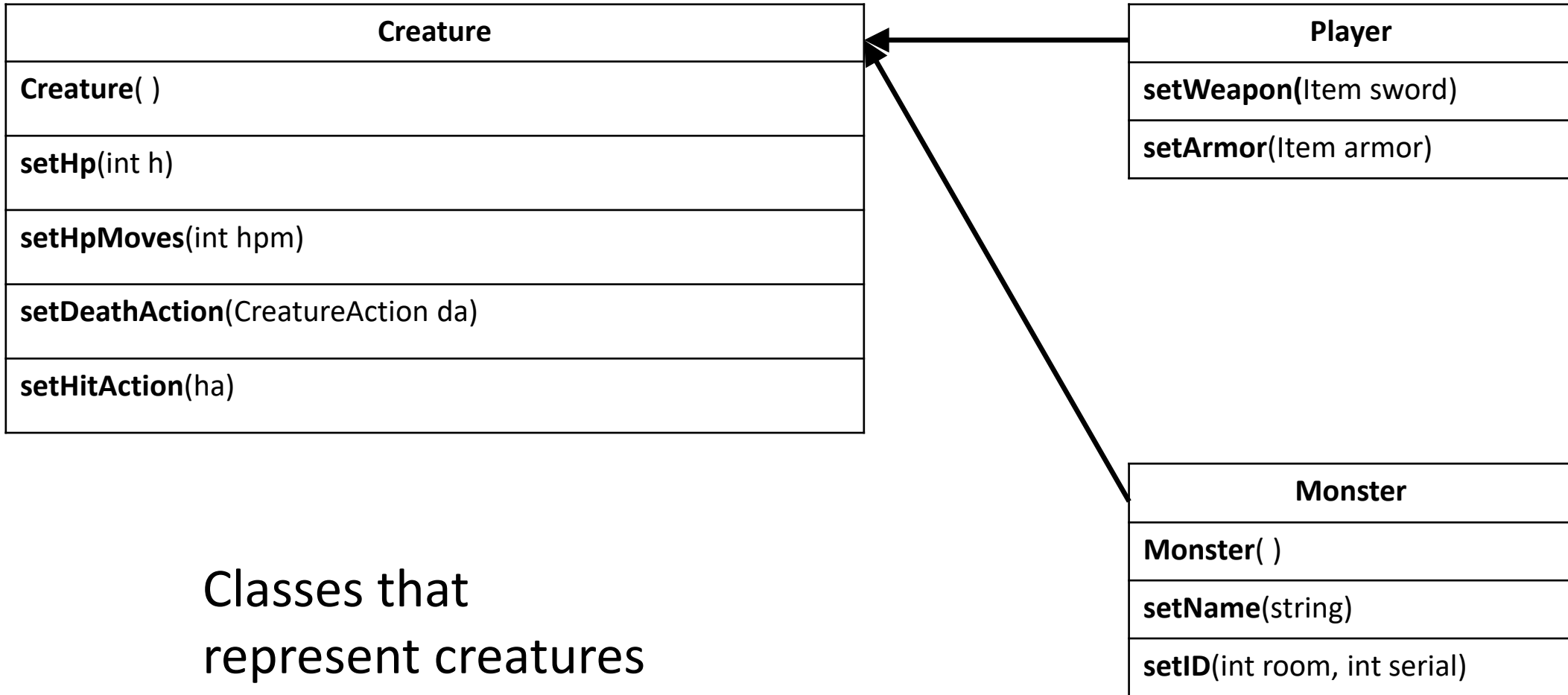


The Displayable base class and immediate subclasses. All objects that are displayable on the game inherit, directly or indirectly, from Displayable.

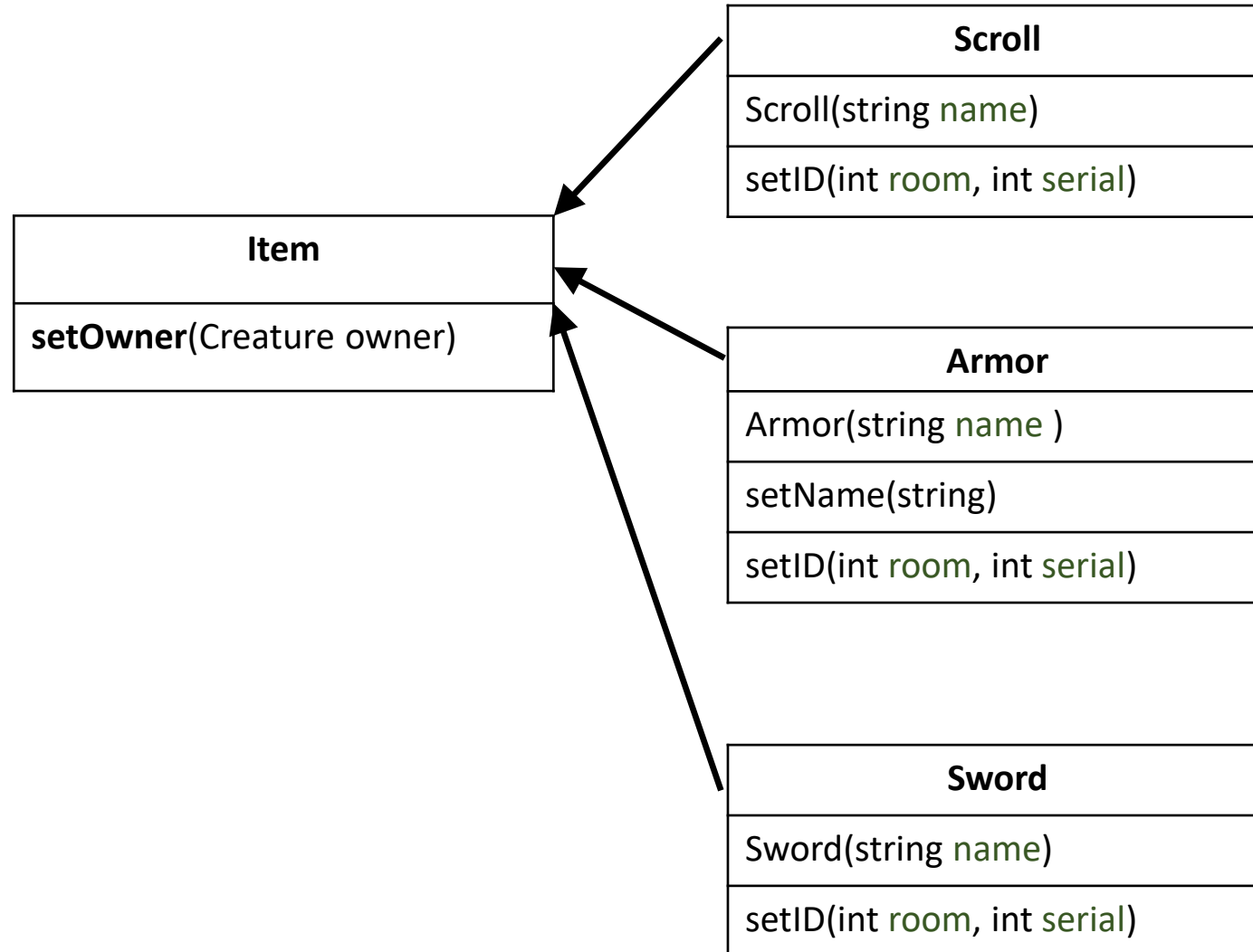
Classes that can be displayed



Classes that  
represent structures



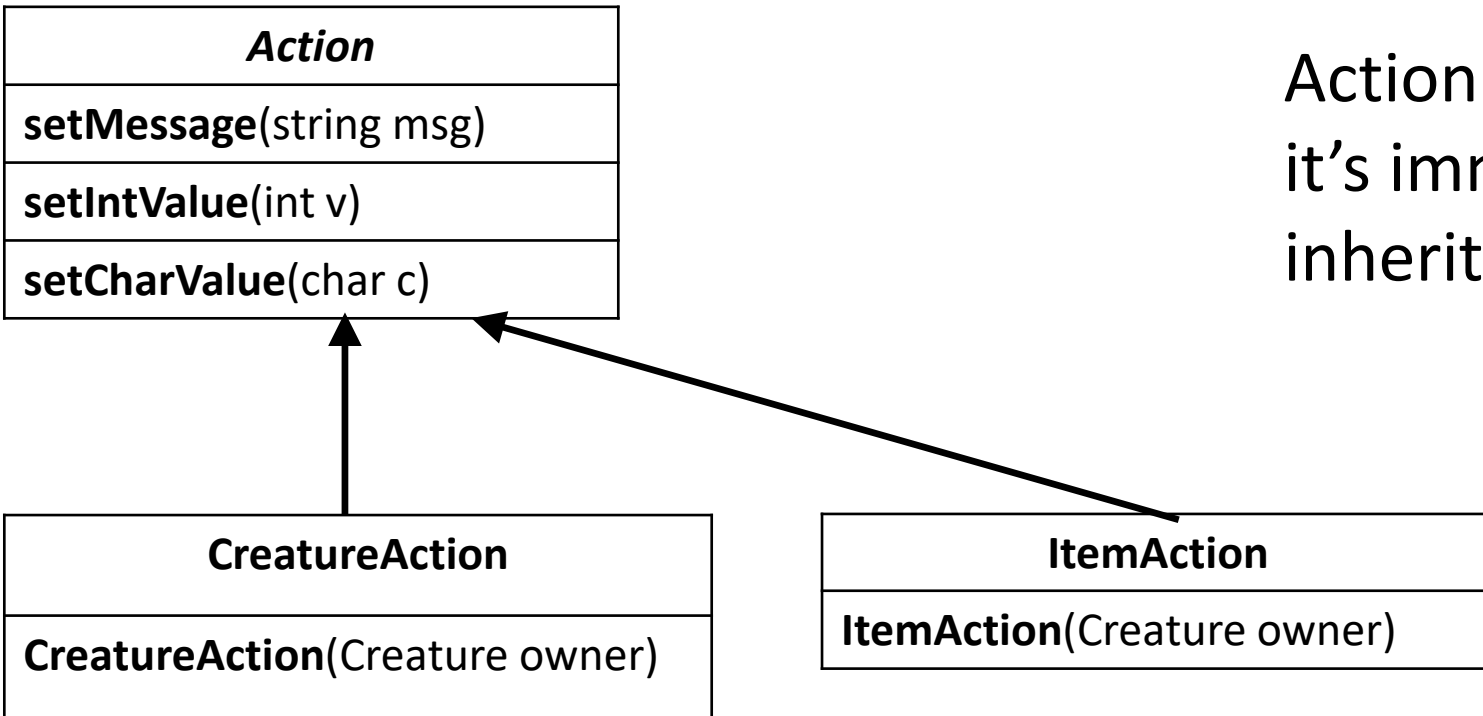
# Items



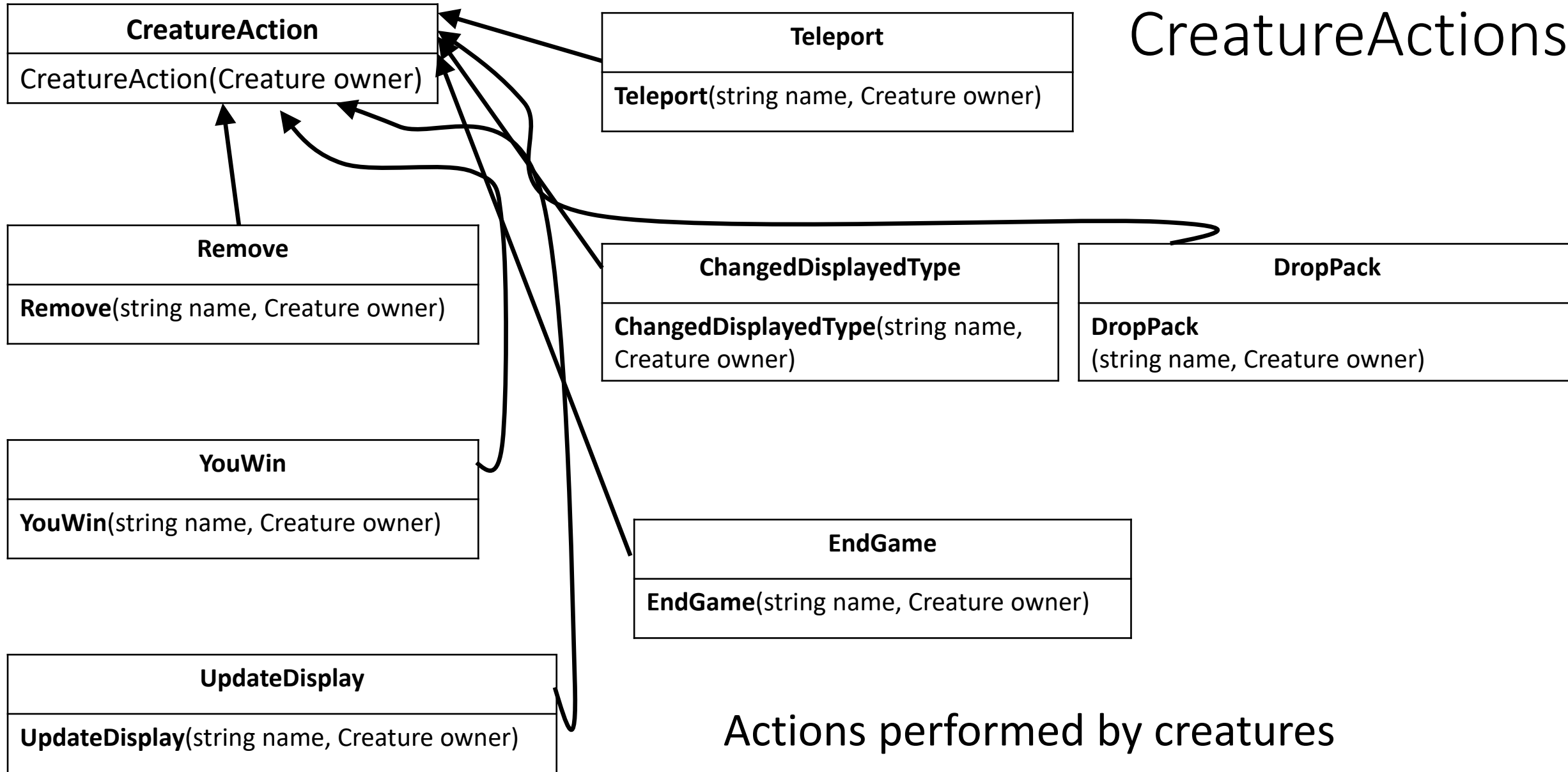
Classes that  
represent items

# Action

Action classes and  
it's immediate  
inheritors

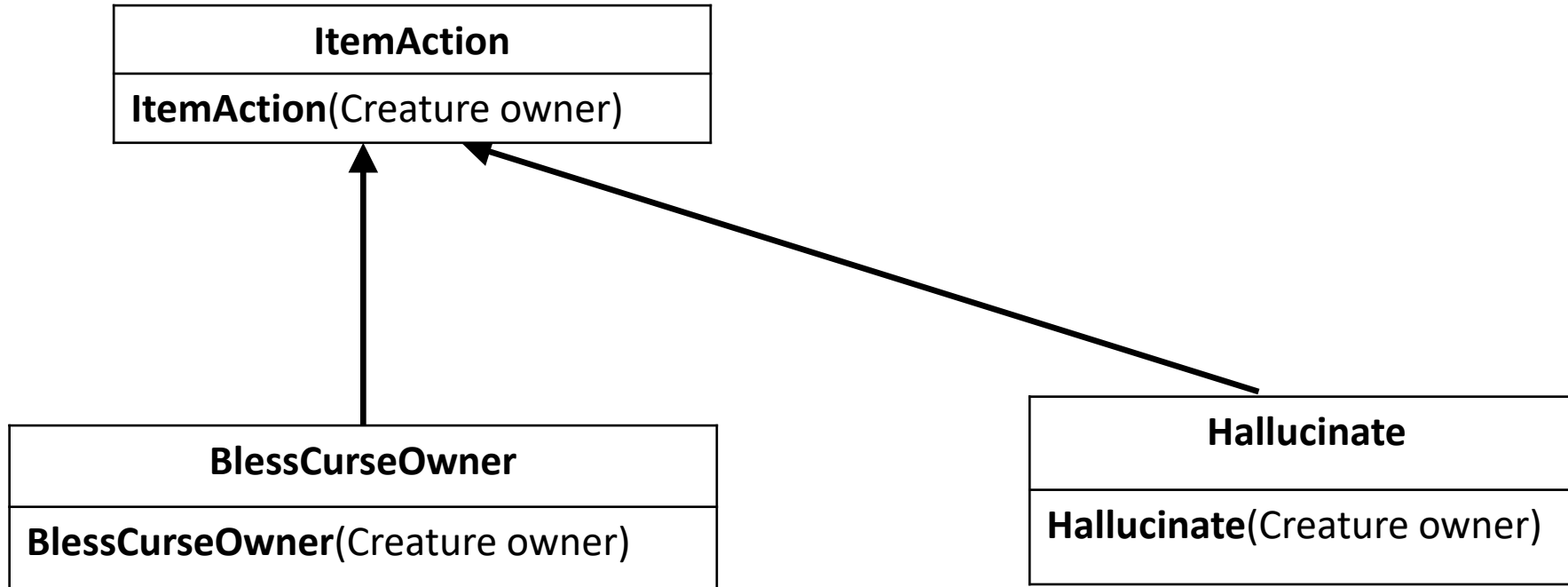


# CreatureActions





# ItemActions



Actions performed by items